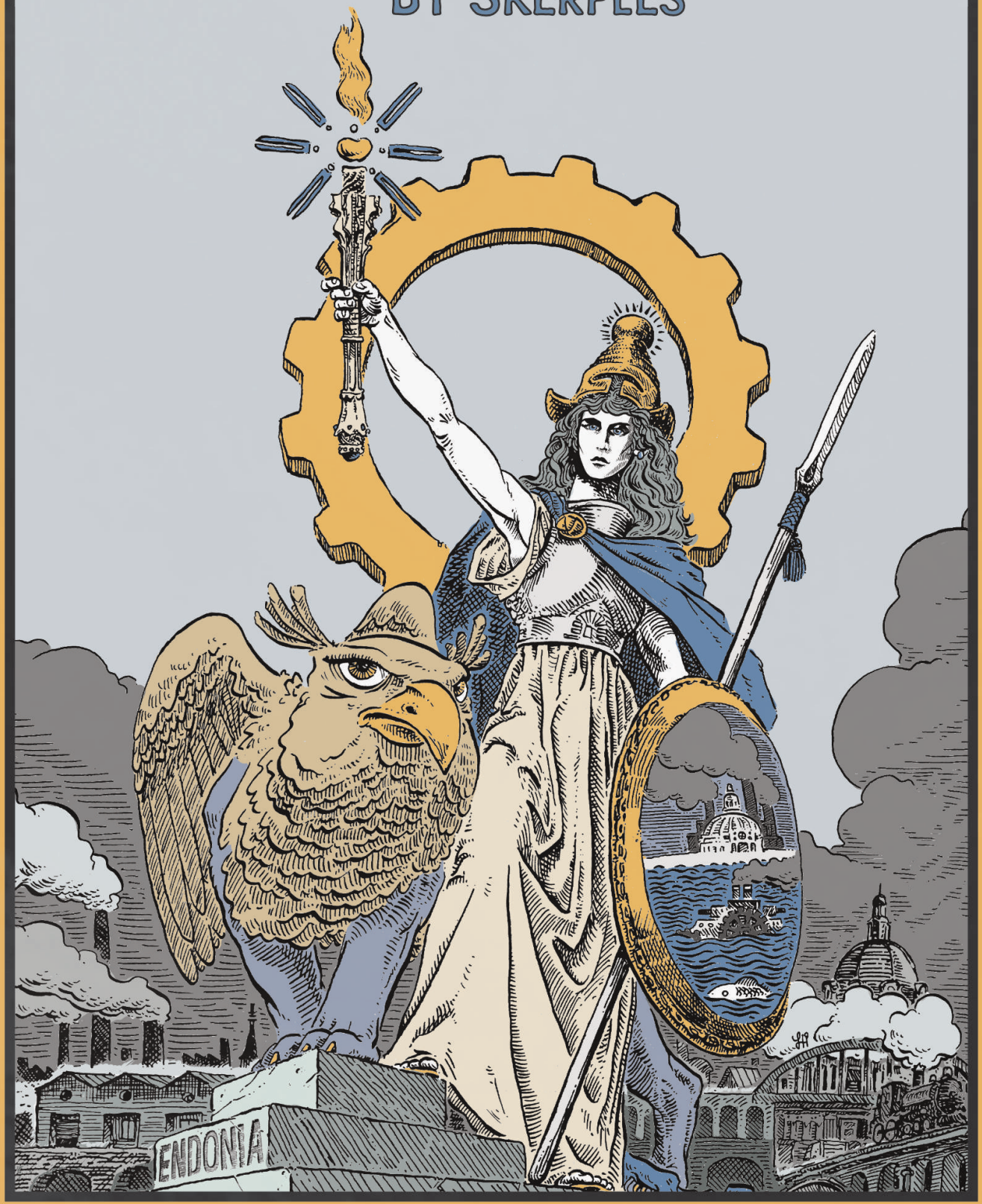
Magical Industrial Revolution

A Pre-Apocalyptic Setting Guide

By Skerples



MAGICAL INDUSTRIAL REVOLUTION

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This book is about Atlantis before the tide turned. It's about Hyperborea before it vanished between dimensions. It's about Nu Yark Citee before the Mushroom Bombs hit.

It's a setting guide to the greatest and most ambitious city in the world: Endon. It's about a world slowly tipping onto its side, and all the interesting things that begin to slide at the start of a revolution. It's about people with grand dreams pushing the boundaries of the possible, and the strange machines and devices they create along the way.

But mostly, it's about magic.

This book contains a wealth of information to supplement Role Playing Game campaigns, including:

- Maps, People, Buildings, Dungeons, Factions, and Villains of Endon
- Eight Pre-Apocalyptic Innovations
- Hundreds of Magic Items and Spells
- Rules for Magical Industry
- Useful Tools for Urban Campaigns
- Horrible Monsters and Nightmarish Creatures
- And much, much more.

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ISBN: 978-1-9992573-1-6

Published 2019
Magical Industrial Revolution: A Pre-Apocalyptic Setting Guide
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Additional public domain art from the British Library Collection, Oldbookillstrations.com,
Project Gutenberg, the Public Domain Review, Zeno.org, and personal scans.

ISBN 978-1-9992573-1-6

Original magic paradigm (pg. 69) sketched by Arnold Kemp ◊ goblinpunch.blogspot.com
Penny dreadful titles (pg. 47) compiled by Joseph Manola ◊ udan-adan.blogspot.com
Some unique spell names (pg. 83) suggested by Janelle Shane's neural network ◊ aiweirdness.com
Some jokes from Boff! Magazine suggested by G. R. Michael.

Special Thanks to:
Arnold Kemp ◊ goblinpunch.blogspot.com
Chris McDowall ◊ www.bastionland.com
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Zachary Cox ◊ soulmuppet.co.uk
And all the playtesters, proofreaders, and supporters.

Thank you to the Patrons for your support.
Keep on being weird.

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INTRODUCTION

This book is about Atlantis before the tide turned. It's about Hyperborea before it vanished between dimensions. It's about Nu Yark Citee before the Mushroom Bombs hit.

It's a setting guide to the greatest and most ambitious city in the world: Endon. It's about a world slowly tipping onto its side, and all the interesting things that begin to slide at the start of a revolution. It's about people with grand dreams pushing the boundaries of the possible, and the strange machines and devices they create along the way.

But mostly, it's about magic.

PASTORAL WIZARDRY

In most fantasy worlds, magic is just... present. You can buy potions at the local artisanal potion-seller's stall. You can train under a lone and eccentric archmage. Wizards might be common, but they aren't changing the world. In some games, you can pick through the ruins of vast magically sophisticated civilizations who, for whatever reason, Went Too Far; a magical post-apocalyptic wasteland overgrown and forgotten.

CONSTANT CHANGE

Most settings are fixed, stable things. Institutions are sturdy. Technology is stagnant or predictable. Cities don't change. This book isn't about a setting's end-point. It's about a process—the transition between two eras; from a late renaissance world of castles, fields, and farmers to an industrialized world of factories, cities, and power. Progress from one era to another will not be smooth, easy, or linear. The whole thing might explode, collapse, or veer towards madness.

BEFORE YOU BEGIN

Read the entire book. Makes notes on things you like and don't like. Print a copy of the **Pre-Session Checklist** (pg. 151), the **Solve My Problems Sheet** (pg. 152), and the **Main Map** (pg. 8).

WRITE IN THIS BOOK

Seriously. There are nice wide margins and lots of white space. The Tempo symbols (¤) are checkboxes. Circle things, add NPC names, and draw pictures. If you write new content, tear the binding apart and staple in new pages. This book is designed to be used. If you want a pretty object to put on your shelf, buy a second copy. Alternatively, write in pencil or use sticky-notes and tabs.

WHAT IS ENDON FOR?

Endon is an outlier. It's a few decades or centuries ahead of the curve. This isn't necessarily a good thing. Endon's rise is like a firework: lots of glitter and sparks, but fundamentally unstable. This book is about a *pre*-apocalyptic setting; something's going to give. It doesn't have to make sense forever because it's not going to last forever; it's a violently unstable brew.

Until it all falls apart (possibly taking the rest of the region/continent/world with it), Endon is the place to:

- Buy the latest fashions.
- Buy the most potent weapons.
- Meet the most elegant, refined, beautiful, seductive, poetic, educated, etc., people.
- Meet people from any part of the world.
- Sell magic items for the most money.
- Get leads on the most profitable ventures.

If you have a problem, if no other generic medieval fantasy city can help, if you can find it, maybe you can reach Endon. Just make sure to look both ways before crossing the street.

Send your players there to solve an unrelated problem and see what they do. Drop rumours of Endon into generic medieval villages; a city lit by a thousand ever-burning lamps, a city where actresses dance with kings and even the poor eat steak. Some other reasons are listed on pp. 143–145.

The **Solve My Problems Sheet** (pg. 152) lists interesting problems Endon can solve, with page number references. If you don't like reading books in order, start there and dive in.

> *If magic is unrestrained in the campaign, D&D quickly degenerates into a weird wizard show where players get bored quickly, or the referee is forced to change the game into a new framework which will accommodate what he has created by way of player-characters.*
>
> *—Gary Gygax, The Strategic Review II, 1976*

The goal is to make Endon a "weird wizard show" where the players won't have time to get bored because the world is falling apart around their ears, or because they're too busy making money and gaining political power to care. It's a new, temporary, bolt-on framework you can stick into an existing game.

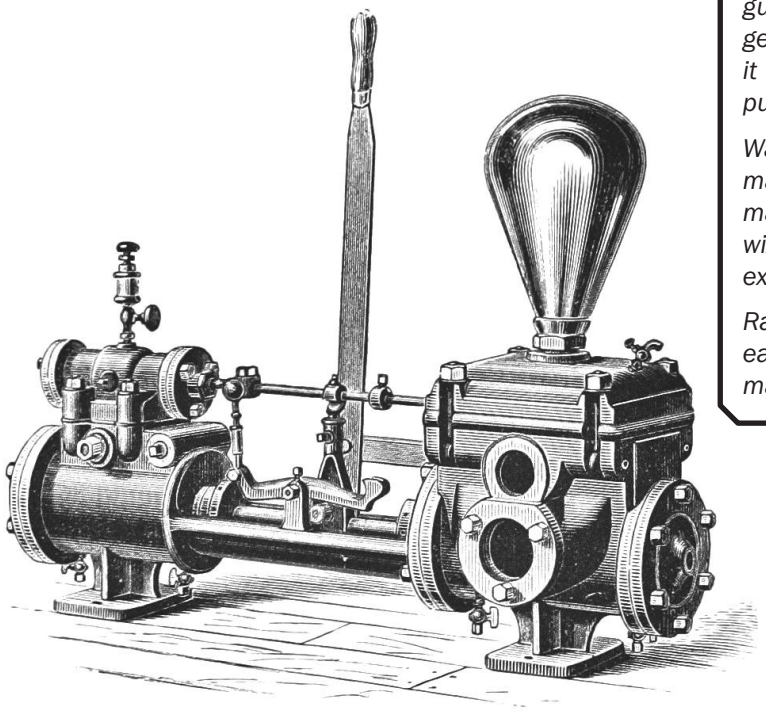
Endon is not dangerous in the conventional sense. Monsters do not roam the streets (well, at least, not frequently). Brigands do not stalk the night (unless you go into some of the more dangerous neighbourhoods). The city is not necessarily the best location for D&D-style adventures. Instead, think of it as an adventure hub, a central structure onto which any number of conventional or unconventional adventures could be attached.

WHEN IS ENDON?

"Medieval", especially "medieval fantasy" seems to cover everything from Constantine to Cromwell. Joan of Arc, Robin Hood, and Richard the Lionheart all happened at approximately the same time; before muskets, potatoes, the printing press, and ruffled collars, but after togas, orgies, and chariot racing.

Well, this is Restoration-Georgian-Regency-Victorian fantasy. It starts with liberalism and social change and ends with the first World War, but it's more focused on the middle bit than the transitions at either end. Charles Dickens could meet Sherlock Holmes at a coffee shop to discuss the new "going-up-and-down-a-bit-and-then-moving-along Gertrude" cloth-weaving machine, and then leap out of the way of a coal-powered Omni-bus full of soldiers newly returned from some poorly thought-out foreign adventure.

Endon is London. That should be obvious. Not the real, historical London but the London of a thousand movies and TV series and novels and half-remembered anecdotes. If your group is intimately familiar with London, then it's Hong Kong. If your group is intimately familiar with both London and Hong Kong then it's New York. If your group is intimately familiar with London, Hong Kong, and New York, then what the hell are you doing playing RPGs? Clearly you've got a lot more interesting things to do with your time. Maybe you should be the ones writing a book, did you ever think of that? No? Well too bad, it's your job now.



MAGIC, NOT RELIGION

This book deals only with magic. No miracles, no divine interventions, no holy relics. If there are divine figures on high, they're peering down at Endon with concern and amusement, or hiding behind Their thrones with Their fingers in Their ears. Some gods might enjoy experimenting—some of them are notorious for it—but no god enjoys being tested.

The Church of Endon is a feeble and somewhat disreputable institution, vaguely associated with charitable works, weekly luncheons, and tutting.

A THEORY OF MAGIC

Here's the state of the art, expanded from the original *Principia Arcana*. For more details, see **The Paradigm** (pg. 69).

Spells are living creatures. Spells, enchantments, ghosts, and souls are all more-or-less the same. Souls inhabit a living shell most of the time. Weak souls require the living shell to be maintained with food, water, air, etc. Strong souls, like those of sufficiently magical creatures, can ignore biology and physics.

A wizard's spells range in intelligence from pond scum to ferrets. A spellbook is a menagerie-prison. A well-trained brain is a mind-gun loaded with spell-bullets. Minor spells, called cantrips, infest the wizard's soul and bind to it. You can imagine them as extra, mutated limbs, except stuck to the soul and not the body.

Spells can be bred and trained. Copying a spell is difficult and tedious. Enchanting an object means convincing a spell to activate more-or-less permanently and is exceptionally tricky. Runes and engravings can help form a combination prison, racetrack, and factory.

Magical energy is spell food and fuel. It's gunpowder for the mind-bullets. Raw magic generates octarine light, the eighth colour. When it interacts with normal matter it creates a faint purplish-green sparkle or flare.

Wands are portable brains for storing spells and magical energy. Powerful wands can act like a magical battery, storing extra charges for a wizard. Concentrated magic has a tendency to explode.

Raw magical energy flows from the sun to the earth. This is why spells return at dawn and many magical effects only last for a single day.

THE BEST SET OF BELIEFS

It's possible this theory isn't true. It might even be wildly inaccurate. But it does explain most of the observable facts and that's good enough for most wizards. After all, Newton knew how gravity worked without having the faintest idea of *why* gravity worked. The theory of caloric fluids explains a cooling cup of tea and predicts the speed of sound in air. Radioactivity had a long and exciting life without an explanation; oil prospectors corrected for continental drift long before the geologists started paying attention to coastlines and fossils.

So maybe magic will turn out to be caloric corpuscules or planes of negative and positive energy. Maybe it will be something else entirely. But right now, for the purposes of this book, the spells-as-living-creatures theory given here is widely accepted.

BUT MY SETTING...

World history doesn't progress evenly. In 1850, some areas of the British isles had barely changed since 1450, or possibly since 1150. History is lumpy and inconvenient. Medieval kingdoms flourish next to railroads and telegraph lines. Proper wilderness, with nature red in tooth and claw, lurks a few hundred miles away from centres of light and civilization.

If the rest of your setting is generic fantasy medieval (or generic fantasy iron age, or classical, or whatever), drop Endon in somewhere. Endon is an outlier. Maybe it will drag the rest of the world into a new era of magical prosperity, and every city in your setting will become an Endon, or something like it.

It's more likely that it will explode.

CROSS-REFERENCES

Wherever possible, names and NPCs aren't repeated. If you seen a name on a page, chances are it's the only place that name appears. You don't need to memorize everyone; later sections don't assume you've read and memorized prior NPCs.

There's a downside to this convenience. A GM will need to think about how various NPCs, factions, Innovations, schemes, and developments intersect. The **Quick Reference Sheet** (pg. 152) will help, but it's up to the GM to make a game set in Endon tangled and complicated.

MODULARITY

Think of this book as a **L**ocking **E**uropean **G**eometric **O**bject kit. You can build the thing on the box cover using all the pieces, or you can make an entirely new kit, or you can integrate it into an existing kit, box of parts, or display. If you don't like a section, don't use that section. Maybe you're only here for the magic items (pp. 92–105). The entire book is designed to be pulled apart, altered, and recombined.

IS ENDON ALLEGORICAL?

Not really. It wasn't deliberately written about any -isms (from colonialism to capitalism), or global warming, or human rights. If your game is about those things, Endon can supply a suitable backdrop. If this book has any deeper substance, it's about the human capacity to wreak awful havoc with the best intentions.



INNOVATIONS

There are 8 Innovations in progress in Endon (pp. 20–37).

All Innovations have six Stages:

1. Initial Innovation
2. Public Introduction
3. Widespread Adoption
4. Scope Alteration
5. Height of Ambition
6. Terminal Events

An Innovation at Stage 1 has a minimal effect on the setting. An Innovation at Stage 6 has reached an apocalyptic climax and has probably ruined the lives of everyone in Endon or the entire world. You don't have to use all the Innovations listed. Feel free to write more.

Every Season (or year, or game session, if you want a quicker game), roll 1d6 for each Innovation. If the number is greater than the Innovation's current stage, advance that Innovation by one Stage. The easiest way is to roll 8d6, then line them up from left to right as they landed on the table.

You don't need to work every Innovation into every session, but if an Innovation has reached Stage 4 or 5 it should at least be mentioned. This might seem overwhelming, but the Pre-Session Checklist (pg. 151) should help minimize bookkeeping.

It will take approximately 6 Seasons for any one Innovation to go from Stage 1 to Stage 6.

TEMPO

Tempo represents the pace of life and magical innovation in Endon. The Tempo starts at 1 (represented throughout the text as ¤).

All Innovations are Stage 3 or above: Tempo is 2 (¤¤).

All Innovations are Stage 4 or above: Tempo is 3 (¤¤¤).

As the Tempo increases, the description of some areas of Endon, the price of some items, and a few other details will change. Look for the ¤ symbol throughout the book.

It's possible, though unlikely, that the Tempo won't change before one Innovation reaches Stage 6 and something apocalyptic happens. This is fine.



APOCALYPTIC EVENTS

Putting Endon in your setting puts your setting at risk. Whatever destroys the city, the region, or the entire planet will be unprecedented in the history of the world. Other cities have been destroyed by magic, but whatever Endon does will be new, unexpected, and catastrophic. The materials and methods used by Endon's wizards are sophisticated without being refined. There are no safety manuals, no lessons written in blood, no cautionary tales like Chernobyl, Bhopal, or Halifax to guide wizards in the new and exciting age.

SAVING THE WORLD

A traditional method for solving an apocalypse in an RPG—or Godzilla film—is crashing another apocalypse into it and hope it sorts itself out. Wake up the skeleton army and hope they fight the giant space crabs. Cancel global warming with nuclear winter.

Each Innovation has a section on **Averting the Apocalypse**. The ideas listed there are only suggestions. Players are welcome to come up with unique solutions... or no solutions at all. After all, it's not their job to fix the world. Maybe grabbing what they can and catching the first ship out of town is the best and most profitable plan.

MECHANICAL JARGON

GM stands for Game Master, the person who runs the game, knows some of the rules, and can make up the rest as needed.

PC stands for Player Character, an imaginary person run by a player (and usually run into danger).

NPC stands for Non-Player Character, an imaginary person run by the GM.

XP stands for Experience Points, the traditional measure of a character's progress.

HD stands for Hit Dice, usually d8s, that are rolled to determine a creature HP. HD are often roughly equivalent to a creature's danger level in combat.

HP stands for Hit Points, the measure of damage a creature can take.

Sometimes in the text, an effect might call for a Save. The exact mechanics will vary based on the system the game uses. Enough information should be provided for a GM to make a judgement call.

Damage in this book is calibrated around daggers dealing 1d6 damage.

ROLLING DICE

Dice rolls are listed as "d#". If you need to roll 1 six-sided die, that's d6. If you need to roll 3 ten-sided die and add the results together, that's 3d10.

Wherever possible, if a page number reference leads to a table, the table's size is listed. For example, the Rumours table (1d100, pg. 107.) To save time, you can ask for a player to roll while you flip to the appropriate page.

Some d100 tables have optional d10 subsections. For example, it might make sense to roll on the Upper Class section of the **I Search The Body** table (1d100, pg. 149) if the unfortunate victim was a well-known noble. Roll whatever makes sense.

ALTERNATIVE XP METHODS

In most old-school games, XP is awarded based on treasure looted and/or monsters killed. This method still works in Endon, but consider adding the methods listed below:

1. Gain a level for averting a significant crisis.
2. Gain a level for inventing something.
3. Gain a level for getting elected.
4. Gain a level for getting married.

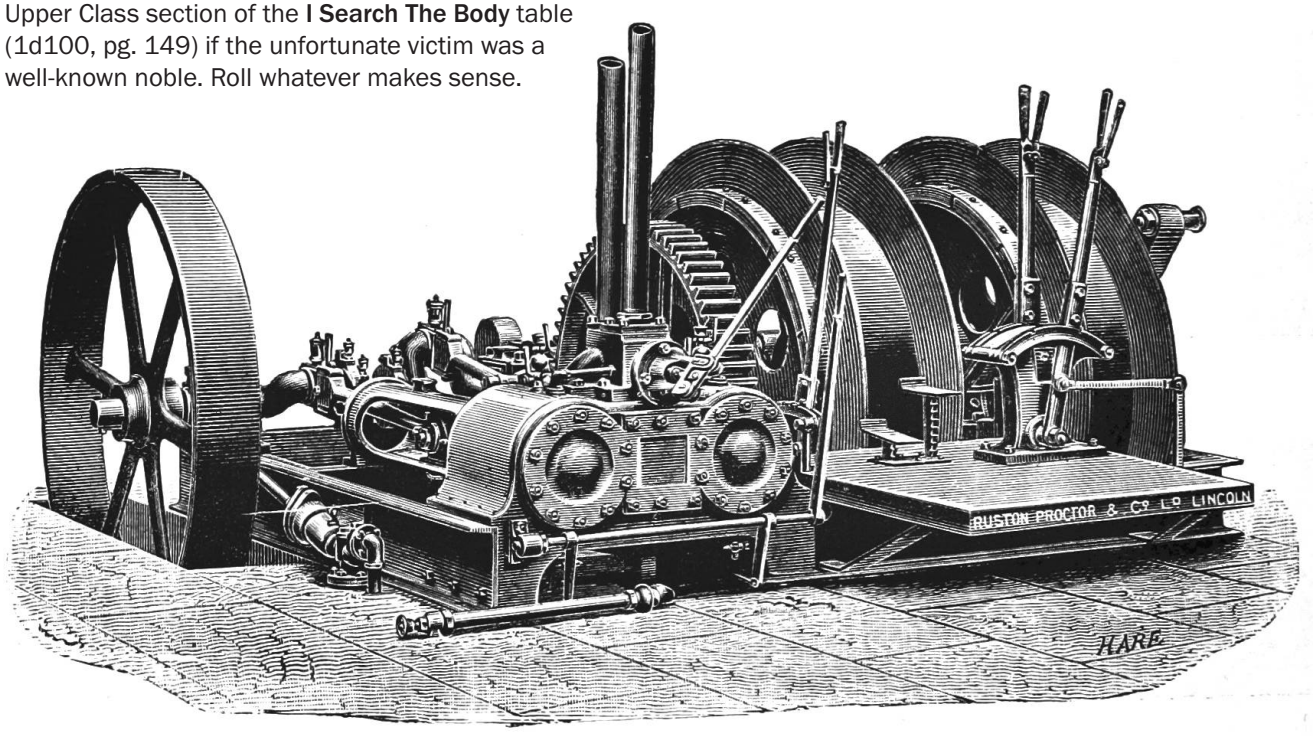
CALIBRATING PRICES

1 gold piece (gp)

=10 silver pieces (sp)
=100 copper pieces (cp)
=(approximately) £1 in 1800
=(very approximately) $100 modern American.

The values are within an order of magnitude of accurate. Given this information, it should be possible to adjust Endon's currency to suit most systems, add new items, or recalibrate prices as needed. For example, if a player wants to buy an extraordinarily fancy hat, the GM can eyeball a fancy hat's price at $5,000 modern American dollars and charge them 50gp.

For AD&D or D&D 5th Edition, multiply prices by ~10×.



THE CITY OF ENDON



THE CITY OF ENDON

A reeking heap of bricks and mud. The richest city in the world (or at least in the region). Medieval taverns lean against new square-built warehouses. Endon is sophisticated, metropolitan, and powerful.

ENDONERS ARE HUMANS

Assuming your setting has humans. If it doesn't pick the nearest, least caricatured, most relatable option.

The classic generic fantasy races are just humans with certain aspects minimized or enhanced; funhouse mirrors of ourselves. Elves are us but more aesthetically obsessed, arrogant, beautiful, in love with nature, and refined. Dwarves are us but more industrious, greedy, obsessive, and factional. Orcs are us but more brutish, cunning, violent, interested in function over form and victory over cost. Halflings are us but more sedentary, close-minded, gluttonous, and bucolic. Etc, etc.

So if your pre-apocalyptic city is run by Elves your players will say "ah, but it was brought low by the arrogance of the Elves", or the industrial brutishness of the Orcs, or the deep-delving greed of the Dwarves, or the foolish myopia of the Halflings. The apocalypse can be explained away. But if your pre-apocalyptic setting is run by humans then the causes of the apocalypse can't be attributed to any one aspect of humanity, but a complex and much more interesting combination of factors. It's a better and more relatable city if Endoners are "us" and not "them".

ENDON IS COSMOPOLITAN

Every race, creed, profession, and orientation can be found in Endon. If something's in your setting, even as a footnote, it can be found here, possibly as a solitary example or a curiosity.

No matter who the PCs are or how they dress they won't attract much attention unless they break the law. The city is simply too diverse.

ENDON IS COMPLICATED

Endoners, as a rule, dislike Foreigners. They are quick to stereotype, mock, and belittle accomplishments of any other nation. While they dislike Foreigners in general, Endoners often form close and nuanced relationships with individuals. All Elves might be poncy pointy-eared bastards... but *our* Dave Wintertree is a good lad.

DELIBERATE OVERLAP

Endon's society is based on the real world for maximum media compatibility. If you read a novel or watch a film set in the periods Endon mimics, you can directly import plots, NPCs, and circumstances.

Of course, the real world was—and is—often unfair, unpleasant, and inconvenient. Feel free to drop elements of Endon's society, from xenophobia to women not having the vote. Nothing catastrophic will break.

EMERGENCY BACKSTORY

Here's as much history as anyone needs to know. To fill in the gaps, see the **Rambles** on pg. 19.

A thousand years ago, Endon was a tiny military camp on a reed-choked river. Five hundred years ago, Endon was a rich city surrounded by a great wall, full of medieval squalor and feudal cheer. One hundred years ago it became the largest and most prosperous city in the region.

Ten years ago, in one of those odd coincidences of history, two things happened at approximately the same time.

First, an eccentric wizard named Robert Hawkwright visited a friend's textile mill "to see what wool is for, anyway." Hard up for cash, he bet the mill's owner that he could, with the aid of magic, weave more cloth in a day than the mill could in a week. Using two trivial spells (*universal sieve* and *minor motion*), he invented a self-carding, self-spinning frame, won the bet, and went back to his tower well satisfied. The next day, his friend paid him a thousand gold pieces—cash—to produce more "Hawkwright frames". The befuddled wizard, who, like many of his profession, had never bothered to investigate the dull world of textiles, became immensely rich.

Second, a reclusive foreign wizard named Valentine Sims published *Principia Arcana*, a new book of theoretical magic. In obtuse but incontrovertible terms, the book explained the nature of spells, wands, scrolls, ghosts, and a dozen other seemingly disconnected phenomena. It shook the wizarding traditions of the world to their foundations (though druids peevishly pointed out they'd been saying the same thing for centuries).


1. River Burl
7. Redding Cross
8. Grenville Court
6. Haymarket Square
2. Broadham Bridge
9. Old Endon Cemetery
11. West Cross
10. Auld Grey Cathedral
12. Royal Docks
13. Bank of the Realm
3. Parliament of Endon
14. Grim Baliol
23. Monk's Garden
15. Colbraith Square
4. Middle Bridge
16. Pemsing Prison
17. Hasselby Court
24. Blumsworth Hospital
18. Royal Palace of Endon
19. Loxdon College
20. Grand Docks
21. St. Nigel's Workhouse
25. The Long Mall
5. New Bridge
22. Needle Circus

IMPORTANT LOCATIONS

Roll 1d12 for a major landmark or 1d20+5 for a location somewhere in the city.

1. RIVER BURL

¤ Brown, broad. Raw sewage reek. 3d10 muck-picking urchins in any given section.
¤¤ Slicks of glittering octarine dust. Urchins wear stilts or have leprous, mutated legs.
¤¤¤ All the reeds are dead. Thaumovoric Eels (pg. 132) glide, seeking concentrated magic.

Montgomery Thackeray, eel-seller and smuggler, phlemy voice, has a small boat.
Grey Alice, cackling fortune-teller and muck-raker fence. Sells dredged goods and corpses.

2. BROADHAM BRIDGE

¤ Two narrow lanes for carts and foot traffic. Dozens of low arches and old stone posts.
¤¤ Replacement under construction. Broad spans of black iron, like cobwebs or lace.
¤¤¤ New Broadham Bridge. Six lanes held up by cables and wires. A monument to industry.

Sir Spencer Erevest, architect. Eccentric, chews pens, nervously oversees construction.
Lawrence Bolinovo, weather-wizard. Studies lightning. Suspiciously excited about the project.

3. PARLIAMENT OF ENDON

¤ Grand stone structure in brown and grey. Like a cathedral and a palace had a very plain baby.
¤¤ Enchanted clock glows in the dark, can broadcast emergency messages at thunderous volume.
¤¤¤ Large sizzling screens display propaganda and government slogans.

See: **Ministers of Endon** (pg. 53).

4. MIDDLE BRIDGE

¤ Two very narrow lanes surrounded by houses and shops. Trades have a designated time to cross.
¤¤ Houses become more elaborate, palatial. Permit system instituted for cross-river freight traffic.
¤¤¤ Road surface enchanted to move like a conveyor belt. Slightly dangerous but very thrilling.

McSweeny's Pies, sells delicious meat pies to passing traffic. Nobody else can get the filling right.
Lorraine Chambord, famous savant. Watches traffic, can describe and enumerate a day in detail.

5. NEW BRIDGE

¤ Thin arches of brown and white stone. Section in the middle can be raised to let tall ships pass.
¤¤ New pumping station on the east bank thumps like a heartbeat. Good sewer access.
¤¤¤ Drawbridge replaced with phase bridge of solid light; can appear and disappear instantly.

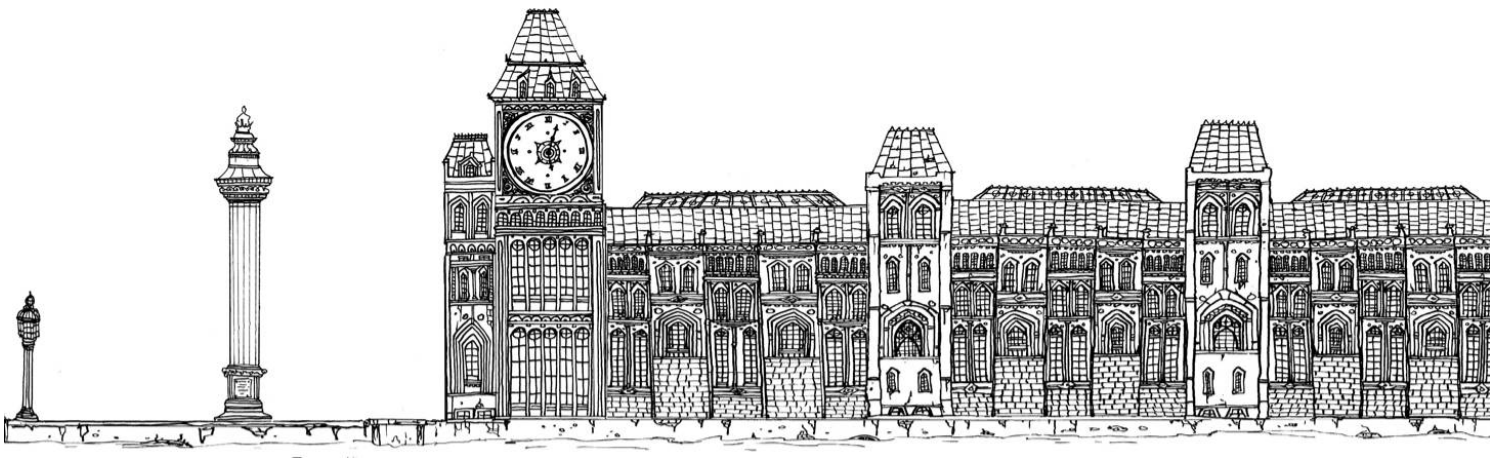
John Manturning, warden of the bridge. Very good spyglass. Loves a decent bribe and a roast dinner.
Fatty Satan, a giant crocodile imported from Foreign Parts. Somehow lives through the winter. Lazy.

6. HAYMARKET SQUARE

¤ Fashionable theaters, bakeries, shops, salons. Lively in the evening, slightly seedy after midnight.
¤¤ Best place to show off new discoveries for public support. After dark, exciting new prostitutes.
¤¤¤ Lit by sizzling coloured tubes. Telepathy parlours, *polymorph* sessions, bright sunny drugs and fireworks.

Mrs. Butterfield, hostess of a daring salon. Coffee, conversation, poetry, music, and fashion.
Madame Carolyn Cutterlam, supplies high class courtesans. Very good with a throwing knife.

See: **1d20 Plays and Operas**, (pg. 145).



7. REDDING CROSS

¤ Large commercial square. Coach houses, banks, cattle pens. Public fountain in the centre.
¤¤ Buildings becomes tall, broad-windowed, gleaming. Multi-story cattle pens and very fast coaches.
¤¤¤ Cattle trade exiled to edge of city. Square is ringed with rich merchants and full warehouses.

Francis Borthum, greasy import-export manager. Can evaluate just about anything. Smug.
Titus Goald, frazzled commercial real estate agent. Overworked but surprisingly effective.

8. GRENVILLE COURT

¤ Broad green trees surrounded by tall old houses. The most fashionable square in the city.
¤¤ New domestic innovations gawked at by envious social climbers. Houses lit day and night.
¤¤¤ No longer fashionable. Houses filled with nouveau riche, squatters, or magical disasters.

Duke Bellford Buckloon, corpulent eccentric. War hero fifty years ago. Unflappable, respectable.
Chesbit Nessingham, portrait painter, rake. Portraits said to contain hidden symbols praising or damning.

9. OLD ENDON CEMETERY

¤ Crammed full. Formerly fashionable, now used to inter paupers in reeking heaps. Crumbling walls.
¤¤ Occasional skeleton risings. Necromancers widely feared but none are ever seen.
¤¤¤ Massive increase in hauntings. Crushing bones is decently paid but dangerous work.

Sister Elsa Lobstic, maintains register of those interred. Strict, suspicious, but susceptible to a sad story.
James the Gravedigger, pragmatic, slow, but very good with a shovel. Knows all the secret paths.

See: **Catacombs** (pg. 135).

10. AULD GREY CATHEDRAL

¤ Enormous gothic pile. Glowering gargoyles, cold stone pews, blustering preachers.
¤¤ Attendance drops. Mostly deserted, even on holy days. Catacombs become more lively.
¤¤¤ Magical accident causes half of the cathedral to collapse. Cost of rebuilding endlessly deferred.

Archbishop Edward Wales, ancient authority. Like five brooms in robes; stick thin and bristly. Worried.
Janet Sparter, charitable busybody. Raising funds for everything. Inveigles her way into everyone's lives.

11. WEST CROSS

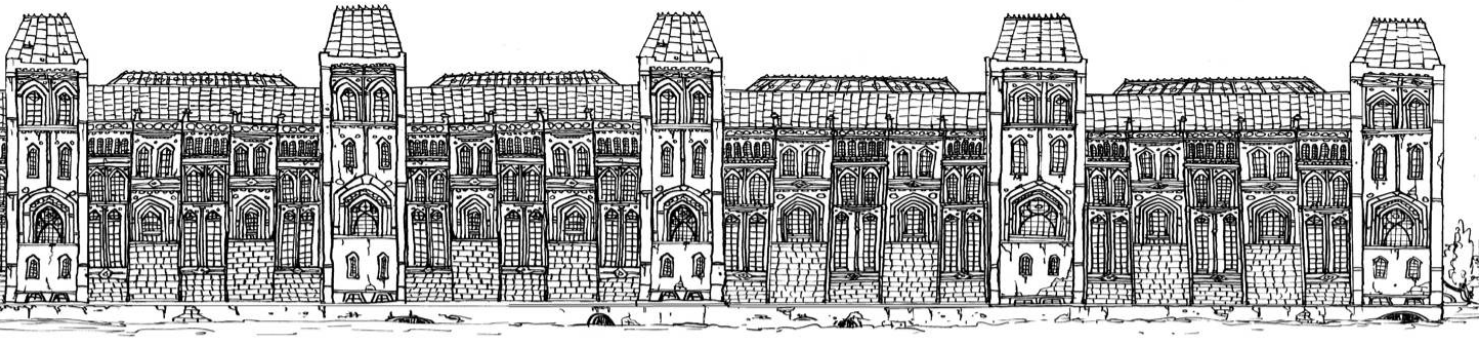
¤ Famous intersection of four major streets: Fanigail, Bellingford, Spenth, Sauls Way.
¤¤ Magic lanterns in red (stop) and blue (go) used to direct traffic. Manually operated by hired urchins.
¤¤¤ Magic obelisk added to centre of intersection. Floats 30' in the air, slowly rotates.

The Fanigail Gang, five street-sweeping urchins. Clean intersections, do gymnastics for pennies.
Bryan Spackling, warden of the crossing. Authorized to fine and imprison anyone impeding commerce.

12. ROYAL DOCKS

¤ For the exclusive use of military ships and transports. In practice, anyone with forged paperwork
¤¤ Ships with hulls of iron under construction. Widely mocked as "iron coffins". Leaky.
¤¤¤ New iron ships float well, carry strange weapons under tarps. Guarded day and night.

Daisy Jane, boatwoman, sells trinkets to sailors. Round, be-shawled, and cackling. Knows all the ships.
Harbourmaster Peter Fabian, overtaxed nerves, screams a lot, throws things at subordinates.



13. BANK OF THE REALM

¤ Slab-sided ancient fortress. Rumoured hoard of gold; actual hoard of paperwork and bureaucrats.
¤¤ New coins, new taxes, new ways of loaning money to inventors and tracking debtors.
¤¤¤ To showcase Endon's wealth, the Bank is plated in gold. Electrified, shielded, guarded gold.

Boswin the Magnificent, ragged bearded vagrant, believes he is a dragon. Mad dreams of gold.
Loanbroker Amelia, fierce, shrewd negotiator. Licks her lips frequently. Knows everyone's home address

14. GRIM BALIOL

¤ High courthouse. Domed heap of marble and bricks. Advocates in wigs, prisoners in chains.
¤¤ Bizarre new cases receive constant publicity. Hawkers out front sell amusing broadsheets.
¤¤¤ Legal system unable to adapt. Courts paralyzed, increasingly arbitrary. Enormous lines.

See: **Justice in Endon** (pg. 39).

15. COLBRAITH SQUARE

¤ Hilly public park. Low-class, crime-riddled. Prostitution, theft, public executions, cheap street food.
¤¤ Completely lawless after dark. Anarchic, decadent. Seedy and tired-looking during the day.
¤¤¤ Designated dumping ground for light magical waste. Piles of rubbish conceal all manner of sins.

Eddie the Ferret, lunatic, converses with cats, knows odd facts. Accepts meat and clothes as payment.
Mrs. Gwendolyn Wonce, sharp-tongued procuress and wrangler. Amoral. Not above kidnapping.

16. PEMSING PRISON

¤ Ancient heap of stone blocks. High narrow windows, one iron gate, yard in the centre. Notorious.
¤¤ Overcrowded. Some cells warded against magic; most rely on starvation, chains, and beatings.
¤¤¤ Executions moved from public view into secret underground chambers. Prison walls warded.

Warden Bartelby, corpulent, armoured, cunning. Knows the law inside and out. A boxer's face.
Red Jack Tay, ancient highwayman trapped by conflicting laws. The prison's only permanent resident.

17. HASSELBY COURT

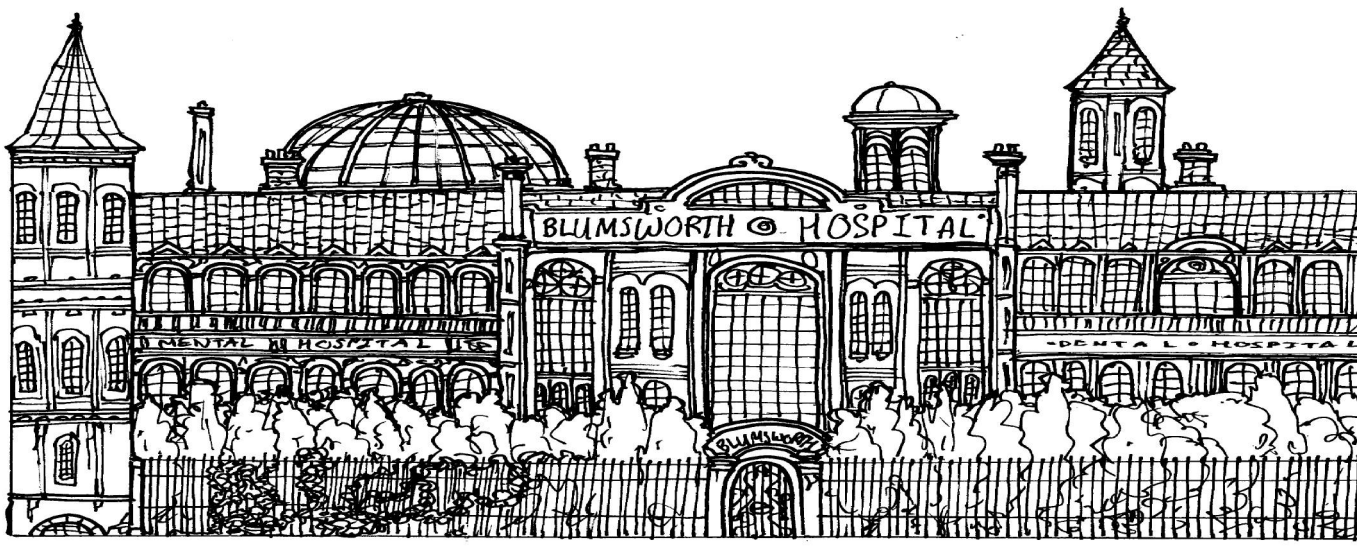
¤ Teetering houses and narrow alleys. A step above a slum. Cheap rooms, cheap beer, free rats.
¤¤ Crowded with new arrivals from distant lands. People sleep ten to a room. Cheap unskilled labour.
¤¤¤ Illegal wizardry in locked rooms and damp basements. Suspiciously organized rats.

Thermopylae Cruft, race-fixer, horse thief, liquor smuggler. Always has a good tip for the right price.
Dark Arianne, street-seller of dubious potions, back-alley medicine, and curious pornography.

18. ROYAL PALACE OF ENDON

¤ Official residence of the Monarch, King Harold II. Miscellany of huge stone towers.
¤¤ New copper-roofed towers. Inside, new renovations and innovations. Filters for the river's stink.
¤¤¤ Palace slowly being rebuilt in sparkling white marble. Ruinously expensive. A fantasy castle.

See: **The Monarch** (pg. 55).



19. LOXDON COLLEGE

¤ Bricks, dust, and narrow lanes. Drunk students in black robes. One thousand learned scholars.
¤¤ Dubious new subjects of “biology” and “engineering” added to law, magic, and history.
¤¤¤ More female students admitted. Occasional riots. Glittering new buildings for aging faculty.

Professor Runcible, lecturer on history. Eyebrows like ferns. Knows all the old ways. Distractable.
The Ergot Club, student league, always good for causing trouble, gambling, drinking, and knife-fighting.

See: **Lectures at Loxdon College** (pg. 145).

20. GRAND DOCKS

¤ A vast tangle of rock and wood. Small fishing boats, fat coal barges, foreign traders.
¤¤ New warehouses spring up like grey mushrooms. Iron cranes haul bales and sacks continuously.
¤¤¤ Larger vessels, more iron cranes, more workers. Routine maimings, habitual theft.

Bachelor Flemming, flamboyant smuggler, semi-legitimate trader, and river bandit. Loves disguises.
David Rain, secret dock league leader. Iron jaw, looks slower than he is. Could be a revolutionary.

21. SAINT NIGEL’S WORKHOUSE

¤ Grim brick cube. One entrance, always guarded. Heavy flea-infested blankets for paupers.
¤¤ Perpetually overcrowded. Lines form at dawn. Unsanitary, unethical, unpleasant.
¤¤¤ Magical heaters added to enable poor to sleep outside. Sleep spells used to keep order.

Porter Gabelson, decides who gets in. Flint-eyed, sour, untrusting. Knows the destitute and their stories.
Emily Cyrene, investigative reporter undercover. Taking notes on the deplorable condition.

22. NEEDLE CIRCUS

¤ Small workshops, locksmiths, tailors, chest-makers. Ancient standing stone in the road.
¤¤ Magical workshops constructed day and night. Intermittent explosions. Heavy magical pollution.
¤¤¤ Square lit by magical afterglow. Profitable workshops move elsewhere; cheap ones remain.

William Tarp, leader of the Needle Crew of urchins. Expert pickpocket and second-story thief.
Amillio Farscapole, blustering street magician. Can cure any magical ailment by making it far worse.

23. MONK’S GARDEN

¤ Pawn shops, barbers, surgeons, fashionable sweet-shops. Up-and-coming neighborhood.
¤¤ Rare animals from distant lands. Coachyards face east. Brightly painted storefronts.
¤¤¤ Lit day and night by vibrant store signs. A neon kaleidoscope. Experimental healers.

Doctor Mallord, cheap surgeon and bonesaw. Bespectacled, gin-addled, but fairly competent.
Mary Barson, very fashionable sweet-seller and confectioner. Pushing boundaries of taste via magic.

24. BLUMSWORTH HOSPITAL

¤ Ramshackle sprawl of white stone and tall windows. Madhouse on the south end; cheap tours.
¤¤ New wards added for magical burns and “Novel Methods” of healing.
¤¤¤ Wards expanded down into the Catacombs (pg. 135). Screams muffled by enchantments.

Doctor G. M. Fage, director, supremely educated in theory, dithering in practice. Afraid of blood.
Patrick Farrow, operates the morgue, crematorium, and surgical supply room. Laconic and morbid.

25. THE LONG MALL

¤ A royal park, owned by the Monarch. 1sp fee to enter. Gates locked at night. Small menagerie. Tasteful.
¤¤ Exhibits of the latest inventions to receive royal approval. Fence electrified at night.
¤¤¤ Criminals tunnel underneath, use the park as a safe hideout. Trees develop personalities.

Baswick Gamberhand, fresh milk-seller. Natural affinity for animals, healthy outdoor living. Rolling voice.
Regent’s Plinth, old worn statue. Anyone touching it can claim the King’s protection from the law.

1D100 BUILDINGS IN ENDON

1d100	General Buildings
1–10	**Housing**. Elegant mansions, tidy row houses, or crowded tenements.
11–20	**Offices**. Marble columns, narrow windows, or rickety shacks.
21–30	**Construction Works**. Blocks of stone, wooden scaffolds, piles of debris and material.
31–40	**Warehouse**. Large, brick, sturdy. Maze of barrels and boxes. Dust. Ropes.
41–50	**Factory**. Thrumming machinery. Large iron gates, smokestacks. Crowds of flat-capped workers.

	The Poor	1d10
51	**Scrap Shop**. Bits of rope, bone, burnt books. Waste of all kinds.	1
52	**Den of Iniquity**. Cheap and dirty pleasures. Low, cramped, vile.	2
53	**Cemetery**. Small, cramped, ancient. Dried flowers, withered trees.	3
54	**Crooked Alley**. Blind, dark, hung with laundry, coated in filth. Like a crack in the world.	4
55	**Dustyard**. Sifting ash. Dust-coated workers furiously picking and sieving.	5
56	**Orphanage/Workhouse**. Austere. Narrow gate, slit windows, ancient furniture.	6
57	**Stables**. 1d10 horses, water trough, hay storage, bored groom. Leather and manure.	7
58	**Lodging-House**. At best, scrubbed and spartan. At worst, disgusting and near collapse.	8
59	**Opium Den**. Bead curtains, filthy mattresses, cloying smoke.	9
60	**Fighting Pit**. Boxing. Dogs against rats. Men against dogs.	10

	Lower Class	1d10
61	**Cab Stand**. 1d6 small carriages for local transport. Bickering, complaining.	1
62	**Steam Baths**. Towels, lavender, and naked people. Might not really be for bathing.	2
63	**Barbershop**. Red and white pole outside. Will also pull teeth, remove warts.	3
64	**Gin Den**. Narrow door, small windows. Pewter cups and strong liquor.	4
65	**Coachmaker's**. Lathes, steam, wood shavings, half-finished coaches on racks.	5
66	**Open-Air Market**. Fruit, fish, demonstrations, crowds, tiny stalls.	6
67	**Dance Hall**. Screeching music, thumping boards, whirl of fabric. Sweat.	7
68	**Coachyard**. 1d6 harnessed coaches hauling cargo or passengers in or out of the city.	8
69	**Bakery**. Ovens start early. Steam and fresh loaves.	9
70	**Pawnbroker's**. Three gold spheres on a sign outside. Short-term high-interest loans.	10

	Middle Class	1d10
71	**Inn**. Decent lodging by the night, week, or month. Hot and simple food.	1
72	**Theater**. Bright colours, cheerful plays.	2
73	**Butcher's**. Roast leg signboard. Sausage links, slabs of beef, gleaming steel.	3
74	**Newspaper**. Shouting reporters, ink-stained printers, thump of presses.	4
75	**Chemist's**. Mortar and pestle on sign. Herbs and ointments in jars. Gleaming counters.	5
76	**Bank**. Sturdy, imposing. High counter, uniformed guards, locked vault.	6
77	**Grocer's**. Large windows, bustling clerks. Everything behind the counter.	7
78	**Law Firm**. Narrow, dusty, cold. Ledgers and bleary clerks.	8
79	**Post Office**. Small, bright red sign. Dense queues at some hours.	9
80	**Bookstore**. Dusty, labyrinthine, flammable. Obscure volumes in the back.	10



	Upper Class	1d10
81	**Memorial Park**. Tiny green space with a statue and a fountain. Tragedy or victory.	1
82	**Perfumery**. Tiny glass bottles full of scent. Rendering vats.	2
83	**Coffee House**. Polished brass. Preening nobility, starving artists, raving poets.	3
84	**Doctor's**. Small private practice. Discreet, expensive, dark.	4
85	**Art Exhibition**. Large drafty building full of new paintings, tittering crowds.	5
86	**Wine Merchant**. Vast cellars, thick walls, crushed velvet tasting room.	6
87	**Jewelers**. Small windows with tempting displays. Inside, long glass cases.	7
88	**Tailor/Dressmaker**. Fabric samples, simpering clerks. Everything made to measure.	8
89	**Knocking-Shop**. Perfumed parlour, then narrow stairs to upper floors. Wipe your feet.	9
90	**Grand Hotel**. Large lobby, uniformed attendants, brass rails, marble stairs. Attached dining hall.	10
	Unusual	**1d10**
91	**Magical Workshop**. Bursts of magic, smell of ozone. Bars on the door and windows.	1
92	**Copper Sub-Station**. Grim, grey, functional. Shield over doorway. Holding cells (pg. 11).	2
93	**Local Church**. Closed, decrepit. Some windows broken. Leaking lead roof.	3
94	**Minor Magic Item Shop**. Offers repairs. Thick walls, thin roof (1d100, pp. 93–96).	4
95	**Armourer**. Dueling pieces, fine non-magical weapons, antique armour.	5
96	**Spiritualist**. Scryer, soothsayer, fortune-teller, backalley necromancer.	6
97	**Established Wizard**. Private tower. Available for consultation on specialist subjects.	7
98	**Schoolhouse**. Wailing children in the yard, chalk dust, inspirational statues.	8
99	**Bicycle Shop**. Slightly obsessive clerks. Rings of rubber on display.	9
100	**New Development**. Related to the current stage of a random Innovation (1d8, pp. 20–37).	10



Locations of Note

1. River Burl
2. Broadham Bridge
3. Parliament of Endon
4. Middle Bridge
5. New Bridge
6. Haymarket Square
7. Redding Cross
8. Grenville Court
9. Old Endon Cemetery
10. Auld Grey Cathedral
11. West Cross
12. Royal Docks
13. Bank of the Realm
14. Grim Baliol
15. Colbraith Square
16. Pemsing Prison
17. Hasselby Court
18. Royal Palace of Endon
19. Loxdon College
20. Grand Docks
21. St. Nigel's Workhouse
22. Needle Circus
23. Monk's Garden
24. Blumsworth Hospital
25. The Long Mall

WEATHER IN ENDON

¤ 1d6
¤¤ 1d10
¤¤¤ 1d12

1	**Bright Sunshine**. A glorious day. Possibly a little to warm. Sewer-stink rising.
2	**Clear Skies**. A lovely day.
3	**Overcast**. Everyone debates how the weather will turn.
4	**Squalls of Rain**. Streets are greasy. People duck from doorway to doorway.
5	**Drizzle**. Continual spatter of rain. Streets are muddy.
6	**Fog**. Billowing, yellow-grey, cloying. 30' visibility.
7	**Dense Fog**. A bad day. Choking yellow-grey fog. 10' visibility.
8	**Stinkwave**. Warm day, no wind, strong sewer and chemical smells from the river.
9	**Intermittent Showers**. Little bursts of heavy rain. People watch the clouds.
10	**Haze**. Thin streaks of grey over the city. Light feels second-hand.
11	**Smoky**. Thick grey clouds hang over the city. Dim light all day.
12	**Nightmare Fog**. Yellow-purple with octarine flecks. 30' visibility. Lock your doors.

Endon's fogs are famous. Still air, low clouds, and chilly mornings cloak the city in a heady mix of mist and smoke. Coal, peat, and wood heat the metropolis. On average, each household burns two tons of coal per year, and it's not particularly clean or well-fired coal. Ash and smoke are everyday companions. When the fog hits, people stick to the edges of streets, navigating by landmarks and by luck. Commerce slows. The city seems to dream.

RULES FOR FOG

People can't see more than the listed distance (30' for moderate fog, 10' for dense fog). They can distinguish vague shapes beyond that, but telling a horse from a cart is next to impossible. Bright lights are visible for double the listed distance (60' for moderate fog, 20' for dense fog). Shouting carries about 100', but echoes and city noises make sound nearly impossible to use for navigation.



CHOKING, HACKING, DYING

The long-term health effects of smoke inhalation aren't particularly relevant in a typical RPG. During foggy weather, extended physical activity (sprinting for several blocks, furious fistfights in the open air, etc.) may require tests against exhaustion and hacking up chunks of grey-green phlegm.

NIGHTMARE FOG

All magical activity produces a small amount of magical radiation. A few harmless sparks of octarine light, the traditional "sparkles and flash" of a wizard's conjurations, are absorbed into the background fabric of the world. In a region where magic is continually practiced, where spells are cast thousands of times every day, magical radiation becomes a serious hazard, contaminating water, air, and even stone.

In Endon, magical-infused fogs grow cunning and murderous. They swirl like oil on water, a three-dimensional boiling slick with vibrant colour and surprising depth. Nightmare Fogs swim through conventional fog on glowing tentacles, like amorphous squid the size of whales. The first time a Nightmare Fog is rolled on the Weather Table is the first time one strikes the city. Eventually, people will recognize the warning signs and flee indoors, but at first, the Nightmare Fog will claim hundreds of victims and occupy headlines for weeks.

A Nightmare Fog deals 1d4 magical damage per round to anything inside it. They move very slowly and can easily be outrun, but they move with silent and deadly purpose. Heat and wind can dissipate them; nothing else has any effect.

1D100 RANDOM ENCOUNTERS

1d100	Street-Sellers	1d20
1	**Ginger beer**, good and sharp.	1
2	Second-hand **pots and pans**, flatware and tins, clean and cheap!	2
3	**Coffee** from the can! Strong and black, brewed fresh daily!	3
4	**Baked potatoes**, butter extra, pepper and salt to suit.	4
5	**Salves** for corns and bunions, warts and wounds!	5
6	**Fried fish**! Fresh caught, fried in the clearest oil!	6
7	**Sausage-in-a-bun**, dear old sausage in a bun!	7
8	Enchanted **tin toys** for the little 'uns, tin toys, finest quality!	8
9	**Jewel-er-y**, made with real silver!	9
10	**Ham sandwachas**, with er withert mustard.	10
11	**Roasted apples**, hot and tasty!	11
12	**Flowers, fresh cut flowers**! Get one for yer sweethard!	12
13	**Paper songbirds**! Beautiful songbirds! Red ones, yellow ones!	13
14	**Water-cress,** a delicious crunchy treat.	14
15	**Penny pie**, get a penny pie! Contains real meat!	15
16	**Infernal matches**, strike anywhere, never-damp, never-fail.	16
17	**Tales from the gallows**! Last words set down. Edifying!	17
18	**Maps and guidebooks**, ne're get lost again down some alley!	18
19	**Songs for all**! New ballads, old ballads, love songs, marches!	19
20	**Minor Magic Item** (1d100, pp. 93–96). Very cheap, very cheap. Fell off a cart yesterday.	20
	The Poor	**1d20**
21	1d10 **urchins** sweeping a street crossing. Honest, pathetic, but surprisingly cunning.	1
22	**Lame beggar** pursues the PC, hobbling on one leg. May have Rumours (pg. 107).	2
23	A pack of ¤ 1d6 ¤¤ 2d6 ¤¤¤ 3d6 **Mild Dogs** (pg. 126). Soothing but inconvenient.	3
24	**Dead horse** lying in the gutter. 3 **urchins** take turns poking it with a stick.	4
25	**Notorious thief** sells stolen goods from the Price List (pp. 65–66). Watchful for Coppers.	5
26	2d10 **out-of-work labourers** peer out from an alleyway. Morose, contemptuous.	6
27	**Costermonger's cart** has a broken wheel; traffic blocked in all directions.	7
28	1d6 **miserable prostitutes** chattering and calling.	8
29	¤ 1d6 ¤¤ 2d6 ¤¤¤ 3d6 **Thaumovoric Eels** (pg. 132) from the river or a secret laboratory.	9
30	Stumbling **opium addict** with glassy eyes. Likely to wander into traffic.	10
31	5 **urchins** turn cartwheels and caper while 2 **pickpockets** move on the PCs.	11
32	Bawdy **puppet show** satirizes Ministers (or the PCs if they are famous enough).	12
33	Gang of 2d6 **professional thieves** attack using two Minor Magic Weapons (1d20, pg. 98).	13
34	Damaged **Gel Knight** (pg. 126) pursued by 3d6 amused and giggling orphans.	14
35	**Large cart** of bricks, coal, lumber, or iron trundles down the street.	15
36	**Street band** of 4 musicians blares out popular tunes. Fairly good and very loud.	16
37	**Very young child** toddling along. No parents in sight. Noisy, slightly sticky, very grabby.	17
38	2 **wounded soldiers** beg for alms. Experienced fighters but drunk and disorderly.	18
39	**Diseased beggar** in the late stages of a Magical Disease (1d20, pg. 44).	19
40	3 **Coppers** (pg. 40) on patrol, unsympathetic, rude, and ready for sudden violence.	20

	Lower Class	1d20
41	Bare-knuckle **boxing match** between 2 dockworkers in an alleyway. All bets taken.	1
42	**30 soldiers on parade**. Not particularly disciplined. Occasionally stop for a drink	2
43	"**Doctor**" Felbus Bithuvian sells poultices, powders, and pills to cure all your ills.	3
44	2 **merchants** boisterously argue in the street over a recent complex business deal.	4
45	3d10 **factory workers** returning from a shift. Tired, sullen, irritable.	5
46	A **small crowd** gathers to watch a young clerk contemplate suicide. Some place bets.	6
47	**Traffic snarl.** 3 upturned carts, a flock of geese, an dying horse, and 3d6 angry people.	7
48	**Potion-seller** Nanny Gelt sells mildly addictive ginger-flavoured minor healing potions.	8
49	**Recruiting sergeant** Charles Dunlap promotes the Army (pg. 42): soft beds, high pay.	9
50	A **small crowd** gathers to hear a newspaper read. Hints of a Scandal (1d10, pg. 54).	10
51	3d10 **leering construction workers** on a break outside a large building project.	11
52	**Panting courier** carrying a vital message, gossip, or emergency lunch supplies.	12
53	2 **experienced prostitutes** invite the PCs into a smoky but comfortable brothel.	13
54	Shouts from a gin-den. Inside, **a brawl**. 3d10 participants, all ages and genders.	14
55	A **penny theater** is opening or letting out. Crowds stream in or out noisily.	15
56	**Runaway horse** bolts through the streets.	16
57	**Street preacher** Father Albert Spencer half-heartedly harangues pedestrians.	17
58	A ¤ 1HD ¤¤ 5HD ¤¤¤ 10 HD **Mob** (pg. 115). Angry and passionate.	18
59	**Coach** departing for a distant city pursued by 3d6 **urchins** selling fruit, combs, flowers, etc.	19
60	3 **Coppers** (pg. 40) on patrol. Sympathetic but exhausted.	20
	Middle Class	**1d20**
61	**Angry shopkeeper** Nigel Green, yelling "thief, thief!", pursues 2d6 **laughing urchins**.	1
62	Small local **festival**. Coloured banners, bunting, patriotic music, high spirits.	2
63	A **crowd** ogles a new display of a Minor Magical Item (1d100, pp. 93–96). High quality.	3
64	A ¤ 1HD ¤¤ 5HD ¤¤¤ 10 HD **Mob** (pg. 115). Peaceful, firm, and organized.	4
65	A **weeping young woman** reads a letter. Her lover has left her; a misunderstanding.	5
66	2d6 **wealthy but naive visitors** from a nearby less prosperous city. They are badly lost.	6
67	2 **Coppers** (pg. 40) investigate a burglary. Likely to arrest anyone suspicious.	7
68	Wendy Blooms, **newspaper reporter** asks the PCs to comment on a recent event or Innovation.	8
69	A **hot air balloon** drifts over the area. Three cheerful passengers, a dangling rope or two.	9
70	**Distressed author, poet, or reporter** tries to gather up scattered notepapers.	10
71	4d6 **members of a charitable committee** ask for donations to a Cause (2d6, pg. 115).	11
72	4 **Coppers** cordon off an area. Magic smoke and sparks boil out. "Nothing to see here."	12
73	A nearby **building catches on fire**. Accident or industrial sabotage?	13
74	Eureka! **A wizard capers wildly**. A random Innovation (1d8, pp. 20–37) advances one stage.	14
75	A **small crowd** heading for Colbraith Square (15, pg. 11) to witness a hanging.	15
76	2d6 **young people on bicycles**. In high spirits. Slightly scandalous.	16
77	3 **Coppers** (pg. 40) violently interrogate a wizard for using a *charm person* spell.	17
78	The **Amateur Aeronautical Club** tests their latest flying machine. Always disastrous.	18
79	An encounter based on a **random Innovation** (1d8, pp. 20–37) at its current stage.	19
80	2 **Coppers** (pg. 40) on patrol. Polite but firm. Will brook no dissent or trouble.	20
	Upper Class	**1d10**
81	**Expensive courtesan or sultry amateur critic** strikes up a flirtatious conversation.	1
82	2 **gossiping socialites** exchange salacious rumours and delicious hints.	2
83	3d6 **young drunk nobles** on a debauch. Easily amused, very rude. Will knock off hats.	3
84	A secret **rendezvous between 2 nobles** (1d10, pp. 111–112) in disguise. Scandalous.	4
85	A **wealthy noble** (pg. 111) out for a stroll looks exactly like one of the PCs. How extraordinary!	5
86	A **Minister** (pg. 53) with important papers. Their theft will cause a Scandal (1d10, pg. 54).	6
87	3d6 **prominent doctors** rushing to visit a dying patient. The noble's house is in disarray.	7
88	Laughter and cheers from a nearby palatial home. A **masquerade ball** is in progress.	8
89	**Extremely bored noble** (pg. 111) of an amenable gender invites a PC into their carriage.	9
90	2 **Coppers** (pg. 40) on patrol. Anyone Poor or Lower Class is asked to "move along."	10

	Unusual	1d10
91	**Blood-covered beggar** runs into PCs, dies. 4 **Coppers** (pg. 40) round the corner.	1
92	**Escaped Exotic Creature** (1d50, pg. 125), pursued by 3d10 **panicking circus workers**.	2
93	Sudden shift in the **Weather** (pg. 15). Roll ¤ 1d6 ¤¤ 1d10 ¤¤¤ 1d12.	3
94	**An Omen** (1d20, pg. 37).	4
95	Secret meeting of the **Speaking Rat Society** (pg. 128). A swarm of paranoid rats.	5
96	¤ 1 ¤¤ 1d6 ¤¤¤ 2d6 **Stray Spells** (pg. 129) bouncing around.	6
97	Section of the street collapses into the **Catacombs**. If ¤¤¤, 2d6 skeletons climb out.	7
98	¤ 1 ¤¤ 1d6 ¤¤¤ 2d6 **Elsewhere Creatures** (pg. 123) wreaking havoc.	8
99	An encounter based on the next stage of a random **Innovation** (1d8, pp. 20–37).	9
100	The **Ghost Whale of Endon** (pg. 127).	10

CONDENSED RANDOM ENCOUNTERS

1d6	Encounter Type	Class	Number Encountered	Complication	Disposition
1	Offered Items	The Poor	1	Narrow Streets	Sanguine
2	Attacked	Lower Class	1d6	Traffic Snarl	Choleric
3	Slanderously Insulted	Middle Class	2d6	Rival Factions	Melancholic
4	Interrogated	Upper Class	A Mob	Secretly Observed	Phlegmatic
5	Propositioned	Coppers	A Small Crowd	Openly Watched	Mad
6	Swept Up	Monster	2d10	Magical Trouble	Bellicose
1d6	**Items Offered**	**Attack Reason**	**Insult / Interrogation**	**Proposition**	**Swept Up By**
1	Meat Pies	Mistaken Identity	Clothing	Business Venture	A Cause
2	Newspaper	Revenge	Behaviour	Search	Rushing Mob
3	Baked Potatoes	Drunk	Class	Carnal	Exciting News
4	Matches	Robbery	Profession	Expertise Needed	Crowds
5	Salves and Ointments	Class or Disposition	Display of Wit	Alliance	Weather
6	Minor Magic Item	In the Way	Unintelligible	Looking for Work	An Innovation
1d6	**The Poor**	**Lower Class**	**Middle Class**	**Upper Class**	**Monster**
1	Beggar	Costermonger	Merchant	Socialite	Elsewhere
2	Street Seller	Soldiers	Visitor	Drunken Youth	Gel Knight
3	Urchin	Labourer	Cyclist	Officer	Ghost Whale
4	Opium Addict	Cheap Theater	Charitable	Doctor	Mild Dog
5	Unemployed	Courier	Artisan	Minister	Speaking Rat
6	Prostitute	Servant	Wizard	Judge	Stray Spell

1d10	Where They Find You
1	In a blind alley. Pipes lead upwards.
2	A building site. Scaffolds, hammers.
3	Middle of a crowded street. Swirling traffic.
4	On the edge of a dustheap. Crumbling.
5	In an abandoned building. Dusty, winding.
6	In a factory. Huge gears, cables.
7	On a bridge. Brown water and boats below.
8	In a stable. Flammable. Panicking horses.
9	On the steps of a public building. Slick.
10	In a theater. Stage, curtains, ropes, seats.

USEFUL TABLES

1d100 NPCs and Rumours: pp. 107–110

1d100 Wizards and Nobles: pp. 111–112

Mobs: pp. 115–116

Useful NPCs: pp. 113–114

Thieves and Urchins: pg. 117

Scoundrels: pg. 118

Rivals and Villains: pg. 119–120

RAMBLES

HISTORY OF THE CITY

... the old fighting pits ... a hail of cannonfire ... abundant grain ... boiled in oil ... brought the city to a standstill ... ... rising discontent ... a spectacular triumph ... turned the streets into rivers ... then, the plague ... grey cathedral ... ... after the revolt ... there is a plaque on the wall to mark the spot ... Reformists ... the Drainage Laws ... quarterly ... ... absconded with half the treasury and a local dancing girl ... formed a powerful bloc ... a tidal wave of filth ... ... after a series of fruitless skirmishes ... three very cold winters in succession ... now you know why it's named ... ... new laws were passed to prevent another ... people came from miles around ... disappeared across the sea ... ... with a deleterious effect on the balance of trade ... on a moonless night ... simply declared herself king ... ... the survivors rebuilt with stone, not wood ... buried his successor in hot coals ... last in a long line of failures ... ... and to this day ... heads spitted upon pikes ... the Succession Crisis ... first Endoner to sell pies at a hanging ... ... the price of bread doubled overnight ... ghastly scene ... Parliament broke down, of course ... a rousing cheer ... ... unlikely to produce the desired effect ... found it advisable ... executed the whole bloody lot of them ...

TAWDRY GOSSIP

... bilious ... dressed as a nun ... ranting and raving like a prophet ... troubling ... married to the sea ... falsehoods ... ... a glancing blow ... like two cats in a bag ... a glorious evening ... without a single redeeming quality ... ... quite refreshed ... and no one knows where the goats went ... peculiar fear of the colour green ... they say ... ... face like a surly potato... lost his position, his wealth, and his life ... still unmarried? ... conscientious to a fault ... ... and do you know what she did next? ... in a wholly decadent style ... with extraordinary grace ... three times a day ... ... in all the best circles ... it was a fight to remember ... deviant desires ... cruel beyond belief ... for thirty years ... ... that, of course, is not the whole story ... a lovely affair ... swore, panted, and tore out his beard... a widow? ... ... drank her own weight in brandy every fortnight ... with a chambermaid ... if they really love each other ... ... her mother, of course, was not informed ... something about wet celery ... a fortunate victory indeed ...

LOCAL EVENTS

... found that it had become completely detached ... without shedding a tear ... a fool's errand ... new paint ... ... the first in the city ... wretched creatures, half starved ... missing three fingers ... hoard of old rubbish ... ... feeling of being watched ... and they never found the head ... less than an hour later ... liars and thieves ... ... never trust a foreigner, that what I say ... political rats ... and free beer ... don't talk to me about the weather ... ... nasty business ... made a fortune in speculation ...Carrots? No, I heard it was onions ... like a right old tart ... ... doctors in and out ... never heard such a racket ... disgusting, just disgusting ... I always remember this spot ... ... some new innovation I dare say ... in the morning? ... never heard of it ... get down from there! ... splendid ...



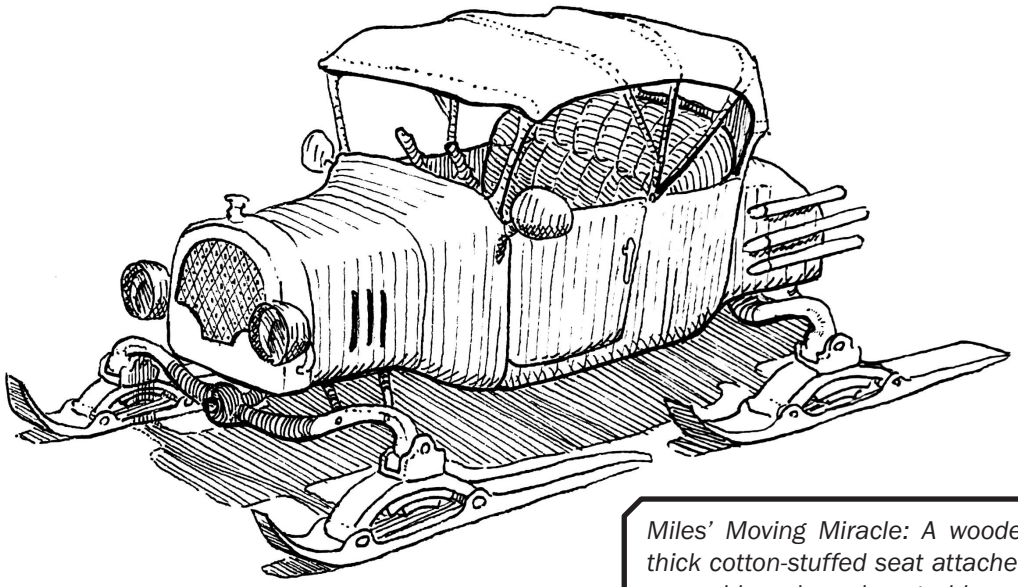
JOKES FROM BOFF! MAGAZINE

QUESTION: Is eating polymorphed meat advisable?
ANSWER: Yes, if you have a polymorphed stomach.

SCENE: A wizard berates a group of apprentices.
WIZARD: You foolish, lazy, untrustworthy wretches. Which one of you threw an apple at my experiment?
PASSER-BY: You are far too kind to your apprentices. At my shop in Redding Cross...
WIZARD: Redding Cross? Redding Cross? There is no Redding Cross anymore! Now which one of you threw an apple at my experiment?

INNOVATIONS





1. MILES MOVING MIRACLES

Flight has long eluded mankind. Via carpets, broomsticks, boots, and winged helmets, wizards soar over the masses, but flight is often a short and clumsy affair. When George Miles was a child, he dreamed the same dream every night. He was flying over the smoking chimneys and shadowed alleys of Endon, higher and higher, until the world was the size of a saucer. Lacking everything but talent and ambition, George sold rain-charms to earn enough money to attend a wizarding college. He was expelled for nonpayment of dues in his third year.

1. Initial Innovation

Miles works in a small building marked with "Be Aware of Falling Objects". His workshop is full of magical equipment: rune-carvers, passive magical batteries, and large coils of copper wire. Small fluttering automatons bounce in the rafters, "gifts for my nieces and nephews". The wizard will happily discuss flight with anyone who steps into his shed. He's given up on levitation; too much power for too little reward. Instead, he believes flight relies on propulsive power alone. On a bench, lightly covered with an old rag, is the first *moveable rod*.

Moveable Rod (Prototype): An iron rod, 2" long, 3" across. Put a small jolt of magic into it and it flies 100' per round in a straight line, dealing 3d6 damage on impact. Anything that can stop a bullet will stop it. It is active for 1d6 rounds and takes 24hrs to recharge without a magical battery. The rod is worth 10gp as a curiosity.

2. Public Introduction

George has developed a reliable spell lineage, hired a dozen apprentices, and purchased several large magical batteries. His new workshop is on the same site as the old one, but it's considerably larger. Miles' Moving Miracles are crude devices, much mocked as "Deathjumpers" or "Witch Thrones".

Miles' Moving Miracle: A wooden chair with a thick cotton-stuffed seat attached to a series of moveable rods and control levers. The seat has four very large spring-suspended legs. By sitting on the throne and adjusting the ballast bags, then pulling the levers in the correct sequence, a pilot can hop up to 500' off the ground, fly horizontally at up to 20 miles per hour, then descend. A single hop's total flight time is limited to 10 minutes (and 6 miles, give or take), but travel is exhilarating and precise. A Moving Miracle can be purchased for 500gp.

In Grenville Court (8, pg. 10), men and women hired by Miles launch vertical observation flights every hour for a 5sp fee. It's the most fashionable and daring thing to do this Season.

3. Widespread Adoption

The science of flight develops rapidly: Moving Miracles become Miras. Now sporting dozens of *moveable rods* and a coach-like chassis, a single well-built Mira can hop-fly for 50 miles before recharging. Tinkerers, imitators, and fools flood the market. Stables sprout mirapads; landing spots for the new vehicles crowding the streets. Crashes are reported with gleeful grisly detail. At this stage, horses outnumber Miras a thousand to one, but every day, a few more Miras are released from the factory complex on the outskirts of the city.

A ride from one station to another within Endon costs 1gp. A fully stocked Mira costs 100gp. Luxury models are available, though the ones modeled on carriage frames tend to be unstable.

4. Scope Alteration

While flying carriages—more flung than flying—fill the skies, George Miles secretly works on high-altitude test flights. These vehicles are lifted by conventional levitation spells (broomsticks, mostly) to 1,000', then launched higher and higher by ever-more-powerful *moveable rods*. Though occasionally startled by thunderclaps and plummeting screaming aerialists, the citizens of Endon shrug and move on with their lives. The Ministry of War begins strapping cannons to Miras. Results are both promising and disastrous.

A prototype high-altitude Mira is worth at least 10,000gp. It has a 25% chance of pulping any riders, a 25% chance of disintegrating, and a 50% chance of successfully launching any riders up to 10,000 feet in the air and/or 1,000 miles in any direction.

5. Height of Ambition

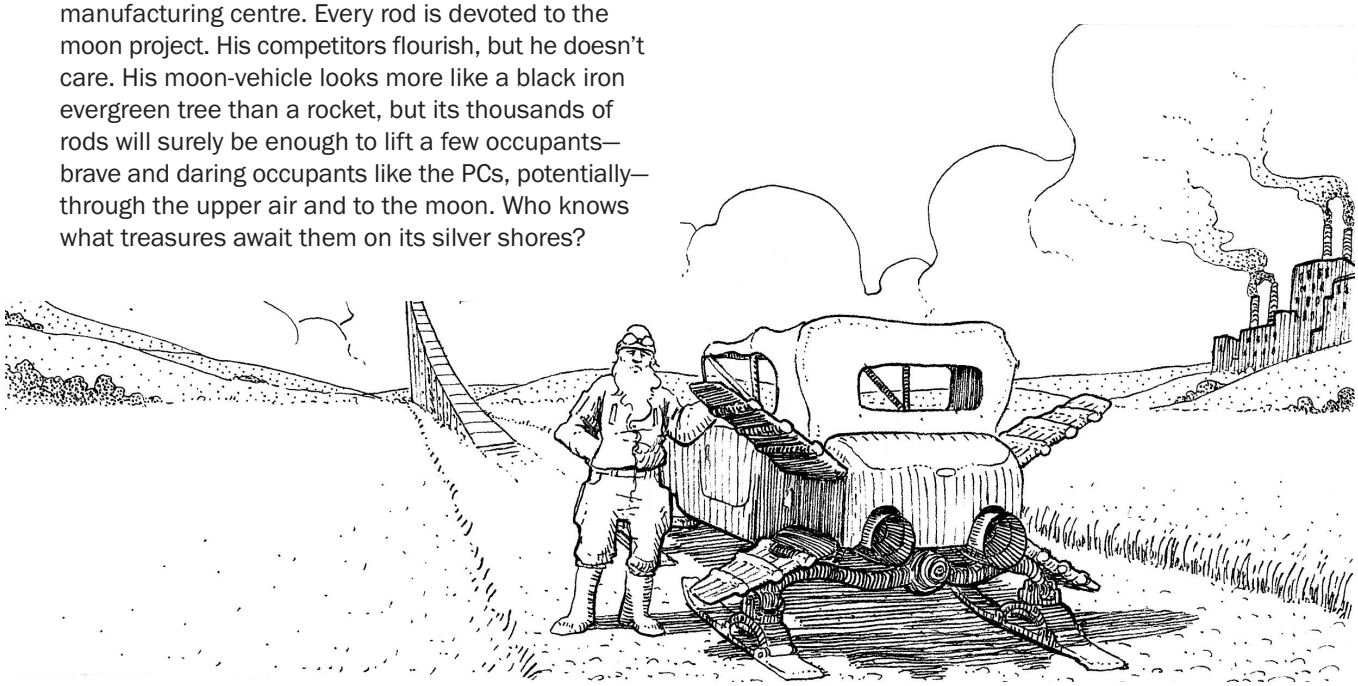
George's tests show the upper reaches of the air are magically charged (explaining auroras rather nicely). A very high altitude flight can gain massive boost to its *moveable rods*, recharging the tired spells instantly. With full backing from the Prime Minister, George Miles announces an ambitious project.An Exo-Mira could fly to any location in the world, circle the globe, or even reach the moon. In a field outside the city, guarded day and night by soldiers, Miles will—unless stopped—construct a massive *moveable rod* manufacturing centre. Every rod is devoted to the moon project. His competitors flourish, but he doesn't care. His moon-vehicle looks more like a black iron evergreen tree than a rocket, but its thousands of rods will surely be enough to lift a few occupants—brave and daring occupants like the PCs, potentially—through the upper air and to the moon. Who knows what treasures await them on its silver shores?

6. Terminal Events

The Exo-Mira will fall over and push Endon into the sea. Or it will rise on a column of octarine light, explode, and bury Endon in a hail of molten iron fragments. Or it will fly into the upper air, siphon off millions of years of accumulated magic, and expose the entire world to unfiltered sunlight in all eight colours, probably ushering in an age of magical tumors and mass extinction.

Averting the Apocalypse

Prove Miras are unsafe at any speed. Draw public interest towards teleportation (pg. 25) instead of flinging oneself through the sky. Sabotage the Exo-Mira. Steal the Exo-Mira; no matter what disasters might occur during the flight, anyone inside will be soaring free, possibly to a new and better world.





George Miles

HD: 2 (8 HP)
Appearance: soft, round-faced, tufts of black-grey hair. Wears a padded leather cap. Dresses in brown hard-wearing fabric.
Voice: phlemy but excited. Stares over people's ears.
Wants: to fly.
Morality: doesn't want to hurt people, but if achieving his dream of flight means making a few orphans...
Intelligence: brilliant but no real business sense.
Armour: none.
Move: normal. Has an emergency *ring of featherfall*.
Morale: 9.
Damage: 2d6 magic missile (if he's feeling paranoid).

2. ROOM TO LIVE

Endon is a crowded city. Penned in by ancient walls and the River Burl, its slums are full to bursting. Some new residential buildings are four, even five stories tall. Every room is full, every bed used night and day.

Gloria Eastbrooke wanted to add a room to her small but quite affordable home. Hampered by neighbors and simple geometry, she simply summoned a *portable room*. It was an old spell, well-used and well-tested, known by names like *portable hole* or *rope trick*. Soon her friends and neighbors wanted rooms of their own.

1. Initial Innovation

Gloria's home is small, rickety, and unpainted on the outside. Inside, it's a sort of palace. Gloria loves long open spaces, winding galleries, and impossibly high ceilings. The impossible layout is entrancing. She offers free guided tours to respectable-looking visitors three times a week. There's usually a crowd. "Come see the New Palace".

2. Public Introduction

With a crew of apprentice wizards working day and night, Gloria provides *portable rooms* to the rich and famous.

Portable Room: A 30'x30'x10' high room costs 5,000gp and is guaranteed to work for 10 years. The walls are solid grey force, smooth like glass. They can be painted, tiled, or subdivided. The Upper Class builds interesting follies; closets that open into ballrooms, fields and farms lit by painted suns and dangling lanterns.

3. Widespread Adoption

As demand rises, cost falls. Imitations appear on the market. "Patented Annex", "The King's Rooms", and "Live Freely" all produce their own *portable rooms*. Brightly painted wooden doorframes, enchanted to contain one or more instant rooms, are sold in glittering shops. The novelty quickly wears thin.

A 30'x30'x10' high portable room now costs just 200gp. Many landlords cram dozens into their tenements. Air circulation is minimal. Fans, hand-cranked or enchanted, drive smoke from room to room. Counting a building's inhabitants is possible only by counting the chimneys.

4. Scope Alteration

Wise people once said that real estate is a safe investment because nobody's making more land. That is no longer true. A three-room house, with proper use of *portable rooms*, can contain three hundred people. Entire industries quietly migrate "in-doors", vanishing into a maze of *portable rooms* within *portable rooms*. Overland transport becomes trivial. A lone courier can carry a village's grain harvest in his hat. Water levels in the River Burl fall as hidden reservoirs and tanks siphon water to who-knows-where.

Bags, barrels, casks, chests, flasks, and flagons of holding become ubiquitous. A 1,000L storage container can be had for just 2gp, though one with a find-a-tool assistant spell costs at least 10gp.



5. Height of Ambition

The city's area hasn't changed. In fact, Endon has shrunk slightly. But its population has doubled, possibly tripled. No one is sure. Law enforcement is next to impossible. Criminals vanish into unmapped mazes of *portable rooms*. Theft reaches epidemic levels. Most shops hire guards.

Explorers from the Ministry of Finance, trying to find untaxed settlements, report that some *portable rooms* are joining together unexpectedly. Lady Minerva Chultneham's salon connects to an illegal distillery, a bookshop, and the city's sewers, and she swears it didn't a week ago. The *portable rooms* are blending. People hear conversations through the walls. Sometimes, a room shifts or grinds or tilts.

Rumours of isolated buildings exist. If a *portable room* fails—rare, but possible—the contents are messily expelled into the next available room. Usually, that's the real world, but everyone's heard stories of buildings vanishing completely, taking hundreds of people with them. It's possible, given the extensive expansion of *portable rooms*, that nobody inside has noticed.

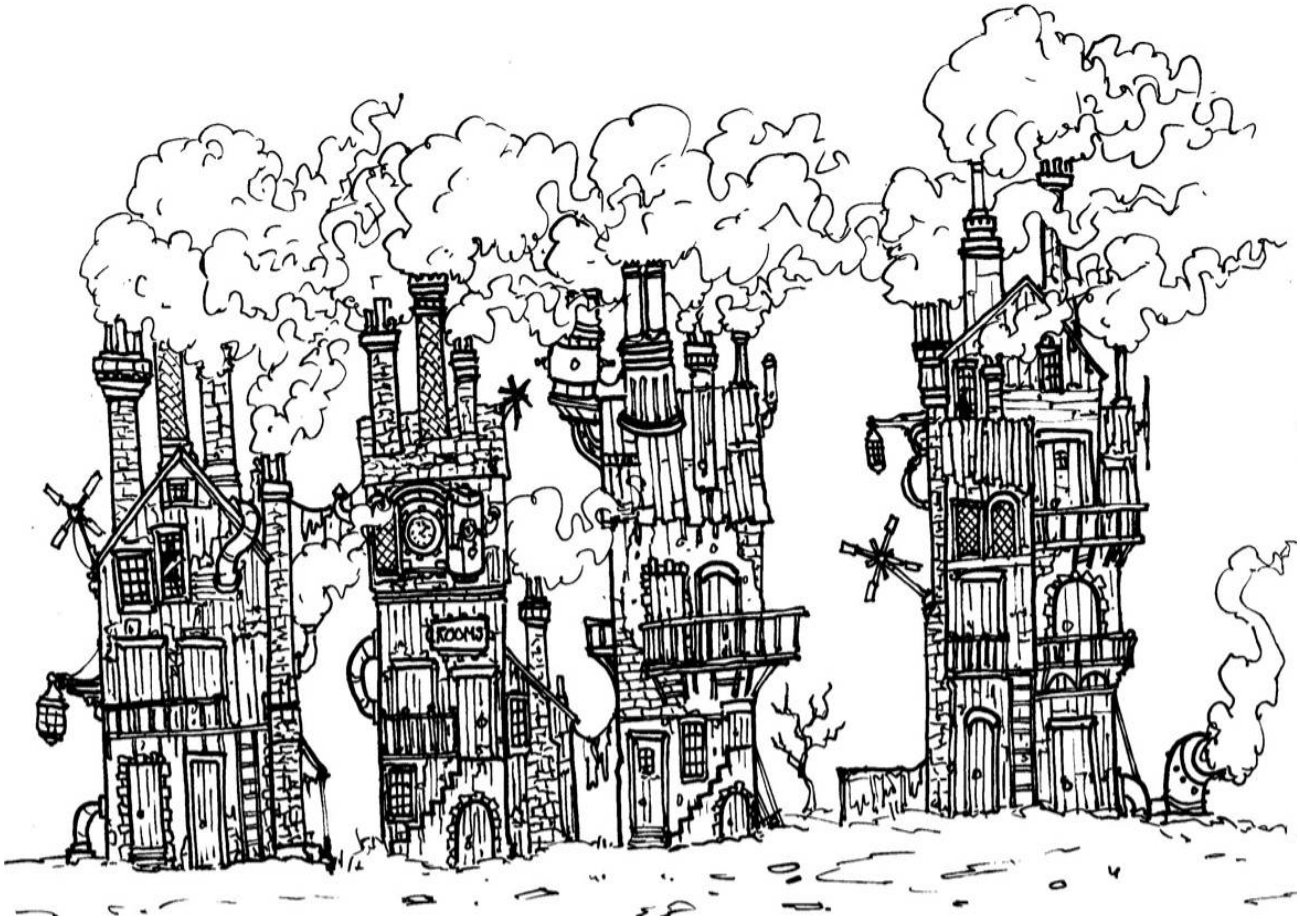
6. Terminal Events

Loose or defective *portable room* spells breed and fester. Anything with a door, hinge, or flap can become infested with extra-dimensional volume. People throw pebbles into their boots before putting them on.

The city of Endon becomes nearly uninhabitable. While overland transport of food is now trivial, access to food and water becomes increasingly tenuous. Entrances and exits shift constantly. Rooms collide, blend, and occasionally explode. There are rumours of cannibals in the sunless depths. The rich and powerful flee the city; the poor try to live in the ever-shifting ruins. But the spells keep breeding and spreading. Soon, no doorway, closet, drawer, or container in the world will be safe.

Averting the Apocalypse

Convince the masses that *portable rooms* are unsafe. Have them banned or taxed before they become established. Develop spells that prevent room collisions. Failing that, ride out a different apocalypse from the safety of a *portable room* fortress.



3. A WORLD WITHOUT ROADS

There are three types of teleport spells. The first, the *false teleport*, transforms the caster into a cloud of smoke, a tiny insect, or a floating spark. It's used for short jaunts of 100' or less. All transformative magic has risks, but the *false teleport*'s short duration makes it relatively safe. The second type, the *reciprocal teleport*, exchanges the caster and an approximately equal mass of air or stone at the destination. Safe range is a few miles. Botched *reciprocal teleports* lead to tales of wizards embedded in stone, split neatly in half, or dropped from great heights.

The third type, the *true teleport*, has effectively unlimited range. The caster is "folded Elsewhere". They vanish with a warp and a thunderclap of displaced air and, almost immediately, unfold at their destination. Sometimes, a little too frequently for comfort, the caster fails to reappear or emerges mangled and torn by unseen forces. Outside of Dread Necromancy, *true teleportation* has the greatest number of cautionary tales attached to it. Merely memorizing a *teleport* spell is risky. A botched fireball might melt a wizard's earwax and painfully scorch their sinuses, but an accidentally triggered *teleport* can launch their prefrontal cortex into the air.

1. Initial Innovation

While exploring the ancient Catacombs of Endon (pg. 135), Earnest Perring discovers a peculiar arrangement of stones, runes, and silver bowls. He descends into the catacombs daily to take more measurements, inspect nearby tombs, and rant openly about "harmonic resonance" and "ley line adjustments". He will pay handsomely for any teleportation-related items, though he will put on an awful poker face and pretend not to be interested.

2. Public Introduction

Earnest Perring builds two teleportation circles, one in fashionable Grenville Court (8, pg. 10), one in Monk's Garden (23, pg. 12). The process is, rivals grudgingly admit, perfectly safe.

> *For a 5sp fee, anyone can be instantly transported between Grenville Court and Monk's Garden. Earnest's notes, locked in a chest in the Catacombs (pg. 135), are worth 1,000gp to an unscrupulous wizard.*

3. Widespread Adoption

Earnest has a head start, but soon other wizards begin constructing their own network of teleport circles. Some fail spectacularly, diminishing public trust. A consortium of business owners called the Circle League steps in and begins buying up smaller circles. Working as an "Inspector" (hired muscle) for the Circle League can be very profitable. The League only cares about transportation; other magic items can be looted and sold.

> *Teleportation between any two numbered points on the map (pg. 8) Costs 1sp.*

4. Scope Alteration

In theory, a stabilized teleport circle has no range limit. In practice, longer distances require larger circles, more complex magical batteries, and more care and precision in selecting a building site.
An entire field is cleared outside of West Cross (11, pg. 10) for a teleport circle to another important city.

> *Travel between cities costs 10gp, with an extra 10gp per tonne of cargo.*

The GM should choose another city in the campaign world, possible one that's less developed and less ambitious than Endon. The contrast between the two locations should be jarring. At first, this will seem like a huge convenience. Later developments may alter that judgement.

5. Height of Ambition

It is now possible to cast teleport circles from iron (or a special blend of iron, silver, mercury, and bone dust). The Upper Class teleports between their stately homes in the country and their and mansions in Endon as the mood takes them. Ships at sea carry teleport circles for emergency reinforcements or hasty evacuations. Earnest Perring, now fully obsessed with his work, declares that teleportation to the surface of the moon will soon be viable. His rival, George Miles (pg. 22) will pay for discreet sabotage of the extremely large teleport circle on the outskirts of Endon.

Teleportation becomes slightly less reliable. There's a 1% chance of a an Elsewhere Creature (pg. 123) appearing during short-distance travel or a 5% chance for long-distance travel. The Circle League violently suppresses any hint that teleportation is growing increasingly unsafe. Damaged teleport circles are buried in the Catacombs (pg. 135) or tossed into the sea. Creatures from Elsewhere are hunted and burned.

6. Terminal Events

Constant teleportation has weakened the separation between reality and Elsewhere. Elsewhere Rifts (pg. 124) appear like soap bubbles. Each day, the chance of an Elsewhere Rift opening during teleportation increases by 1%. After 80 days, the centre of Endon is swallowed by a stable Elsewhere Rift. The rift expands 30 miles a day until the entire world is consumed (in eight months, give or take a few weeks).

Or, instead of swallowing the world, Elsewhere invades. Pockets and rifts constantly disgorge Elsewhere Creatures until the land and sea are reduced to ruin. Or *teleport* spells start firing at random. Streets, towns, entire nations change places. The world becomes increasingly kaleidoscopic. Social groups, species, and weather systems fragment into meaningless, chaotic noise. Combine all your random encounter and terrain tables.

Averting the Apocalypse

Promote alternatives to teleportation. Sabotage major teleport circles. Permanently separate Here and Elsewhere with a powerful spell. Colonize Elsewhere or adapt to the ever-shifting worldscape.





Earnest Perring

HD: 2 (8 HP)
Appearance: thin, patchy moustache near the corners of his mouth, slight squint, velvet jacket stained with mud.
Voice: nasal, obsessive, sly.
Wants: to unlock the secrets of teleportation. To make heaps of money.
Morality: will not tolerate delays or small-minded fools interfering with his work.
Intelligence: laser-focused but unwilling to change or revise his own views.
Armour: none.
Move: normal, but usually uses teleport circles.
Morale: 10.
Damage: Save or Die *ring of explosive cranial decompression* (3 charges) or 1d4 solid left hook.

4. TRUE POLYMORPH

Polymorphing—changing from one creature to another—occupies a peculiar place of pride in wizarding circles. In ancient times, wizards fought by transforming into a bewildering variety of creatures in rapid succession, hoping to catch their opponent in a suboptimal form. Modern wizards rarely resort to such dangerous tricks, mostly because litigation is far more effective, but also because it's possible to scramble one's mind through repeated transformations.

Relatively recently, a small group of wizards has begun testing the limits of polymorph spells. One, Bartelby Spuggs, opened a whale-oil refinery on the outskirts of Endon, and contented himself with wealth and quiet prosperity. The others, under the name of The Leonine Cartel, continue to probe the frontiers of polymorphic science.

1. Initial Innovation

In a secluded workshop near a tannery, The Leonine Cartel formulates the Laws of Transformation:

Law of Existence: creatures cannot be polymorphed into fictitious or imagined forms.

Law of Similarity: creatures can be transformed into general examples of other creatures, but it requires more skill and control to transform a creature into a specific example of another creature.

Law of Intelligence: the more two creatures differ in intellectual ability, the less likely they are to survive being transformed into each other.

Law of Visualization: the caster must be able to visualize the desired creature to some degree. A written description may be sufficient if the caster has a vivid imagination.

2. Public Introduction

The byproducts of early experiments—dolphins, leopards, ostriches, etc.—grace the tables of Upper Class. A Royal Menagerie is added to the Long Mall (25, pg. 12).

> *Rare meats from Exotic Creatures (pg. 125) cost 5gp per plate.*

3. Widespread Adoption

The Leonine Cartel begin offering exotic creatures for general sale. "Polymorphed Meat" is considered a poor substitute for "Real" meat. While shopkeepers dine on rats transformed into fat cattle, the truly rich enjoy steaks "born, raised, and slaughtered in the traditional manner." Wizards search old books and travelers' tales for new creatures to display before an ever-more discerning public. It is possible to purchase a lion or a rhinoceros just as one might purchase a horse or a hawk.

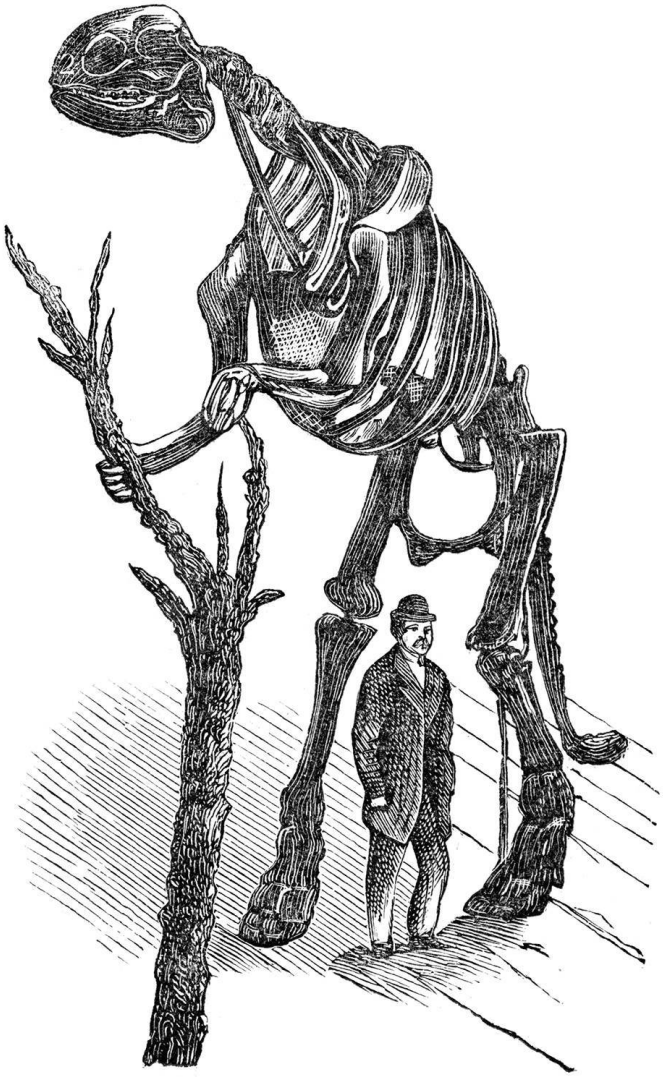
So What About The Law of Conservation of Mass?

Utter nonsense. Ever seen a fire? Reduces heavy wood to light ash. Burns oil and spirits into nothingness. Or consider ice. Allow a sealed container full of ice to melt and less water than ice will be found inside. Or the morning dew; heavy water appearing from light air. No, I'm afraid mass is not conserved. It comes and it goes as it pleases.

4. Scope Alteration

Two factions of experimentalists develop inside the Leonine Cartel. Alienists seek to summon imaginary creatures. They pay well for *illusion* spells, hallucinogenic drugs, mind-control tools, and memory-altering devices. Archaists seek to recreate creatures that once existed but no longer walk the earth. They will buy any old bones dug up in quarries or found near the seashore, and finance private expeditions to dangerous areas to bring back complete skeletons.

And both factions will pay for urchins, lunatics, convicts, and other people who won't be missed. Polymorphing humans is easier than polymorphing other creatures.





5. Height of Ambition

The Alienists discover a combination of implanted memories, illusionary aids, and strong hallucinogens can allow a wizard to *polymorph* an existing creature into something entirely new, though the fever-dream creations rarely survive for more than a few minutes. Their rare successes, like the Singing Orchid and the Goldfur Mouse, are enough to bring them instant fame. Nightmarish Creatures (pg. 125) are quietly put down.

The Archaists summon the first Iguanadon (meaning "giant toothy lizard") to the delight of the Monarch and the public. They begin converting the Long Mall (25, pg. 12) into "Extinction Park", a public exhibit of creatures that once existed but no longer walk the earth.

Widespread polymorphing of rats and pigeons into cattle and swine has depressed the price of meat enormously. A roast is cheaper than a potato. Gout becomes a poor man's disease. Every house and every street is lit by rendered whale-oil and the Ghost Whale of Endon (pg. 127) begins its nightly hunt.

6. Terminal Events

Polymorphed meat is infused with residual magic. Eating it will eventually give you magical cancer (along with other horrible Magical Diseases, see pg. 44). But well before that becomes a problem for the inhabitants of Endon, one or two other *polymorph*-induced apocalypses are likely to overtake them. Extinction Park, crammed full of dinosaurs with the minds of rats (or street urchins, if rats weren't available), bursts with predictable results. Hundreds of massive toothy lizards roam the city. Even if the army and the Coppers restore order, their rampage is likely to set off several other magical disasters

The Alienist are the ones most likely to kill everyone. The human imagination is a dark and dreadful place. Unconstrained by mere biology, their Nightmarish Creatures (pg. 125) replicate with the phases of the moon or changes in the weather. Endon and the surrounding region become monster-infested hellscapes.

Averting the Apocalypse

Publicise the dangers of polymorphed meat and the source of the Ghost Whale of Endon. Regulate the use of *polymorph* spells. Breed a polymorph-spell-eating dream creature.

5. A PEACEFUL CITY

Endon, like many metropolises, is rife with crime. Pickpockets, second-story-men, gutter-cutters, and card-sharks rub shoulders with thugs, extortionists, and horse thieves. Murder is rare, beatings are fairly common, and property crime is rife. The Coppers (pg. 40) maintain order where possible.

1. Initial Innovation

The infamous murderer Mack the Mangler is caught with the aid of a *scrying orb*. The sensational case elevates divination from a disreputable and unreliable discipline to a publically lauded field of study. It's the talk of the town.

2. Public Introduction

Wizards dig their old *scrying* tools out of dusty basements and set up consulting shops.

> *For 2gp, shops such as "Tallewag's — All Things Found" and "Gertrude's Discreet Inquiries" offer to locate lost objects, missing pets, debtors, bargains, and criminals. Scrying is still unreliable and may require several attempts (and increasing fees).*

3. Widespread Adoption

Several companies begin mass-producing *scrying* bowls and orbs. They require minimal training and magical aptitude; nearly anyone can be taught to use one with reasonable accuracy, though it takes a few months to become proficient.

> *"Finding Shops" now offer 1sp scrying attempts. Rumours of disreputable shops catering to voyeurs begin to appear. On-site imagifiers provide watercolour sketches for 1sp.*

The Coppers (pg. 40) create the Department of Crime Detection. Nine "Deekers" (from "D.C.D." and "Peekers") use *scrying* tools to track known criminals and solve high-profile cases. Legal cases prove *scrying* is not searching; the Coppers use it with impunity and with full popular support.

4. Scope Alteration

A few lurid cases of perversion and crime enabled by *scrying* devices force Parliament's hand. *Scrying* spells and devices become Illegal Spells (pg. 41), restricted to military and police use only. The Deekers grow from a few specialized investigators to hundreds of bleary-eyed detectors peering into *scrying* orbs. Roving Deekers patrol the streets. Envigorated by their success, they secretly begin to test thought-reading spells to detect stubborn criminals and past crimes.

Criminal activity in Endon drops precipitously. Overwhelmed and presented with irrefutable evidence, Judges at the Grim Baliol (14, pg. 11) resort to arbitrary and lethal sentences (pg. 40) for minor offences. A pickpocket might be detected by *scrying* in the morning, tried along with a dozen others in the afternoon, and hanged by sunset. Pemsing Prison (16, pg. 11) grows larger and larger, swallowing nearby buildings.

5. Height of Ambition

With actual crime falling, the Coppers begin pursuing increasingly minor violations, accidental lapses, and moral faults. Aided by wizards casting thought-reading spells, any crime is punished almost as soon as it happens. Illegal scry-blocking devices proliferate, though manufacturers are swiftly hunted and executed.

Using blackmail obtained by *scrying*, the Coppers have ever-more restrictive laws passed to permanently cement their power. Parliament and the Monarchy become vestigial accessories to the police. Endon becomes a model city. Its citizens behave, in public and in private, with perfect decorum and perfect fear. Newspapers run daily lists of known suicides. The city quietly fossilizes. Streets are clean, polished, and deserted. Ambitious citizens move elsewhere.

6. Terminal Events

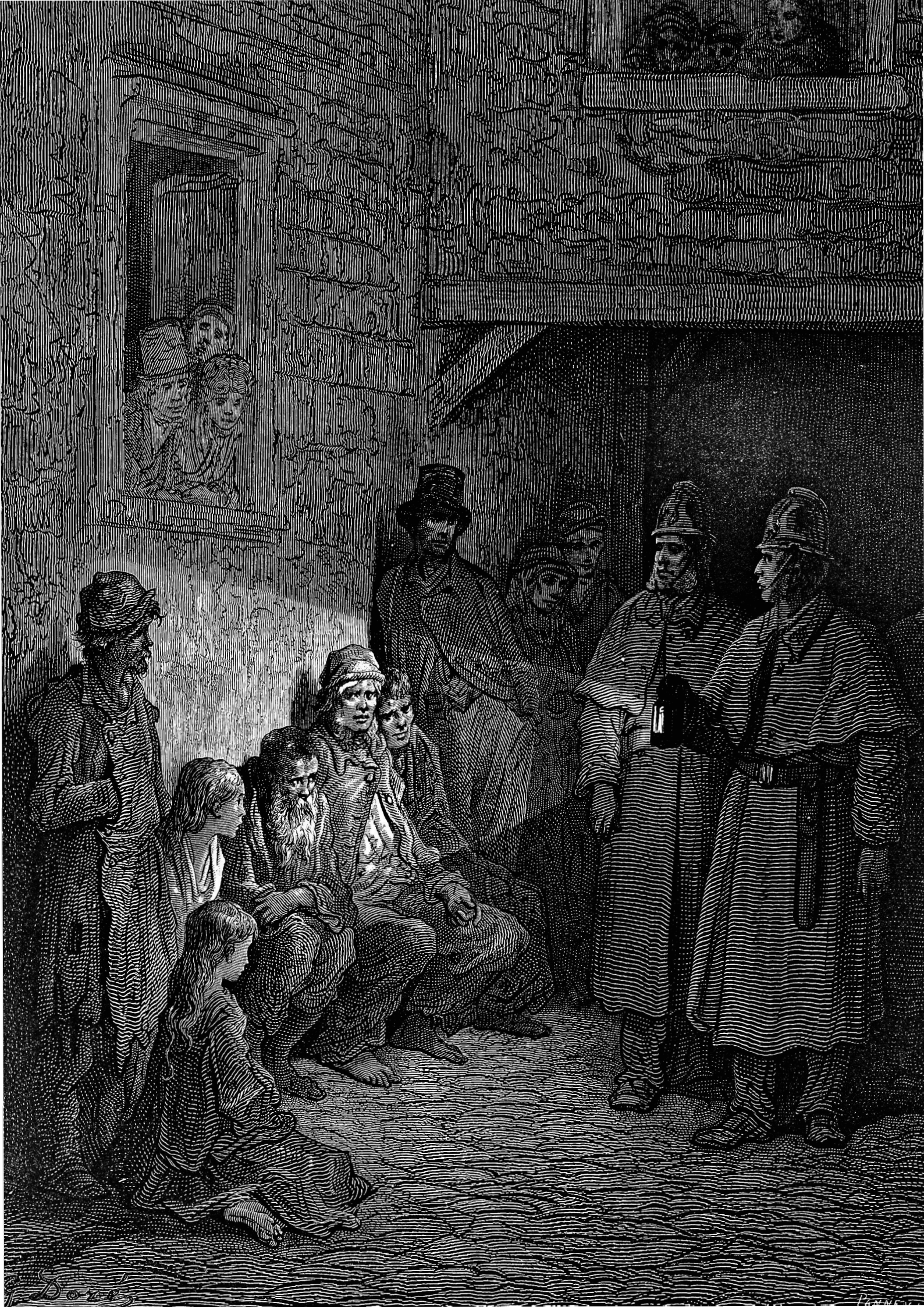
Innovation stops. Endon is frozen in a state of permanent police control, a bleak and joyless dystopia. Every thought is potentially a death sentence; every act a potential crime. Too late, the Coppers try to restrict emigration, but Endon is already dying.
It might endure for centuries as an inward-looking police state, a half-starved land of permanent magical oppression, but its golden age is over.

Rebellion is impossible. Highly trained and acutely paranoid Deekers scan for even the slightest anti-authoritarian tendencies. Other spells, such as *charm person* and *obliterate memory*, trim a reluctant citizen's mind to a sensible shape. The citizens show a lack of spirit only to be admired in sheep.

If a PC desires an orderly and perfectly safe retirement Endon might be appealing. All sensible people ignore the city and its grey concrete walls.

Averting the Apocalypse

Start a riot at police use of thought-reading spells. Prove the Coppers are blackmailing the Government and the Monarch. Develop a secondary, competing police force and push the Coppers towards extinction. Develop an engine for tangling the skeins of fate, warping and distorting all *scrying* magic within Endon.



6. CONJURED WORKFORCE

Illusionists—wizards who use spells to create realistic images—did not initially profit from the Magical Industrial Revolution sweeping through Endon. Their parlour tricks and amusements were suited for the theater, not for serious work or mass production.

But *illusion* spells are among the most intelligent spells. Though *illusions* are fragile (a solid blow or a thrown rock will pop an *illusion* like a soap bubble) and silent, the spells used to create them must be malleable, adaptable, and observant; more like well-trained hunting dogs than ferrets or beetles. They cannot be dispelled by "disbelief", but a shrewd and critical eye can tell real from illusory objects.

1. Initial Innovation

Neil Bligh, stage name Alfonso the Hydra, presents a regular program at the seedy Silver Goose in Haymarket Square (6, pg. 9). As his final trick he dances a complicated waltz with thirty conjured *illusions*; some resembling him, some mocking popular figures of the day. In private, Neil uses his illusionary workforce to perform household chores with varying degrees of success. He is convinced his act will propel him to fame and riches if he can create a few more intelligent and realistic *illusions*.

2. Public Introduction

Evicted from his garret apartment, Neil makes a living by selling his "Illusionary Servants" to anyone who needs odd jobs completed. Though they only last for 6 hours, many merchants and families in Haymarket Square enjoy renting an obedient, if a little dim, servant.

Illusionary Servant (prototype): Rented for 1gp for 6 hours. They can perform simple tasks, lift up to twenty pounds, and provide general assistance. Neil will not sell his spells, but a stolen copy is worth 2,000gp to grasping competitors or struggling academics.

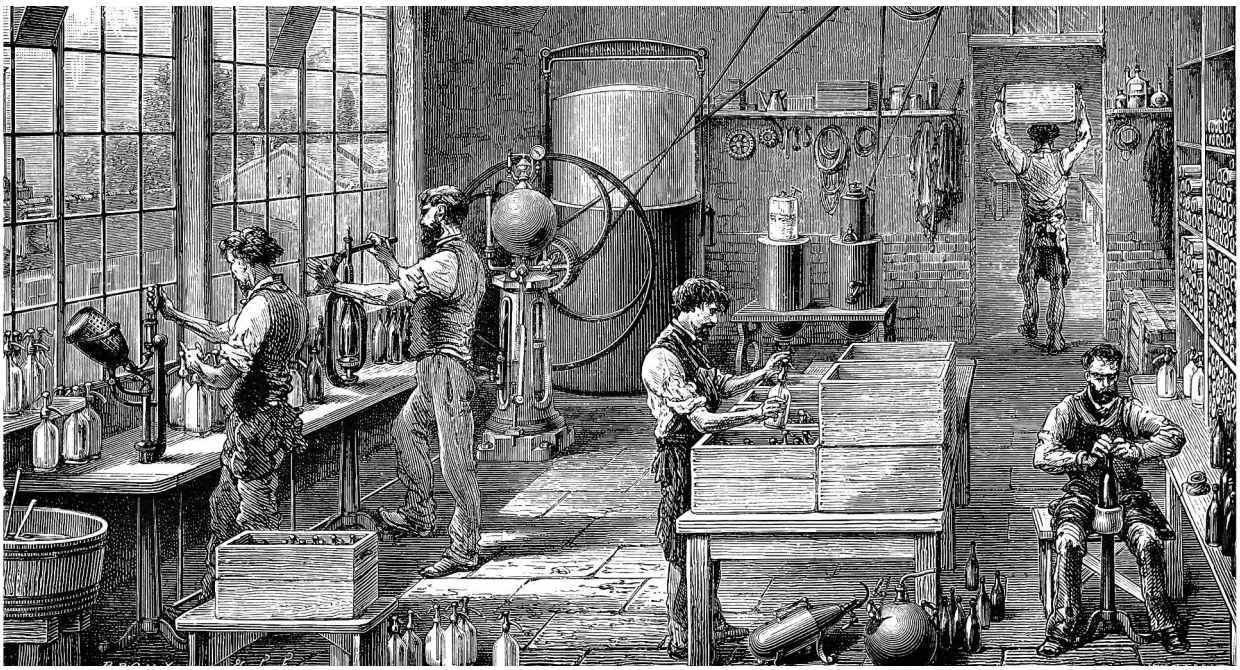
3. Widespread Adoption

Neil opens a "Help of All Sorts" shop specializing in highly intelligent and flexible illusionary servants, while continuing to tinker and improve his spells. Dozens of imitators spring up all over Endon. The price of an illusionary servant's labour is higher than the wage of most workers, but an illusionary worker never tires, never complains, and never makes a mistake unless improperly instructed. Summoned workers replace scribes, embroiderers, bookbinders, tanners, and a thousand other professions almost overnight. Displaced workers form Mobs (pg. 115) to chase down and "pop" their uncomplaining replacements and terrorize hired wizards, but the violence is mostly ineffectual.

Illusionary Servants: Rented at 2sp per day or 4gp per Season. Servants still expire every 6 hours and an accredited wizard will need to recast the spells. Purchasing a copy of the spell costs 400gp.

4. Scope Alteration

Neil Bligh reveals the "Imperishable Servant", an illusionary servant strengthened and improved with protective magic. Though they will perish to a sword's blow or a long fall they are at least as sturdy as a person. Still silent, they communicate with signs and simple written words. They do not expire or age; Neil Bligh says they feed on "ambient magical energy".



Unlike his previous products, these imperishable servants come in a few standardized forms: a stout barrel-chested worker in overalls and a slim young woman in a grey dress. Clothing can be tinted and company marks added but the core forms are difficult to alter.

Imperishable Servants: Rented at 5cp per hour or 1gp per Season. Permanently purchased (with recasting insurance) for 50gp.

Virtually every industry passes its menial tasks to legions of untiring Imperishable Servants. Every day, a new factory, warehouse, firm, or stately home ejects its workforce and replaces them with illusions. Unemployment stabilizes at 80%; thousands work at back-breaking tasks the delicate Servants cannot perform or beg for their daily bread. The Middle Class (pg. 51) prospers; their work cannot be easily transferred to a slow-witted Servant. The Upper Class (pg. 52) enjoys a period of unsurpassed ease and leisure. Every whim can be accommodated by legions of imperishable servants, directed by a butler and housekeeper or two. Displaced, angry, and hopeless, the unemployed Lower Class (pg. 50) form Mobs (pg. 115) on a near-daily basis. Some merely protest. Some run riot. Rumours of illusionary Coppers, illusionary soldiers, and even illusionary Ministers drive the crowd to new heights of violence. The Coppers, the Monarch, and private charity fight to keep the city from total anarchy.

5. Height of Ambition

Completely unaware of the effects his spells are having his city, Neil Bligh perfects yet another spell, an "Intelligent Servant". Capable of speech and reasoning, this new spell causes consternation in Parliament and debate in every drinking hall. Does it have a soul? Does it have rights? Slavery is, after all, illegal in Endon. Neil's prototype intelligent servant named "Eliza" is a curiosity, endlessly questioned by the public, by Parliament, and even by the Monarch. The public sees it as yet another threat to their continued livelihood.

Mysteriously, and without warning, other spells in Endon begin to fail. Wizards find it harder and harder to cast complex enchantments. Some flicker, some pop, and some silently fade.

6. Terminal Events

The existence of thousands of magic-hungry imperishable servants brings about the apocalypse. After consuming all local magical radiation, they begin to draw in all other ambient magic. To ley-line scryers Endon is a vortex, a whirlpool sucking all the world's magic into an never-satisfied maw. The change happens in a matter of days. Powerful enchantments fail first, then minor spells, then even the most trivial cantrip. Highly magical creatures sicken and die. Stripped of magic, the world is exposed to all eight colours of sunlight, slowly scouring its surface into mutated lifelessness.

Or, if the drain isn't so severe, intelligent servants replace people. With inhuman minds trained to mimic but not to empathize they stage a revolution. In the end, the only living beings in Endon will be captive spellcasters (to create more illusions, under torture if necessary).

Averting the Apocalypse

Legislate and tax Illusionary Servants before they reach a critical threshold. Research how they sustain themselves —all things must eat—and raise the alarm, or find a way to concentrate magical energy from the sun to increase local magical energy density. Pop every illusion, burn every book, and hang every wizard in the city.



Neil Bligh

HD: 2 (8 HP)
Appearance: thin, theatrical, smooth, well-dressed. Waxed blonde moustache.
Voice: soft, trained, personable. An excellent mimic.
Wants: to be famous. To never work again.
Morality: turns pale at the mention of blood. Would never directly harm anyone.
Intelligence: brilliant at illusions; utterly ignorant of everything else, especially economics.
Armour: none.
Move: normal.
Morale: 6.
Damage: none.

There is a 50% chance the Neil Bligh targeted by an attack is a very cunning illusion. Anywhere he works is likely to be full of false walls, minor tricks, beautiful flowers, and Illusionary Servants.

7. COAL & IRON

Wizards have spent countless years trying to draw gold and silver from stone as the magnet draws iron, or change base metals into valuable forms. They have always failed. A few wizards have looked further. If the earth conceals her treasures, they can be uncovered by magic. If metal cannot be commanded, stone and earth can be peeled back to reveal a vast storehouse of wealth.

1. Initial Innovation

Searching the archives of the Royal Palace (20, pg. 11) for ancient and forgotten spells, several wizards discover tales of powerful geomancy: stones raised to form castles, cities swallowed by the earth, mountains hollowed or buttressed. Through long and perilous experimentation far from Endon, a small group of wizards rediscover these ancient techniques.

2. Public Introduction

The Thaumaturgic Mining Guild is formed by royal assent. Rumours of their distant activities and supposed riches trickle into Endon, though actual riches—or anything else—fail to reach the capital.

> *Shares in the Thaumaturgic Mining Guild can be purchased from the Royal Mint for 1gp.*

Some of the chasms and mines opened by the Guild have opened buried dungeons. If the GM needs to add dungeons to the campaign, stick them in a vast newly opened mine thirty miles north of Endon.

3. Widespread Adoption

Coal and iron flow into Endon like water. Huge seams of iron ore and coal are exposed to the air. "Mining," the Guild claims, "is now merely a matter of loading wagons and carts." In reality, mechanical aids and boring engines are still used. Vast coal-fired furnaces and foundries spring up on the north side of Endon, devouring thousands of tonnes of coal every day and pouring out rivers of molten iron. The first railways appear, though carts are drawn by horses or simple spells instead of steam engines. Iron starts to replace stone in many construction projects.

> *Shares in the Thaumaturgic Mining Guild can be purchased from the Royal Mint for 10gp.*

4. Scope Alteration

Iron becomes cheaper than stone, cheaper than wood, and in some areas cheaper than beer. New iron roads with iron drains spread through the city. They rust, but it's cheap to replace them. Glass has not kept pace, so iron "sky-scrapers" and row houses have narrow windows and rust-streaked exteriors. Steam engines, controlled by enchantments and mechanisms, finally reach full-scale use. Railways start to replace coachyards. In a single Season, rail travel goes from a baffling incongruity to an accepted part of life.

> *Shares in the Thaumaturgic Mining Guild can be purchased from the Royal Mint for 15gp. A railway ticket to another city costs between 1sp and 3gp.*

5. Height of Ambition

By decree of the Monarch, Endon is ringed with a new iron wall. 150' high, 50' thick, and bristling with cannon, spikes, razor-sharp railings, and hidden traps, the wall represents Endon's raw power and insurmountable might. Nobles raise slender iron towers to peer over the wall and escape the smoke-choked streets.

> *Despite public confidence, shares in the Thaumaturgic Mining Guild fall to 5gp. Iron is so abundant that its continued mining must be sponsored by the state rather than actual demand.*

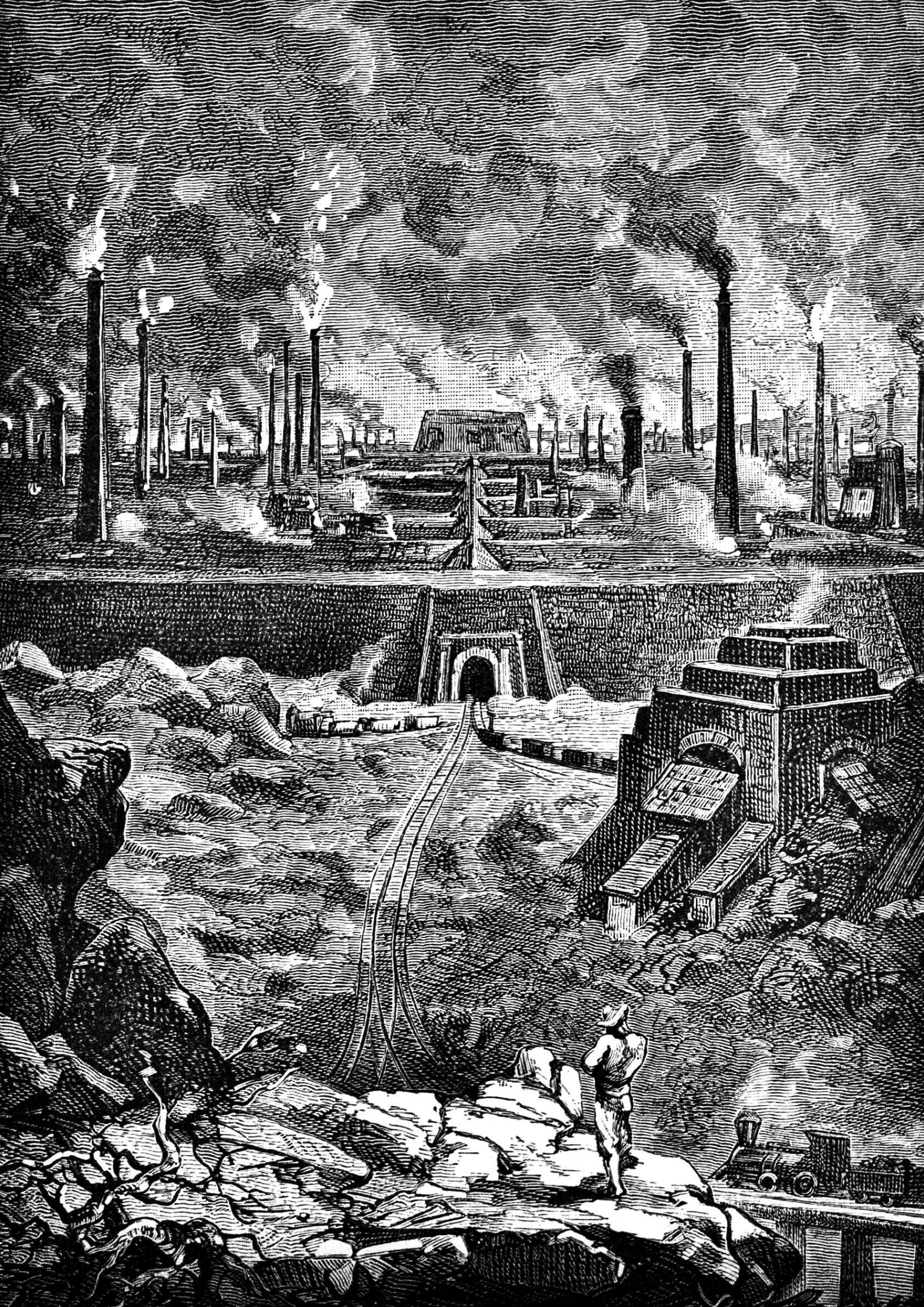
6. Terminal Events

The world has never seen so much refined iron concentrated in one small region. The land around Endon is pitted and scarred, but beneath the smoke Endon gleams with metal. Rust Monster eggs, transported by careless dungeon explorers, menagerie keepers, and miners, begin to hatch. Some are warped by Endon's magical radiation. All are hungry. They rise in an endless skittering tide of chitin and feathery antennae, devouring every iron object they encounter. Within days, some are the size of cottages. Flying morphs appear. Endon is swallowed by a desert of rust flakes. With their food source failing, the tide of Rust Monsters grow desperate and seek the meagre traces of iron in blood.

Or perhaps earth elementals, stone demons, or some colossal forgotten beast disturbed by Endon's mad lust for the world's blood rampage towards the city, destroying it and anyone inside.

Averting the Apocalypse

Recognize the danger of Rust Monsters and find a way to detect and exterminate them. Limit the public's lust for cheap iron. Find something that eats Rust Monsters faster than they eat iron. Load up a steam engine with magical loot and flee.



8. THE POWER OF CREATION

According to popular understanding of Charles Derwent's infamous book, *Original Species*, humans "evoluted" from simpler animals like apes, lizards, and worms. Some wizards consider this process incomplete. Humans are subject to base urges, fits of irrationality, lapses of judgement, and deeply rooted fears and neuroses. Why not build a better mind, one free of evoluted baggage?

1. Initial Innovation

Anna Hartwell, illegitimate daughter of the famous poet Baron Lewellen, was raised on a strict diet of mathematics, finance, and plane geometry. At twenty-four she built the first calculating engine in Endon, a simple noisy machine capable of adding or subtracting integers. At twenty-six she began work on an "integral model of the mind". Currently she studies rats in the basement of her palatial home in Grenville Court (8, pg. 10) and tries to get her calculating engine to perform long division. She is notoriously distractible and short tempered.

Meanwhile, in a dingy workshop near Needle Circus (22, pg. 12) a promising amateur wizard named John Huffman tries to sell his Clay Golems to an unresponsive public. Too blunt for most tasks, too strong to be easily controlled, and almost as expensive as a house, the golems are seen as a relic of the past. Magic has moved on.

A Clay Golem built by John Huffman costs 1,000gp. Strong as an ox and dumb as one too, it obeys simple spoken commands with tireless bloody-minded focus. Huffman can create two clay golems per Season.

2. Public Introduction

A chance meeting brings Anna Hartwell and John Huffman together. Hartwell realizes golem-scrolls operate very similarly to her calculating engine; Huffman realizes Anna Hartwell is very wealthy, immensely clever, and terrible at social interactions. They form a partnership. The first Programmed Golem is displayed in the Long Mall (25, pg. 12).

Programmed Golems obey a sequence of pre-written commands. The intelligence of the animating spell allows the golem to recognize points in space and some objects.

Commands: WALK [to location], WAIT [duration], PICK UP [object], PUT DOWN, [object], TURN [by degree], LOOP TO [numbered command on a list of commands], MOVE [part of the golem's body, individual fingers, limbs, etc.], IF, THEN, UNTIL [condition].

Using pre-written command sheets, Anna Hartwell shows that a Programmed Golem can perform very complicated mathematical feats using only its fingers, limb positions, and rotation. For a 1sp donation, she (or John, if she's working on a new program) will display the golem's functions in the Long Mall.

A Programmed Golem costs 2,000gp, but hurry. The Ministers and the Bank of the Realm are very interested in them.

3. Widespread Adoption

Huffman & Hartwell Computations sells Personal Calculating Golems (PCGs). The largest are the size of carriages; the smallest can be loaded into a wheelbarrow or set on a desk. They are strange, noisy devices with keys, flip-card brass screens. Inside, hundreds of golem-fingers and golem-eyes adjust gears, counters, and dials, creating and adjusting their own internal instruction list.

A small Personal Calculating Golem costs 300gp and can perform any functions a modern calculator or spreadsheet could manage, though slower and with a great deal more user effort. Scrivners (ink-and-quill printers) costs 50gp and constantly break down. A large PCG can be custom-built for 1,000gp to 10,000gp to automate any mathematical task, from banking to payroll.

John Huffman handles the business side of *Huffman & Hartwell Computation*. Anna Hartwell mostly works on theory and design, overseeing a crew of eccentric mathematicians, engineers, and theoretical wizards. "Too large to be calculated by Huffman & Hartwell" becomes a byword for "enormous" or "complex".

4. Scope Alteration

Interpreter-spells allow two physically linked PCGs to share information. Every Season sees enormous advances in golem-power and ability. PCGs can produce sound (via minor spells and cantrips), speak (via a magic mouth spell), and perform ever-more-complex calculations. Delicately bred *illusions* allow for graphical displays.

A small Personal Calculating Golem costs 100gp and can perform the functions of an early electronic computer, complete with flickering graphical display and simple sounds. New programs, games, useful add-ons cost between 5gp and 100gp. Existing magical devices have PCGs attached, whether or not it's a good idea.

John Huffman is now one of the wealthiest wizards in Endon. Anna Hartwell is frustrated by the limitations of magic. Fireball spells can conjure flame from nothing. Polymorph spells can create any animal. Legendary wish spells can create almost anything else. Could an Omni-Spell be developed; a spell capable of unlimited creation or transformation? Anna sets the vast calculating engines of Huffman & Hartwell to work, linking them to an ever-more-precarious web of magical industrial equipment (pg. 71), tuning the parameters of spell breeding reactors faster than any human ever could.

5. Height of Ambition

The first Omni-Spell is deliberately feeble. Anna suspects a more powerful version would accidentally trigger itself or destroy the caster's mind. Once per week, the spell can create or transform up to 1oz of any substance. Clay can become gold; occultum can appear out of thin air. The news leaks from Huffman & Hartwell's workshops. The newspapers exaggerate it, assisted by a few quotes from John Huffman. "Now we have become gods, creators of worlds," he says, in a fit of poetic inspiration.

> *The prototype omni-spell's worth cannot be calculated. Stealing it is next to impossible.*

The principle is sound. The only difficulty is constructing a wand capable of casting a full-power omni-spell. Once again, the PCGs are put to work.

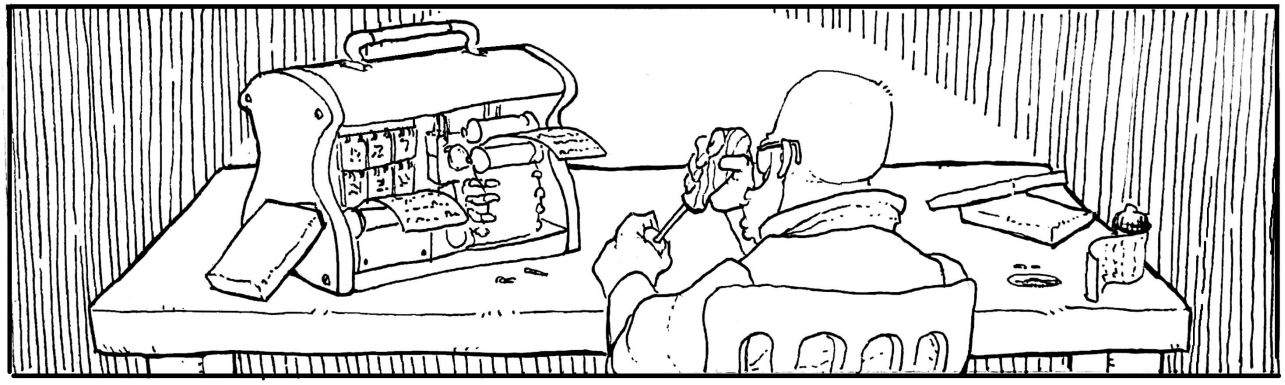
6. Terminal Events

The Omni-Creator is a 2' iron and occultum wand connected to a small top-of-the-line PCG. The upper limits of the spell are never tested. The first command, given by John Huffman at a public demonstration near the Royal Palace (18, pg. 11) and without consulting Anna Hartwell, is, "Create ten copies of yourself." The device creates ten copies, each one in the process of creating ten more copies. Within a few seconds, the unstable and collapsing sphere of magical devices sucks all the ambient magical energy out of the city, then detonates. It's a thaumic bomb, dirty and unplanned, and it levels the city. The outskirts survive. Everyone and everything else burns. The crater is half a mile deep.

Or perhaps John Huffman tries a different command. "Live." A new soul instantiates into a device capable of unlimited creation. The effects are probably equally apocalpytic. A PCG's mind is not like a human's; its first concern is safety and legibility. Or perhaps the spell only works once, creating 100 million gp and crashing Endon's economy.

Averting the Apocalypse

Come up with a different, equally dangerous way to use PCGs, perhaps by networking them together. Show that an omni-spell is theoretically impossible. Grab a prototype, flee the city, and make sure no one knows you have it. Get Anna Hartwell and John Huffman to work on less ambitious projects.



Anna Hartwell

HD: 2 (8 HP)
Appearance: pale, prominent nose, firm-set mouth, hair in a neat braid. Looks bored and irritated.
Voice: clipped, formal, mathematical. Forgets words sometimes; waves hands while thinking.
Wants: to change the world through computation.
Morality: loathes street-musicians, poets, and children. Treats everyone else as a nuisance.
Intelligence: centuries ahead of the curve in some respects, centuries behind in others.
Armour: none.
Move: normal.
Morale: 8 or 12 if defending her work.
Damage: 2d8 wand of force spike, wand of silence.

John Huffman

HD: 3 (12 HP)
Appearance: broad face, bushy brown sideburns, small chin and a fashionable tie.
Voice: excited squeaking, far too fast.
Wants: to be rich and respected.
Morality: always willing to push things just a little too far or a little to fast. Like a mania or a disease.
Intelligence: competent amateur mathematician, decent wizard, superb salesman.
Armour: as leather.
Move: normal.
Morale: 6.
Damage: 1d4 punch or 3d6 emergency *wand of burning light*.

1D20 APOCALYPTIC OMENS

1d20	
1	The River Burl runs backwards for a day, in defiance of winds and tides.
2	All the coffee in Endon turns to water. All coffee beans turn to small ice cubes.
3	For week, sparrows catch fire and fly into windows.
4	It rains upwards for a few hours. Puddles roil and sizzle as small droplets leap skyward.
5	A large statue of a gryphon stamps its claw three times every day at noon.
6	A raven the size of a cottage lands on the Parliament of Endon (3, pg. 9). It flies away if threatened but returns every night.
7	Spiders spell out mathematical equations in their webs. None of the equations make any sense. Mathematicians and entomologists are amused but slightly worried.
8	Musical instruments in Endon fling themselves out of tune. Musicians slowly adjust them, but some will never be the same again. All concerts temporarily cancelled.
9	All mirrors show slightly incorrect things approximately 50% of the time. Reflections sport new scars and hair colours. Some are delayed, some are sped up.
10	Children report the same dreams. Every night, all they can hear and imagine is the sea.
11	For a full day, everyone is unable to recall their own name or the names of anyone else.
12	All horses flee towards the River Burl, leaping off bridges and drowning themselves, dragging carriages and carts with them. Horses that are restrained batter themselves to exhaustion.
13	A comet with three tails is seen over the city for several nights. It is only visible within the city limits but the astrologers assure everyone this is perfectly normal.
14	Clouds passing over Endon form unnatural geometric shapes: smooth-sided pyramids, long cylinders, tumbling octahedrons.
15	An entire neighborhood vanishes. All the maps are also altered, but everyone remembers it. Just south of Haymarket Square (6, pg. 9)... right? And what happened to the people?
16	All rubies in Endon become cloudy, like dried blood.
17	For a full day, books and ledgers in Endon fly open, as if an invisible ghostly giant was racing through the city and ransacking libraries.
18	For a week, gravity alters half a degree to the northeast. Things slowly slide off tables, people trip over stairs and endlessly fuss over hanging pictures.
19	Coins featuring the Monarch's face refuse to land face-side up if tossed. They can be flipped over with a slight effort.
20	Interest in one of the Eight Deadly Sins (1d8, pg. 60) spikes to ludicrous levels for a full day.

The sheer density of magical radiation in Endon bends the very fabric of reality. As the game's Tempo (pg. 4) increases, strange events will occur with alarming frequency. Omens can occur on the Random Encounter Table (pp. 16–18), but the GM may want to sprinkle a few in whenever an Innovation is approaching an apocalyptic crisis.



SERVICES IN ENDON



JUSTICE IN ENDON

Criminal trials are quick and brutal affairs. Innocence is not presumed; the whole point of a trial is to show the power of the nation and to assign punishment, not to determine or prove guilt. If the prosecution wasn't certain they could convict they wouldn't hold a trial.

Theft, Moral Crimes, and Violence are tried by a Judge. Murder and Treason require trials by Jury; twelve men of Endon who can be trusted to show up and vote correctly. Juries can still be swayed by emotional arguments, threats, or bribes. They decide the accused's guilt or innocence. The Judge determines the sentence.

Civil trials over land, titles, inheritances, patents, and commerce are protracted, arcane, and tedious. Some last for decades. If one is somehow required in a game, it lasts for 1d10 Seasons (pg. 58). The outcome is randomly determined.

A civil trial costs 1d100×1d100gp in court fees.

The basic format of a criminal trial is simple. The accused presents their case, aided by an attorney if they can afford one. The prosecution presents their case, calls witnesses, presents written statements, and generally traps the accused in a cage of iron and ink. The formula is fluid; objections, counter-objections, and new evidence are permissible at the Judge's discretion. Trials rarely last for more than a day.

A very cheap attorney costs 1gp per day.

ROYAL PARDONS

The Monarch may commute any sentence to a lower punishment (Death to Transportation, Transportation to Imprisonment, etc.) or waive the punishment altogether. The Monarch is susceptible to pious letters from aging mothers or well-connected bishops. Truly enormous bribes (discreetly paid) and public riots may also work.



CRIMES

Theft

Sentence: Fines, Imprisonment, Transportation, or Death

Pickpocketing and burglary are rife. Young thieves and anyone with a sympathetic story will be fined or transported. Housebreakers, arsonists, and rioters will be executed, even if the theft was trivial or the burglary unsuccessful. Theft of as little as 5gp can lead to execution.

Moral Crimes

Sentence: Fines, Imprisonment, or Transportation

Includes any activities determined by society to be improper. Abortion, sodomy, concealing leprosy, slander, and some forms of illegal magic all fall under this heading. People are rarely executed for these acts. Members of the Upper Class are almost never charged (see: Keep it Out of the Papers, pg. 52).

Violence

Sentence: Fines, Imprisonment, Transportation, or Death

Includes domestic violence, assaulting a Copper, throwing mud at a Judge, or any other act that might disturb the peace or leave a bruise.

Murder

Sentence: Death

Endoners are, as a rule, superstitious. The ghosts of the dead return to haunt murderers, if not in fact then in nightmares and waking hallucinations. Stray spells (pg. 129) are interpreted by the credulous or paranoid as signs of guilt. Only the most callous, hard-hearted men and women can conceal evidence of their crimes for more than a few weeks; murder usually drives Endoners to madness, self-destruction, foolish bravado, or weepy confessions in public.

Duelling with pistols or swords a perfectly legitimate way to kill someone, though only the young, daring, and wealthy bother with it. Suicide is illegal and may result in Fines or Imprisonment.

Treason

Sentence: Death (preferably Horrible Death)

Treason covers any acts against the Monarch, Parliament, or the Nobility in general, as determined by the Monarch. If there is no crime in the law books to cover the offense, Parliament can simply pass an act to declare a specific person guilty.

PUNISHMENTS

Fines
2d100 gp per offense. If light, the Judge was feeling generous or careless. If heavy, the Judge was feeling vindictive. If the convict can't pay, they are Imprisoned.

Imprisonment
1d6 years per offense, but convicts can be released in half the time if they behave well. Prison is seen as less desirable and more expensive than Transportation, and is only used to keep the convict in one place while a new trial is prepared or when the convict would not survive transportation.

Debtors' prisons are more like communal apartment blocks. Prisoners can work off their debt (1gp cancelled per month of hard labour) while writing to friends, distant relatives, and charities and asking for funds.

Transportation
2d10 years per offense. Far-flung colonies of Endon need farmhands, labourers, and permanent settlers. Prisoners are transported in leaky ships (or by magical means if cheaply available) to some remote and inhospitable part of the world, often with no supplies and no hope of returning.

If the PCs have made terrible mistakes in Endon, Transportation might give the entire group a new lease on life in a more traditional wilderness setting full of goblins, trolls, dungeons, dragons, and loot.

Death
Hanged by the neck until dead, usually in Colbraith Square (15, pg. 11) in front of an appreciative crowd. 1d10 days in Pemsing Prison (16, pg. 11) to fret and groan, then it's off to the gallows. A proper penitent speech is expected; copies may be printed for distribution with various editorial and moral improvements. A hanging is a public and cheerful event.

Treason may require a Horrible Death, as specified by the unique and vindictive imagination of the Monarch. Boiling oil, hot irons, and crocodiles are not unknown. Death by Sorcery is considered particularly horrible; a public immolation or disintegration will be attended by thousands of morbidly curious spectators.

Arbitrary Penalties
Some judges prefer the old traditional penalties: flogging (10×1d20 lashes), a night in the stocks, branding, loss of a hand or an eye, or any other particularly vindictive and suitably ironic fate the powers of the Law and the skill of a surgeon can inflict.

Judges have a great deal of power in their courtrooms. Irreverent spectators, members of the jury, or even lawyers can be Fined or Imprisoned for disrupting the natural progress of a trial.

THE COPPERS

Endon's police force is new, underfunded, and controversial. Based out of the Grim Baliol (14, pg. 11), the Coppers patrol the streets of Endon. Their uniforms are dark blue felt with a copper badge and a copper-sheathed helmet (to deflect magic). They carry a truncheon and a whistle, but no other weapons unless a riot is in progress. Some Coppers may wear plain clothes, forgoing magical protection and a truncheon for the ability to patrol unnoticed.

From lowest to highest priority, the Coppers pursue:

Theft
5% chance of solving any given theft. Everyone agrees it's hopeless; best to try and catch the thief yourself, offer a reward, or shrug and move on.

Moral Crimes
Only if the offender is caught in the act and there is sufficient public demand for prosecution.

Violence
50% chance of capturing the offender, 80% if assisted by the Newspapers and/or the Mob.

Murder
90% chance of capturing the murderer. The Coppers are surprisingly good at this.

Treason
100% chance of finding someone to blame, 80% chance it's the right person.

Oy! You! Stop it!
If a Copper spots a crime in progress they will start to blow their whistle. 1d6 additional Coppers will arrive in 1d6 rounds (roll only one die) each time the whistle is blown.

Copper
HD: 1 (4 HP)
Appearance: blue uniform, shining badge and helmet, sweating face, glowering brows.
Voice: harsh, lower-class, commanding.
Wants: to keep the fookin' streets fookin' clean.
Morality: outraged and disgusted at everything, but not above taking a large bribe.
Intelligence: methodical, trained, and dutiful. They hunt murderers every day; the average murderer only kills once. They have a professional edge.
Armour: none. A Copper's uniform, helmet, and training reduces all incoming damage by 1.
Move: normal, can ignore crowds while running.
Morale: 9.
Damage: 1d6 bludgeoning (truncheon).

¤	10% chance to cancel any magic that directly targets the Copper.
¤¤	In addition, magic whistle can be heard within 200' in any conditions.
¤¤¤	In addition, magic whistle can also paralyze one target (Save negates) for 1d6 rounds.

ILLEGAL SPELLS

Everyone in Endon knows these spells are illegal and will warn visitors (or call the Coppers). Assume the PCs have been informed; it's not a fun surprise.

The Coppers have the right to search any wizard's spellbook and demand an inventory of all magic items. They rarely bother unless an obvious crime has been committed and they're looking for extra charges to throw at the perpetrator.

Anti-Magic Fields

Direct counter-magic and magic resistance falls under personal protection and is perfectly legal, but broadcast anti-magic fields either "interfere with commerce" or "inflict a magical debility upon the citizens of Endon" and are illegal. Endon is saturated with spells; negating them even temporarily can be disastrous.

Anti-magic fields on personal property, for research purposes only, are permissible, provided they are clearly marked.

Charm Person / Mind-Altering Spells

Any spell that "may positively alter a person's disposition without their express consent" is illegal. The charge is usually Moral Crimes or Moral Crimes with Violence. Using *charm person* to get a discount from a shopkeeper or alter a potential investor's opinion is treated as a horrific social crime; passers-by may mob the offender before the Coppers arrive. Love potions are the tools of degenerate rakes.

The law doesn't specifically forbid *fear*-type effects, but it's at the discretion of the Coppers.

Curses / Transformations

Any spell that "inflicts an enchantment upon a person without their express consent or upon property, livestock, or domains without the owner's express consent" is illegal. Typically this means cursing people, transforming them into toads, blighting crops, demolishing walls, or otherwise ruining lives and property with magic. Doing Violence with magic (like blowing someone's arm off with a *magic missile* instead of a pistol) is just regular Violence, but strange edge cases tend to have Moral Crimes heaped on as well.

Dread Necromancy

"Necromancy in all its forms" is illegal. Raising a skeleton by non-necromantic means (i.e. by putting a spell into it rather than a soul) is technically permissible but few Coppers care if there's a difference. The law also abominates "interfering with the soul's passage from this world to the next". Rumours of body-snatching necromancers, coppers interrogating corpses, and wizards undone by vengeful ghosts fill Penny Dreadfuls and the more excitable newspapers.

Illusionary Fraud

The "production of false goods via sorcery" or the "temporary or permanent alteration, enhancement, or adulteration of goods or currency via magic" is illegal. Paying someone in coin that turns to straw the next morning is Theft and a Moral Crime. Endon's merchants treat illusionary goods as a personal affront and will work to ruin anyone who uses them.

Invisibility

In theory, "the concealment of a person by magic" is illegal. In practice, unless invisibility was used to commit a theft or another crime, it is never prosecuted. Having a copy of an *invisibility* spell or magic item is treated the same as carrying lockpicks, a black mask, and a glasscutting tool; few legitimate reasons exist.

Scrying / Mind-Reading

"Obtaining secrets or perusing thoughts" is illegal. Scrying is fairly inaccurate and thought-reading in a crowded city is difficult at best, so few wizards ever run afoul of this law.

Magic Weapons

Endon is a cosmopolitan, bustling city. Illiterate fur-clad barbarians from the far side of the world rub shoulders with prancing gentry in silk shoes. Carrying weapons openly is not illegal. Using them is.

All weapons in Endon require a license; anyone sympathetic or ambitious will warn newcomers. In theory, any Copper can stop someone and demand to see their licenses, issuing a 10gp fine or hauling the wielder off to jail if they are unlicensed. A Copper can also write a new weapon license on the spot.

> *Mundane weapon licenses cost 1sp.*
>
> *Magic weapon licenses cost 1gp.*



THE ARMY

The bulk of Endon's army operates far from the city. Endon is rarely at war with anyone important… but is usually at war with someone. From goblin warlords to rival nations, Endon's troops (brightly coloured, marching in lockstep, cheerfully fatalistic) keep the greatest city in the world safe and prosperous.

Ordinary soldiers are members of the Lower Class (pg. 50). While enrolled, their expenses nearly cancel out their wages. It's a way to avoid starvation but it's not glamorous. When discharged due to injury, age, or disobedience, they usually end up part of the Poor (pg. 49). No pensions or support systems exist.

Infantry officers are drawn from the Middle and Upper Classes (pp. 51–52). To become an officer, a candidate must purchase a Commission from the Minister of War. They are expected to spend the Off-Season campaigning somewhere in Foreign Parts. Officers are glamorous.

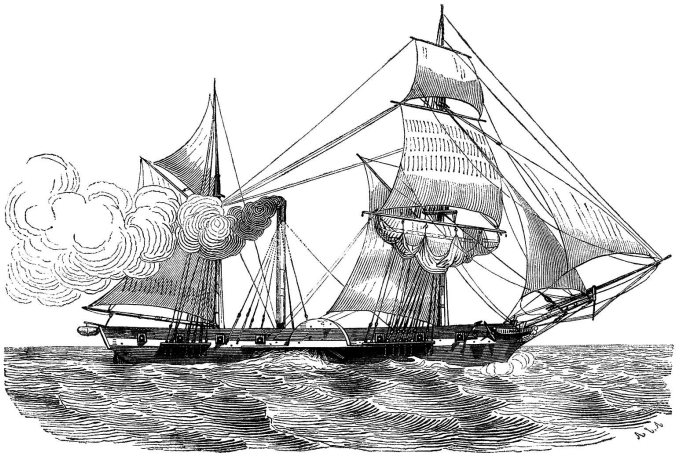
Endon's cavalry is utterly prestigious. Only members of the Upper Class (pg. 52) can join. The cavalry is essentially a boisterous equestrian club full of lightly concussed and mildly drunk nobles. They are expected to spend the Off-Season campaigning somewhere in Foreign Parts, but can usually get out of it by calling in a favour with the Minister of War.

Infantry Officer commissions cost 450gp.

Regular Cavlary commissions cost 450gp.

Cavalry Officer commissions cost 1,000gp.

The Army is an option for PCs who want to wear a dashing uniform, gain a bit of social capital, and accumulate friends. In theory, only men can join the army. In practice, a surprising number of women dress as men and remain undetected.



THE NAVY

Endon's navy is constantly being reorganized, dredged, upgraded, dismantled, sunk by hurricanes, or deployed to inhospitable places on unlikely missions. Its reputation is abysmal. Nobody respects a sailor. Admirals, provided they never set foot on a ship, are tolerated in polite society as long as they remember to use cutlery and keep quiet.

Ordinary sailors are members of the Poor (pg. 49). While press-ganged into services, their expenses nearly cancel out their wages. A sailor's life is a homogenous blend of beatings, drinking, and manual labour.

Ancient laws forbid spellcasters, women, foreigners, and cats from setting foot aboard naval vessels. Spellcasters, women, and foreigners do not seem to object. The opinion of cats is not recorded.

The Navy is an option for PCs who enjoy making terrible decisions. Seriously. Nobody wants to join the navy. Endoners seek prison sentences, fake their own deaths, or take up spellcasting to avoid going to sea. Iron ships sink; steam-powered ships explode, magically enhanced ships vanish mysteriously, melt, or fly over the horizon.

JOKES FROM BOFF! MAGAZINE

SCENE: Two coal magnates examine a newspaper.
FIRST MAGNATE: Did you read this? Another hundred people suffocated in the night due to thick fog. This is terrible.
SECOND MAGNATE: Yes, terrible. I will raise funds at once.
FIRST MAGNATE: What for?
SECOND MAGNATE: To buy out the publishers of this d--ned paper.

SCENE: A doctor examines a patient.
DOCTOR: This is a very serious case. I prescribe a long ice-cold bath every morning.
PATIENT: Surely that will give me pneumonia.
DOCTOR: True, but I know how to cure pneumonia.

SCENE: A judge shouts at a packed courtroom.
JUDGE: Silence! I must have silence! I have judged a dozen cases this morning and did not hear a single word of them!

HEALING IN ENDON

Druggists

A medieval apothecary's shop with a new sign. Opium, chamomile, nutmeg, fennel, dried alligator skin, and earwax reside in carefully labeled jars. Druggists are Middle Class (pg. 51) shopkeepers. Though they can offer general advice on which medicines to take, they prefer to refer patients to Surgeons.

A course of drugs costs 1gp.

Surgeons

Cutting into a patient is considered a calling closer to a butcher than to a gentleman. Barber-surgeons are still common; both callings need hot water, sharp knives, and clean towels. Amputations, tooth removal, sutures, and surgery to the limbs and extremities are relatively safe. Abdominal surgery is a desperate last resort. Surgeons are firmly Middle Class (pg. 51). While some have medical training, most rely on folk wisdom, a strong stomach, and a nice sharp saw. Many are women.

Prices for surgery vary with the complexity of the task, between 5cp for pulling a tooth, 1gp for removing a limb, and 30gp for performing something very tricky.

Physicians

Though they are on the lower end of the spectrum, Physicians are Upper Class (pg. 52), educated in religion, law, poetry, literature, and occasionally medicine. Physicians consult; the actual business of treatment is left to Surgeons. Female physicians are rare but it's been known to happen. Foreign physicians are, strangely, considered more reliable than doctors from Endon.

The advice of a Physician costs 10gp. A fleet of Physicians costs 50gp per day.

HELP! MY LEG! DOCTOR, DOCTOR!

Druggists, Surgeons, and Physicians can be found in all districts, but a large number congregate in and around Blumsworth Hospital (24, pg. 12). Unsanitary conditions and a constant miasma of disease easily cancel out any benefits of the hospital.

Treatment

If there's no obvious cure to what ails a PC, roll on the table below to see what modern medicine prescribes. A second opinion is not possible.

Roll 1d10
¤ +0
¤¤ +1
¤¤¤ +2
If assisted by a Surgeon: +1
If attended by one Physician: +2
If attended by a fleet of Physicians: +3

1d10+	In My Expert Opinion...
1	**Ice and Cold Water**. Too much heat; a shock cure is required. 30% chance to cure, 70% chance of 1d6 permanent Constitution damage.
2	**Fire and Blankets**. Too much cold; roast the system. 30% chance to cure, 70% chance of 1d6 permanent Intelligence damage.
3	**Good Odours**. 5gp worth of burning herbs and incense is a certain cure. No effect.
4	**Leeches**. Too much blood is the cause. No effect.
5	**Have It Off**. The affected body part has to go, and quickly. This might be fatal if it's the head. Seek a mundane or magical prosthetic replacement (pp. 103–104).
6	**Magical Disease**. One disease will drive out another. Deliberate infection with a random Magical Disease (1d20, pg. 44) has a 50% chance to cure the target affliction.
7	**Scraping**. The affected area(s) need a good scouring with a sharpened spoon. 70% chance to cure, 30% chance of 1d6 permanent HP loss.
8	**Draining**. Warm water, wine, vinegar, and rare herbs are inserted somewhere water is normally not inserted. No effect.
9	**Dangerous Surgery**. Something in the abdomen or the skull; very difficult. May be well attended. 20% chance to kill, 80% chance to cure.
10	**A Powerful Drug**. Luckily a cure is commonly available. 1d10 courses of drugs are required but the illness is cured.
11	**Experimental Frenzy**. Expensive reagents dissolved in strong liquor, served in special cups at certain phases of the moon. Costs 2gp cost per day. 1% chance to cure. Continues until patient is broke or dead.
12+	**Hopeless Case**. Make a will and get comfortable. Doctors will weep or exhibit patient as a curiosity.

1D20 MAGICAL DISEASES

1d20	
1	**Electrogonorrhea**. Thunderclap. The Noisy Killer. Any rustling in the trouser regions causes a painful electric jolt and a loud bang.
2	**Parasitic Shadows**. The Greebling. Fairy Blotches. Small lumps of shadow. Normally hide in the infected person's regular shadow but can be identified with bright multidirectional light. Slowly drains all colour from the victim.
3	**The Vapours**. Permastink. Old Ronald's Cap. Spell infects the skin, converting dead hair into noxious ammonia and sulphides. Smell is unbearable, cuts through perfume in minutes. Noticeable at 30'; intolerable within 10'.
4	**Personal Magnetism**. Polarization of the Bones. Coilguts. Victim becomes slightly magnetic. Iron filings stick. Delicate work with metal is impossible.
5	**Houndtongue**. The Slobbers. Beefsteak Face. Tongue grows 4" longer, slightly wider. No extra dexterity. Speech possible; drooling inevitable.
6	**Migratory Eyebrows**. Caterpillar Face. The Sneaks. Eyebrows slide about like slugs. Can be lured back into place temporarily with milk.
7	**Earworms**. Mortal Melodies. Lady Chetham's Driver. Songs tangled up in spells. They play in the victim's ear, exactly as the victim first heard them, over and over. Conversation is possible but irritating. Listening to other music is impossible.
8	**Theatrics**. The Actor's Plague. The Haymarket Drawl. Somehow infects the mind. Everything becomes dramatic. All speech hammed up, all gestures florid, all scenery chewed. Impossible to get any serious work or serious acting done.
9	**The Lurch**. Flying Frenzy. The Suicide Slide. Any time the victim runs, there's a 10% chance per round they are flung 20' in random horizontal direction. Victim's feet develop silver warts and scales.
10	**Stonehairs**. Golem Wig. The Spikes. Hair slowly becomes solid and dense. Cut it with a chisel. Impossible to swim.
11	**Tongue Twisters**. The Mumbles. Wordgrip. Speechers of this enchanterly afflictment enbafflify and confuserate all vords, noons, and haberdashejtives in their spoinks. Moaning can be conveigled, but with dafferlecty.
12	**Decapitation**. Revolutionary's Delight. Hangman's Horror. Head floats 2" above neck stump. Blood, air, and food still flow normally, but there's a distinct gap.
13	**Spidertears**. Witch's Curse. Arachnolacrimation. Victim cries tiny harmless black spiders. They tickle.
14	**Frogmarks. Amphibian Spots**. Princely Pox. Tiny green bumps appear on the skin, slowly growing to the size of large coins. In a week or so they burst, each one releasing a small, green, and extremely noisy frog.
15	**Illusionary Curse**. False Limbery. Madhouse Feet. Starts on one limb. Limb becomes illusionary. Any solid impact pops it like a soap bubble. Limb reappears in 24 hours. Slowly spreads from one limb to the torso, and then the entire body.
16	**Pigeonfriend**. Feathered Jags. The Old Statuary. Victim becomes irresistible to pigeons. They want to perch, coo, and do their business.
17	**Suds**. Soapstains. The Froth. Friction of skin-on-skin creates clouds of white antiseptic soap bubbles. They sing.
18	**Noselight**. Drinker's Delight. Facebulb. Nose becomes large, red, and bulbous. Sheds as much light as a match. After three days, pops off and floats away. A new bulbous nose grows in its place to repeat the process.
19	**Rotating Fingers**. Windmill Hands. Fidgeter's Curse. Placement of fingers on hands slowly rotates. Holding things is possible but not for more than an hour.
20	**Invisible Genitals**. Cock-be-Gone. False Promises. External genitalia vanishes. They're still there and fully functional, just invisible.

ACCOMMODATIONS IN ENDON

Inns

Inns cluster near the edges of Endon. From tumble-down manors of a previous era to sturdy and dignified constructions, inns cater to travellers who expect to spend only a few days in the city. All inns provide one meal a day to their visitors. They are primarily patronized by the Middle and Upper classes (pp. 51–52); the Poor and the Lower Class (pp. 49–50) can rarely afford the expense. Coaching inns cater to commercial travellers. Their cost includes stabling a team of horses for an evening.

A room at a cheap inn costs 2sp per night and includes a basic meal of bread, cheese, and beer. A bowl of stew, boiling in the same pot since the dawn of time, may also be provided.

A room at a coaching inn costs 6sp per night and includes a moderate dinner of cold meat, bread, and beer. In season, fruit and fresh boiled vegetables may also be provided.

A suite of rooms at a grand hotel costs 3gp per night and includes a sumptuous three-course dinner, obliging staff members, and other luxuries.

Lodging Houses

In Endon, any space that can be rented is rented. Few laws protect tenants from the whims of their landlords. Rooms are rented nightly; if a lodger can't pay, they're thrown out for the night and the room is let to someone else. The Poor can rarely pay for more than a few days in advance; their situation is always precarious.

The worst lodging houses are mazes of windowless rooms, with mattress, old furniture, and vermin spread evenly across the floor. Dozens of men, women, and children are crammed into a single room. Some lodging houses, deliberately or by habit, attract specific tenants; thieves, young urchins, old street-sellers, out-of-work labourers, etc.

A typical lodging room layout, plus a table of eccentricities, can be found on pg. 139.

A room in a filthy lodging house costs 2cp per night. Tenants will be expected to share a mattress with 1d12 other people.

A room in a clean, scrubbed, and spartan lodging house costs 5cp per night. Tenants will be expected to share the room with 1d6-1 other people.

Rented Property

Rental properties allow citizens "on the make" to gain a foothold among a better class of people. Rental agreements are negotiated by brokers, who often try to push tenants into whatever house is available, regardless of preference or cost. For convenience, their fees are included in the rent.

Typical house layouts, plus tables of eccentricities, can be found on pg. 139.

A small apartment or row house rents for 30gp per Season.

A large apartment rents for 60gp per Season.

A luxurious apartment rents for 100gp per Season.

A townhouse on the outskirts of Endon rents for 50gp per Season.

A large townhouse in the centre of Endon rents for 400gp per Season.

1d20	Inn Name		Complication
1	The Gryphon		Full of drunks.
2	The Old Pot		Squeaky floor.
3	The Saint		Hateful cat.
4	The Star		Overcharges.
5	The Maypole		Large dogs.
6	The Bull		Dusty corners.
7	Three Legs		Leaks.
8	The Rose		Thin walls.
9	The Spurge		Fleas.
10	The Swan	& Crown	Pigeons.
11	The Grand	& Basket	Cunning rats.
12	The Thump	& Treacle	Thievery.
13	The Tackle	& Rope	Badly lit.
14	The Ship	& Anchor	Prying host.
15	The Pie	& Boot	Terrible food.
16	The Wizard	& Moon	Noisy street.
17	The Drum	& Cow	Host sings.
18	The Sun	& Checker	Spiced air.
19	The Bell	& Nurkle	Rude staff.
20	The Head	& Tail	Risk of fire.

TRANSPORT IN ENDON

Endon's traffic moves at a steady walking pace. An athletic and vigorous walker can easily outpace a horse and cart within the city. Walking is tiring and dangerous (traffic signals have yet to be invented).

Wardens monitor the major bridges and intersections. They untangle accidents, sort out disputes, and constantly bellow and sweat to keep traffic moving.

Cabs

One-horse cabs, driven by eccentric, hoarse, and viciously competitive drivers, dart through Endon's traffic like eels through reeds. They are largely unregulated.

Cab fare between any two adjacent numbered points on the map (e.g. ***7. Redding Cross → 8. Grenville Court****) costs 5cp.*

To find the fare for a longer journey, add up the number of location-to-location transitions. E.g. A journey from ***7. Redding Cross*** *to* ***17. Hasselby Court*** *could take the 7 → 8 → 11 → 17 route and cost 15cp or 1sp 5cp.*

Omni-Busses

Drawn by one or two horses, omni-busses (or, as the Upper Class would have it, omnibi), travel along fixed routes. Their long carriages can seat up to sixteen travellers in moderate discomfort. Double-decker versions carrying thirty-two precariously balanced travellers appear at Tempo ¤¤. Omni-busses do not operate after sunset.

A journey between two nearby locations costs 3cp.

A journey between distant locations costs 6cp.

Crossing the River Burl

The three bridges across the **River Burl** (1, pg. 9) are **Broadham Bridge** (2, pg. 9), **Middle Bridge** (4, pg. 9), and **New Bridge** (5, pg. 9).

Carters, cattle-drovers, geese-herders, and other commercial operators must pay a 1sp toll to cross a bridge. Pedestrian traffic and private vehicles can move freely, though wardens may accost people who look like they're "transporting goods".

Small boats constantly skip across the river, moving from bank to bank or from dock to dock. Chartering one, day or night, is trivial; just yell from the bank and wave a coin in the air.

A boat journey across the river costs 2d6cp; the lower the roll, the leakier and slower the boat.

Bicycles

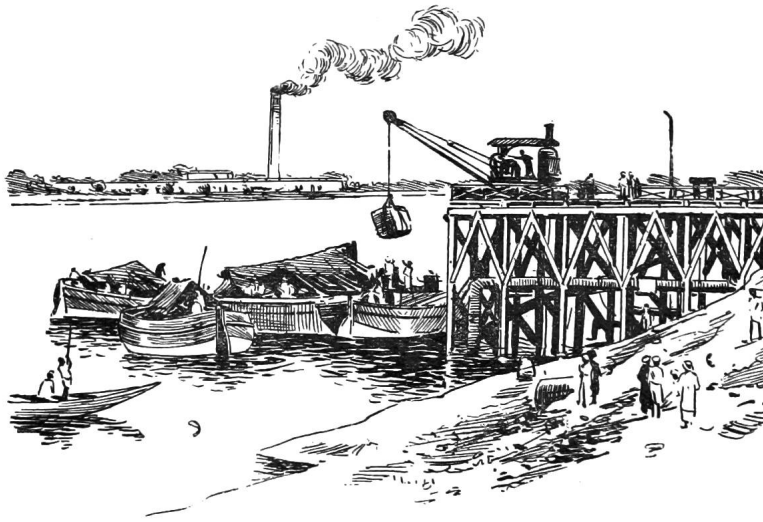
A relatively new development, bicycles allow for unprecedented ease of movement and utterly astonishing traffic snarls. Without suspension or gears, bicycle-riders slip and veer their way through Endon's maze-like streets.

A new bicycle costs 2gp.

Hot Air Balloons

Brightly coloured silk orbs with hanging baskets rise over Endon on windless days. Steering a hot air balloon is next to impossible, though adventurous wizards constantly invent new and dubious methods.

A hot air balloon costs 1,000gp.



1d20	Driver	Temperament
1	Saul Sparks	Enchanted glowing wheels.
2	Honest Abigail	Cheats, swears, drinks.
3	Booming Nelly	Roars at top volume.
4	Railin' Stevens	Cuts through parks.
5	Old Favourite	Slowly drifts across lanes.
6	Mester James	High-pitched drone.
7	On-Time Trevor	Comically large timepiece.
8	'Storical Haley	Spouts unlikely stories.
9	Nerking David	Vaguely suggestive.
10	Regular Alice	Bellows at pedestrians.
11	True-Seer Sally	Predicts traffic with magic.
12	Winding Bran	Flamboyant colours.
13	Speedy Jim	Unreliable horse or cart.
14	Cutter Kate	Knows all the shortcuts.
15	Mercury Horne	Always stuck in traffic.
16	Neville Swift	Never looks at the road.
17	Leaping Simp	Bounces off other vehicles.
18	Michael Midas	Charges for everything.
19	Two-Wheels Eli	Corners like a mad fiend.
20	Menagerie Tim	Pulled by ostriches.

NEWSPAPERS IN ENDON

Papers are sold in the streets. Most are daily; some have morning, afternoon, and evening editions. Without subscriptions to support them, many papers mostly depend on lurid and inaccurate stories or ill-gotten scoops to drive daily sales. Everyone who can read does so; everyone who can't has someone read them interesting or sensational stories. Every Innovation (pp. 20–37), Scandal (pg. 54), Murder (pg. 40) and Execution (pg. 40) is reported with widely varying accuracy.

Illustrations (via lithography) are expensive but increasingly common. Magical enhancements, such as moving pictures, sound recordings, and novelty smells start to appear at ¤ and are ubiquitous by ¤¤.

The GM can use papers to drop hints and leads to your players. If they're stuck, if they're lost, if they've missed something vital, if the GM needs to introduce an Innovation, put it in the paper. If they need a hint, say they've "read about it this morning" or "recall an article in the Speculator".

It costs 1d10gp to run an advertisement in a paper and 1d20gp to influence an editorial.

To significantly influence discussion in the Endon, either to promote or to bury a story, requires at least 200gp per week for at least 2 weeks. Threatening a few editors might also work.

To start a newspaper, buy a newspaper printing press (200gp), hire at least one columnist (40gp per Season), and the first Season's worth of printing press supplies (10gp). After the first season in publication, the paper will pay for itself. Successful papers earn their owners 1d10×100gp per Season.

1d10	Newspaper Names	
1		Herald
2		Trumpeter
3		Proclaimer
4		Monitor
5		Speculator
6	Daily	Connection
7	Universal	Express
8	Metropolitan	World
9	Inside	Mail
10	Truthful	Tribune

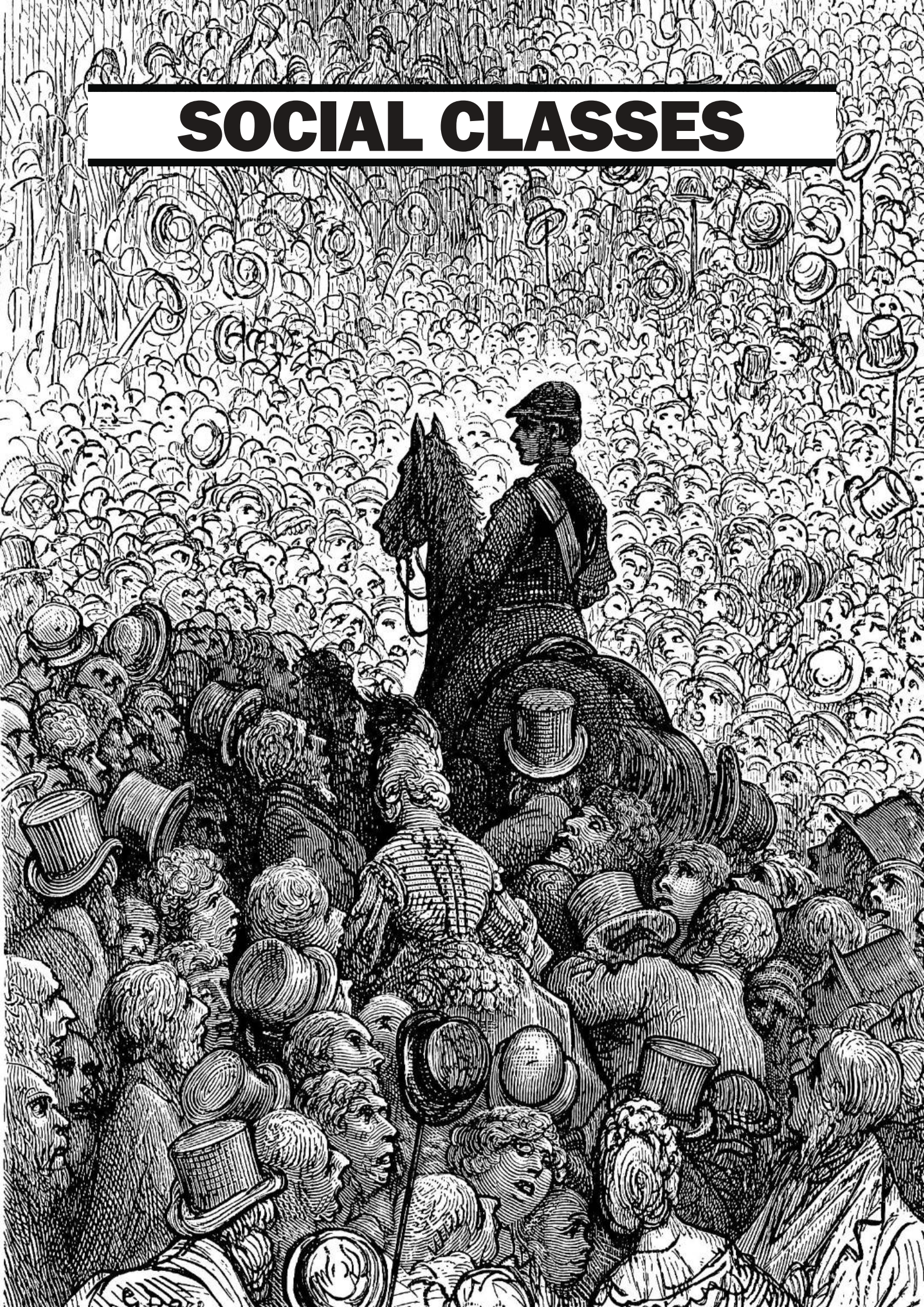
Penny Dreadfuls

Cheap short stories of betrayal, murder, crime, heroism, foolishness, and mystery, Penny Dreadfuls are essentially comic books without many illustrations. If the PCs perform some heroic or notorious deeds, they might feature in a Penny Dreadful or two. The titles below are all real. You can look them up.

These titles also work as adventure seeds.

1d20	Penny Dreadfuls
1	**The Mountain Fiend** *or the Victim of Tyranny!*
2	**The Wood Devil** *or the Vampire Pirate of the Deep Dell*
3	**Alice Home** *or the Revenge of the Blighted One*
4	**The Black Mantle** *or the Murder at the Old Ferry*
5	**Julian** *or the Dead Man Come to Life Again*
6	**The Wild Witch of the Heath** *or the Demon of the Glen*
7	**The Destroyer** *or the Sorcerers of the Domdaniel*
8	**The Dice of Death**
9	**The Fate of Gaspar** *or the Mystic Caverns*
10	**The Castle Fiend** *or the Fate of the Loved and the Lost*
11	**The Man With the Huge Umbrella**
12	**Giralda** *or the Invisible Husband*
13	**The Black Monk** *or the Secret of the Grey Turret*
14	**Deeds of Guilt!** *or the Desolate House on the Waste*
15	**The House of Doom** *or Love, Pride, and the Pest*
16	**One O'Clock** *or the Knight and the Wood Demon*
17	**The Red Cross Warrior** *or the Spirit of the Night*
18	**The Ranger of the Tomb** *or the Gypsy's Prophecy*
19	**Captain Hawk** *or the Shadow of Death*
20	**The Phantom Voice** *or the Doomed One of the Hulk*

SOCIAL CLASSES



SOCIAL CLASSES

THE POOR

The Underclass. Vagrants. Beggars.
The Poor **love food and warmth** but rarely receive either.

The Poor **drink water**. Gin is a much-loved luxury, not just because Endon's water is often foul.

The Poor **fear death**. A final collapse is always just around the corner.

The Poor are **divided by activity**. There are a thousand grades of beggars, dust-sifters, prostitutes, and vagrants; separate and distinct in habit and custom, rarely willing to be seen associating with a different "calling", unable to organize.

All important business is **conducted by others**. The Poor will sometimes join Mobs (pg. 115) but will rarely start them.

Nobody knows how many Poor people Endon supports; tens of thousands, perhaps. Most work at something to earn a few coins.

Getting In
Run out of money.

Getting Out
Earn enough to avoid both starvation and charity.

Anyone who can't pay the Costs of this class for 3 consecutive days dies.



THE POOR MAN'S FRIEND.

To be poor is to be continually surrounded by shame. Shame from your community. From the people you encounter on a daily basis. From politicians. From complete strangers. Shame that, in taking in the world around you, you sometimes internalize within yourself. To be poor is to be scrutinized from all sides at all times—"Where did you fail? What sort of moral corruption did you fall into, such that you are in this state? Why can't you try harder? Why do we have to be continually reminded that you exist?"

—Chris Turner, Rewire News

It is a terrible thing, indeed, to look down upon that squalid crowd from one of the upper windows of the institution. There they stand shivering in the snow, with their thin, cobwebby garments hanging in tatters about them. Many are without shirts; with their bare skin showing through the rents and gaps of their clothes, like the hide of a dog with mange. Some have their greasy coats and trousers tied up round their wrists and ankles with string, to prevent the piercing wind from blowing up them. A few are without shoes; and these keep one foot only to the ground, while the bare flesh that has to tramp through the snow is blue and livid-looking as half cooked meat. It is a sullen and silent crowd.

—Henry Mayhew, London Labour and the London Poor

Benefits of the Poor
Nobody gives a damn about you. Poverty is seen as a natural condition, as natural as weather and just as dangerous. The Poor can vanish into the city instantly. They have no obligations.

Costs of the Poor
At a minimum, a PC must support:

- a Cheap Meal per day
- a new set of Rags per Season

Cost per day: 1cp
Total Cost per Season: 2g

THE LOWER CLASS

The Proletariat. The Workers. The Mob.

The Lower Class **loves stability**. Money helps, but a stable and predictable situation, even at low pay, triumphs over risk and adversity.

The Lower Class **drinks gin**. Some are drunk from morning to night, as often as they can afford it.

The Lower Class **fears poverty**. Want, hardship, and death in the gutter are just a single disaster away.

The Lower Class is **divided by exhaustion**. Any higher pursuits are strangled by the constant need to work and the cheap and simple pleasures readily available in a great city. Complex thought is irksome and tiresome; why bother? What good will it do?

All important business is conducted by others; the Lower Class will sometimes form Mobs (pg. 115) but can otherwise do little to influence events in Endon.

There are nearly one million members of the Lower Class in Endon. The perform a thousand trades, make everything, clean everything, serve and cook and polish and cart and slaughter everything.

Getting In

The Lower Class is self-sufficient; they earn enough (and often just enough) to avoid charity or starvation.

Getting Out

Any loss of income can result, through injury, disease, or misfortune, can reduce a member of the Lower Class to dire poverty.

Anyone who can't pay the Costs of this class falls out of it immediately.



The demand for men necessarily governs the production of men, as of every other commodity. Should supply greatly exceed demand, a section of the workers sinks into beggary or starvation. The worker's existence is thus brought under the same condition as the existence of every other commodity. The worker has become a commodity, and it is a bit of luck for him if he can find a buyer.

–Karl Marx, Wages of Labour

It was a town of red brick, or of brick that would have been red if the smoke and ashes had allowed it; but as matters stood, it was a town of unnatural red and black like the painted face of a savage. It was a town of machinery and tall chimneys, out of which interminable serpents of smoke trailed themselves for ever and ever, and never got uncoiled. It had a black canal in it, and a river that ran purple with ill-smelling dye, and vast piles of building full of windows where there was a rattling and a trembling all day long, and where the piston of the steam-engine worked monotonously up and down, like the head of an elephant in a state of melancholy madness. It contained several large streets all very like one another, and many small streets still more like one another, inhabited by people equally like one another, who all went in and out at the same hours, with the same sound upon the same pavements, to do the same work, and to whom every day was the same as yesterday and to-morrow, and every year the counterpart of the last and the next.

—Charles Dickens, Hard Times

Benefits of the Lower Class

Members of the Lower Class must work for a living. Nobody cares what they do; moral offenses or eccentricities go unpunished. Members of this class are anonymous and can slip into new identities with relative ease.

Costs of the Lower Class

At a minimum, a PC must support:

- a Lodging House Room per night
- a Basic Meal per day
- a new set of Work Clothing per Season

Cost per day: 5cp
Total Cost per Season: 9g

THE MIDDLE CLASS

The Rising Masses. The Bourgeoisie.
The Middle Class **loves money**. Money is security, comfort, and stability. Some members of this class are richer than their social betters in the Nobility.

The Middle Class **drinks beer**. Coffee in the morning, cheap red wine on Sundays, and perhaps a small brandy on special occasions.

The Middle Class **fears losing their place**. Respectability is key; appearances must be kept up at all cost. Clean, honest, virtuous, patriotic, in mental lockstep with friends and neighbors.

The Middle Class is **divided by gossip**. Every deviation from the norm is scrutinized and debated.

All important business is conducted with efficiency and conscious deliberation. This is the first truly organized class, aware of its power and novelty. Hard work and intelligence are often rewarded.

There are around twenty thousand members of the Middle Class in Endon. They are shopkeepers, factory owners, lawyers, clerks, and traders. Most wizards belong to this class. Acceptable professions for women now include journalists, novelists, wizards, and physicians; more are added to the list every Season, albeit with some consternation and dismay in the older generation.

Getting In
Money is the only requirement. The Middle Class is full of self-made citizens.

Getting Out
Any deviation from the norm will be punished by social pressure and the full power of the Law (pg. 39). Divorce, bankruptcy, imprisonment, vindictive lawsuits, and decades-long feuds can follow even a minor offense against common custom.

Anyone who can't pay the Costs of this class falls out of it at the end of the next Season.

Benefits of the Middle Class
Members of the Middle Class must work for a living, though some very wealthy ones may live off interest on investments (pg. 45). If they own property, members of this class can vote (pg. 53).

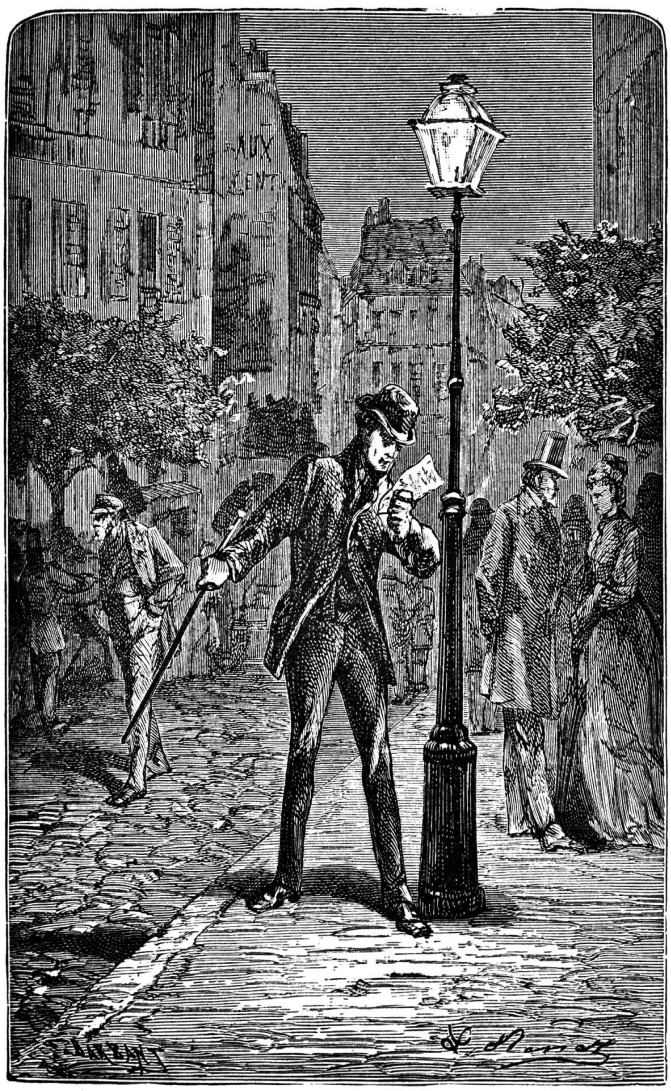
Costs of the Middle Class
At a minimum, a PC must support:

- a Moderate Dinner per day
- a Servant (a cook or a maid) per Season
- an Apartment per Season
- a new set of Proper Clothing per Season

Cost per day: 3sp
Total Cost per Season: 45gp

He wondered about the people in houses like those. They would be, for example, small clerks, shop-assistants, commercial travellers, insurance touts, tram conductors. Did they know that they were only puppets dancing when money pulled the strings? You bet they didn't. And if they did, what would they care? They were too busy being born, being married, begetting, working, dying. It mightn't be a bad thing, if you could manage it, to feel yourself one of them, one of the ruck of men. Our civilization is founded on greed and fear, but in the lives of common men the greed and fear are mysteriously transmuted into something nobler. The lower-middle-class people in there, behind their lace curtains, with their children and their scraps of furniture and their aspidistras — they lived by the money-code, sure enough, and yet they contrived to keep their decency.

—George Orwell, Keep the Aspidistra Flying



THE UPPER CLASS

The Nobility. The Gentry. The Upper Crust.

The Upper Class **loves horses**. The Season is based on important horse races. Everyone in the Upper Class can ride, most own at least three horses for personal use, and many have an entire stable fully stocked and endlessly inspected.

The Upper Class **drinks port** more-or-less constantly between sunset and sunrise. During the day, they might be tempted by wine, brandy, cognac, coffee, tea, and, if desperate, water.

The Upper Class **fears change**. They can't express their fear in words but they know that Endon is changing and their ancient privileges will—one day—vanish.

The Upper Class is **divided by politics**. This class is split evenly into the Gumperts and the Bogs (pg. 53). The two sets rarely mix in private but tolerate each other in public.

All important business is conducted in a pleasant haze of drunken or concussed befuddlement.

There are only a few thousand members of the Upper Class in Endon and they are all, with a few startling exceptions, related. Everyone is somebody's cousin. Nepotism is unavoidable. They all went to Endon College together, they all go to the same horse races, eat at the same set of clubs, and dance at the same balls. It's a permanent family reunion.

Getting In

The Monarch can directly elevate someone to the Upper Class (pg. 52). Well-mannered and consistent military heroics might also work. Marrying someone in the Upper Class is possible but will cause a small scandal. If all else fails, you need vast wealth and a good tailor.

Getting Out

The Upper Class tolerate most things—insanity, sadism, infidelity, theft, homosexuality, poetry—provided they Keep It Out Of The Papers. Letting the other Classes know about any lapse in personal morality will result in instant humiliation, ostracization, and possible criminal charges (pg. 39). For this reason, divorce is impossible.

Anyone who can't pay the Costs of this class falls out of it at the end of the next Season.

Benefits of the Upper Class

Members of the Upper Class live on the interest of their wealth (pg. 45) and do not need to work. They can get away with almost any crime provided they Keep It Out Of The Papers. They are more believable and trustworthy than the other Classes. They can be elected to Parliament (pg. 53).

Now, this gentleman had various endearing appellations among his intimate friends. By some he was called "a country gentleman of the true school," by some "a fine old country gentleman," by some "a sporting gentleman," [...] but they all agreed in one respect, and that was, that it was a pity there were not more like him, and that because there were not, the country was going to rack and ruin every day. He was in the commission of the peace, and could write his name almost legibly; but his greatest qualifications were, that he was more severe with poachers, was a better shot, a harder rider, had better horses, kept better dogs, could eat more solid food, drink more strong wine, go to bed every night more drunk and get up every morning more sober, than any man in the county. In knowledge of horseflesh he was almost equal to a farrier, in stable learning he surpassed his own head groom, and in gluttony not a pig on his estate was a match for him. He had no seat in Parliament himself, but he was extremely patriotic, and usually drove his voters up to the poll with his own hands. He was warmly attached to church and state, and never appointed to the living in his gift any but a three-bottle man and a first-rate fox-hunter. He mistrusted the honesty of all poor people who could read and write, and had a secret jealousy of his own wife (a young lady whom he had married for what his friends called "the good old reason,'" that her father's property adjoined his own) for possessing those accomplishments in a greater degree than himself.

—Charles Dickens, Barnaby Rudge

Costs of the Upper Class

At a minimum, a PC must support:

- a Steak Dinner per day
- two Servants per Season
- a Luxurious Apartment per Season
- a new set of Extravagant Clothing per Season

They must also own:

- a Carriage
- a Riding Horse
- a Country House

Cost per day: 8sp
Total Cost per Season: 138 gp

MINISTERS OF ENDON

Being elected to Parliament is the crowning glory for Upper Class Endoners. Entering that elite social club and influencing the course of the nation is the exclusive preserve of the rich, powerful, and incredibly dull. Parliament generally lets the affairs of the nation carry on without interference, only passing a law or demanding an inquiry after the crisis has reached a terminal stage.

GETTING ELECTED

Only men can be elected to Parliament. In a fine and well documented tradition, any women who wishes to exercise political power selects a dull, pliable, or unscrupulous person and uses them as a proxy. Everyone knows who actually holds the reigns.

Only members of the Upper Class can stand for election. A campaign costs 1,000gp and has a 50% chance of succeeding. Making friends with a Minister increases the chance to 80%. Well-documented public heroism may guarantee election at the GM's discretion. Campaigning takes place during the Off-Season and requires no particular skills or talents. Giving a speech or two is traditional. Elections are held once every 2 years, just before the start of the Season.

Only men who own more than 1,000gp of property can vote. In some districts (known as Rotten Buroughs or Pocket Boroughs), one wealthy property owner has the one vote and can elect themselves, a relative, or a suitably eccentric or obedient friend. Endon is essentially an oligarchy.

THE POLITICAL PARTIES

Endon's two political factions trace their ancestry to pre-historic chieftains.

The Gumperts stand for Endon Values, Harsh Penalties, and The Good Old Days. Their colour is green.

The Bogs stand for Lower Taxes, Endon Prosperity, and More Wars. Their colour is blue.

Control of Parliament, and therefore control of the Ministries, switches between parties every 1d4 elections, usually as the result of a Scandal (pg. 54). Anyone standing for election must choose a party before campaigning. The choice cannot be altered later. Social groups form along party lines.

POLITICAL INFLUENCE

It costs 40,000gp to bribe enough Members of Parliament to influence a vote or introduce a convenient law. Urgency, secrecy, and degree of potential profit can increase the bribe's cost by up to 20×.

It's far cheaper (but far less subtle) to influence public opinion via the Newspapers (pg. 47).

Any member of the Upper Class in high regard can, by friendship and casual conversations at dinner, influence Parliament. The base percentage chance is equal to the number of Upper Class friends the PC can name.

PARLIAMENTARY DUTIES

During the Season (pp. 58–63), a Member of Parliament is expected to turn up at least once and vote at their party's command. Actually reading or writing laws, proposing new directives, or debating is viewed as a suspicious novelty. Once elected, a Member of Parliament can keep their seat until death unless a Scandal (pg. 54) intervenes.

MINISTERS AND MINISTRIES

Merely being elected to Parliament does not bring power or wealth. Hower, becoming a Minister is an easy way to influence the course of the realm. It's a retirement option, a capstone to a long career, or a potential way to avert a magical apocalypse. Ministerial power is difficult to quantify and will probably need to be adjudicated by the GM. Doing anything efficiently, quickly, or cheaply is next to impossible.

There are six ministerial roles in Endon. More could be created (with the Monarch's assent). A Ministry of Magic has been proposed but, for various political reasons, never implemented.

1. Ministry of Finance
Sets fiscal policy. Negotiates loans, collects taxes. Complicated and boring but theoretically very powerful.

2. Ministry of the Interior
Manages municipal affairs of the city of Endon. Infrastructure, relief of the poor, new tolls. Generally overworked and understaffed.

3. Ministry of Trade
Import and export duties, commercial relations with other nations, classification of new technologies.

4. Ministry of War
Defends Endon by fighting the Hated Foreigner whenever possible. Pays the Army (pg. 42), organizes campaigns, tests new military technology.

5. Ministry of Justice
Handles complex court cases, implements new laws, manages the Coppers (pg. 40).

6. The Prime Minister
Sets the general direction of the government. Reports directly to the Monarch. Blamed for everything.

SCANDALS

1. Stunning Defeat
The ragged forces of the Hated Foreigner have inexplicably defeated the courageous soldiers of Endon. The Minister of War must resign.

2. Mayhem at the Mint
Fiscal irresponsibility utterly devastates the nation. Panic at the banks, terror in the streets. The Minister of Finance must resign.

3. Slip of the Tongue
The now-infamous remark is quoted on every street corner and even by the foreign press. Woe and pain! The Prime Minister must resign.

4. Commercial Crisis
A popular import has been taxed to oblivion. The incompetence of this government knows no limit. The Minister of Trade must resign.

5. A Fool's Errand
No doubt the Minister had good intentions, but it is clear the program has gone badly awry. The Minister of the Interior must resign.

6. Moral Turpitude
A shocking scandal, lavishly illustrated in the following pages. A random Minister, now known forever as "Old Spanker" must resign.

7. Miscarriage of Justice
Criminals released! Innocents executed! Paperwork mangled! All upright sober-minded citizens say the Minister of Justice must resign.

8. Gross Incompetence
This shambling Government has become a byword for foolishness, waste, and turmoil. In the next election, any sitting Member of Parliament from the ruling party has a 70% chance of being re-elected (instead of 100%).

9. Royal Displeasure
The ruling party has annoyed the Monarch. How unwise. All Ministers must resign. In the next election, any sitting Member of Parliament from the ruling party has a 30% chance of being re-elected (instead of 100%).

10. Treason!
Infamy! The ruling party has colluded with the Hated Foreigner! All Ministers must resign. Any Member of Parliament from the ruling party has a 10% chance of being Transported and a 5% chance of being Executed.

JOKES FROM BOFF! MAGAZINE

QUESTION: If it is possible to polymorph a mouse into a whale, could the Prime Minister be polymorphed into a wise man?
ANSWER: Some things are not possible even with magic.

A POLITICAL JEST: What are the similarities between the Prime Minister and one of the new hot-air-balloons? Both hang aloft in the air with no visible means of support.

QUESTION: If one is served by an illusionary servant, is it correct to leave a gratuity?
ANSWER: No. The production of illusionary money is illegal.

A POLITICAL JEST: What are the similarities between the Minister of War and a dog? Both shall only be quiet when they are dead.

THE MONARCH

The Monarch sits above the Classes. They are the head of state, Endon's spiritual heart, the grandest and most powerful noble in the land. After many civil wars, changes of leadership, conquests, rebellions, and intrigues, Endon has entered a stable and prosperous era thanks to the following compromises:

- The Monarch is in charge of everything and can do whatever They want.
- Coincidentally, the Monarch wants the same things Parliament wants.
- The Monarch is disinterested and rarely exercises Their full and lawful powers.
- Coincidentally, Parliament will not restrict those full and lawful powers.

If any one of these compromises breaks down the result will be civil war, anarchy, and trouble. Nobody wants that, least of all the Monarch.

THE COURT OF THE MONARCH

During the Season, the Monarch resides in the Royal **Palace of Endon** (18, pg. 11), surrounded by courtiers, musicians, astrologers, actors, and other beautiful creatures. Ancient and supremely boring rituals take up some of the Monarch's time. Getting an invitation to court is merely a matter of time and favours for members of the Upper Class. Members of the Middle Class need a noble patron, a heroic deed, or the express invitation of the Monarch. Members of the other Classes can only dream of life at Court.

It's not possible for a PC to become the Monarch without a tedious and bloody civil war, the scope of which is beyond this book.

King Harold II
HD: 5 (20 HP)
Appearance: young, tall, slightly pudgy, regal, and fair. Clean and polished. Short beard, long wig. Utterly fashionable.
Voice: born to command.
Wants: to rule well. To enjoy the finest things in life.
Morality: sympathetic yet permanently detached. Has a few mistresses.
Intelligence: foggy. Better with people than facts.
Armour: none.
Move: normal.
Morale: 10.
Damage: none. The Monarch has people for that.

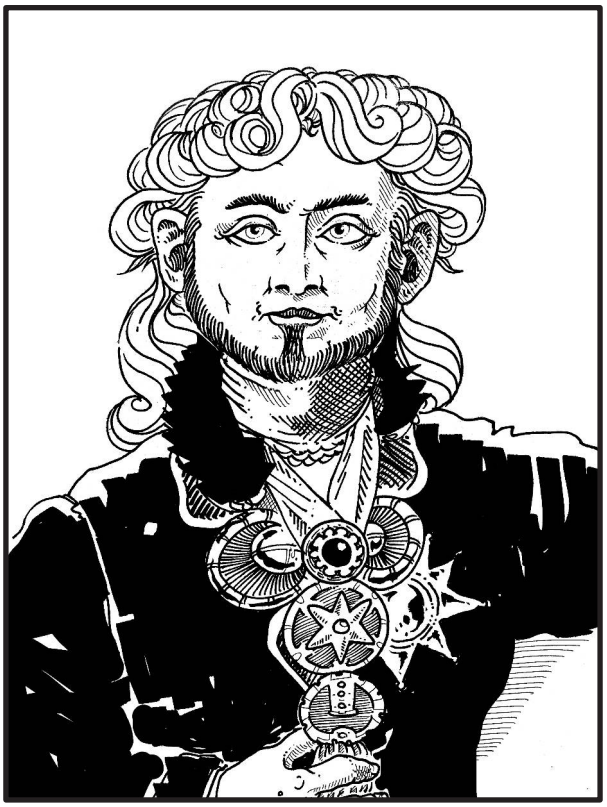
Harold II's family tree resembles a ladder. Centuries of close relationships have left him with a peculiar set of facial features, a mind like a perfumed sieve, and unshakable air of authority. Anyone attempting to attack the Monarch must Save or freeze.

The Monarch is loved by everyone in Endon. Unpopular decisions are the fault of His corrupt and ineffectual Ministers. He attends plays, makes witty small talk, takes a variety of mistresses, dances superbly, hunts every chance he gets, and occasionally issues pardons and signs laws. The Monarch is currently unmarried and has no legitimate children. He has several mediocre siblings. He belongs to the House of Eidelberg.

> *I wish nothing but good; therefore, everyone who does not agree with me is a traitor and a scoundrel.*
>
> *—George III*

> *Everyone likes flattery; and when you come to Royalty you should lay it on with a trowel.*
>
> *—Benjamin Disraeli*

> *One of the strongest natural proofs of the folly of hereditary right in kings, is, that nature disapproves it, otherwise, she would not so frequently turn it into ridicule by giving mankind an ass for a lion.*
>
> *—Thomas Paine, Common Sense*



REWARDS OF THE MONARCH

Roll 1d20 once per group per apocalypse averted, or on any other occasion where they've earned a special reward. Entries with ♦ apply to one person in the group. Everyone else in the group gets the entry above or below the ♦ entry (50% chance, roll once). The Monarch will generally fixate on the most responsible, clean-looking, and patriotic person.

1. Hearty Hand-Clasp
The group is presented with a laurel and hearty hand-clasp from the Monarch.

2. Knighthood ♦
One character is knighted by the Monarch in a solemn ceremony. They can be called "Sir" and can enter the Upper Class (pg. 52) if they can afford it. If the character is already a knight, they are promoted to a minor barony (of some far-off desolate region). If they already are a baron, someone less suitable is knighted instead (barons and above being expected to serve the Monarch without complaint or recompense).

3. Honorary Doctorates
Presented in a ceremony at **Loxdon College** (19, pg. 12). Stuffy old deans snoring, spotty undergraduates picking their noses and playing cards in the back, slightly tinny brass band. Bearers gain the right to wear comically floppy hats, red robes trimmed with ermine, and carry a sword on Sundays without a permit. They are officially Doctors of Philosophy and are expected to turn up to one ceremonial dinner a year.

4. A Lifetime Pension
45gp per Season, just enough to remain in the Middle Class (pg. 51). The pension starts at age sixty. It does mean, no matter what the group's members do between now and then, they are unlikely to starve in their old age.

5. The Keys to the City
Presented by the Mayor to the Monarch, then by the Monarch to the group. Enables them to avoid parking fees, some zoning bylaws, and tolls. Everyone in the crowd now knows their faces.

6. Invitation to Court ♦
The Monarch takes a liking to one member of the group. They will be invited to Court at least once a Season to say something witty and memorable. If they don't, they won't be invited back. If they say something gauche or rude the Monarch might exile them. Showing up to Court is a good way to meet interesting, rich, and cunning people.

7. Commemorative Plaque
Large, brass, securely fixed to a convenient building. At least one name will be spelled wrong. 10% chance of being stolen each Season.

8. Commemorative Statue
Very impressive, bronze and stone, a sculpture group of heroic deeds near a reasonably important street. Everyone looks a little gouty and distorted. Unveiled with a flourish and a great deal of polite clapping. Immediately misidentified by every tour guide and ignorant pedestrian as a statue of "General Monkton and his Famous Charge."

9. Street Naming ♦
A prominent street is named after one of the group's members, ideally one with the best-sounding name, or one that lends itself to abbreviation, modification, or ease of use. Surprisingly disreputable things happen on the street going forward.

10. Dedicated Follower of Fashion
The Monarch decides some aspect of the group is fashionable and adopts it immediately. The fashion soon spreads. The group may be credited as the originators. Luxury-hating puritans will spit at them; courtiers and tailors will fawn over them, at least until fashion changes again.

11. Royal Marriage ♦
One group member is offered the hand of the Monarch's brother's fourth son or daughter in marriage. It would be treason to refuse. The would-be fiancee is eleventh in line to the throne, rather plain, and extremely spoiled.

12. Royal Speech
The Monarch makes a rare public speech on the group's heroic deeds, patriotic virtue, and public spirit. The group won't need to buy drinks for a month. Everything is discounted. Spontaneous celebrations inconvenience them wherever they go.

13. Minor Medal
In a hasty ceremony, possibly along side several dozen others, the Monarch presents the group's members with a small medal such as "Order of Valour, Second Class" or "Honourable Bar of the Knights of the Chalice".

14. Sinecure ♦
A post, such as "Master of the Royal Mint Plantations" or "Trustee of the Monarch's Hound's Pensions" is found for a deserving group member. It pays 200gp per Season and requires perhaps two hours of work a week.

15. Commissioned Painting
A court artist unveils a grand painting of the group doing something heroic. The painting is far too large to be displayed in a private home. It will be put in one of the royal residences to amaze and confuse future visitors.

16. Quiet Castigation ♦
One member of the group is discreetly asked about their enemies, rivals, and ambitions. The Monarch uses their influence to destroy one enemy (if possible) by calling in loans, cancelling licenses, spreading rumours, or, if all else fails, framing them for a capital offense.

17. Commissioned Music
A court musician presents a new composition to celebrate the group. In a few centuries it will be one of the most well-known pieces of music from the era, but at the present moment it receives a polite but tepid reception. People still hum it from time to time.

18. Memorable Day
The Monarch declares the anniversary of the group's efforts to be a public holiday (for the next five years). It might prove so popular that the Monarch will be pressured to keep it. Bizarre traditions (floats, effigies, dances, traditional foods) arise almost immediately.

19. Inaccurate Speech
The Monarch makes a rare public speech on the group's heroic deeds, exaggerating, misremembering, and interpolating events with horrifying conviction. The group is credited with powers beyond their means, with "securing eternal peace with the Manticore Kingdoms" or "ending the threat forever." Any future disasters will be blamed on the group. People will come to them for aid on all sorts of unlikely matters, some of which could potentially be profitable.

20. Royal Counselors
The group is appointed "Special Advisors to the Monarch". They are expected to turn up when summoned and help the Monarch solve the nation's problems, or amuse the Monarch, or perform impossible feats. The position is unpaid but extremely valuable, as they have the Monarch's direct attention. If they bring the Monarch into disrepute they will, at the very least, be exiled.



THE SEASON



THE SEASON

THE SOCIAL CALENDAR

The Season lasts from February to July: approximately half the year. It starts when the Upper Class return to Endon, properly wakes up with Parliament's return and hundreds of balls and dances, roars through spring and early summer with horse races and exhibitions, then slowly winds down by late July as the great families return to their country estates. Everything in Endon happens during the Season. During the rest of the year (the Off-Season), it's assumed life quietly carries on. Poor, Lower, and Middle Class PCs are working or nursing wounds, grudges, and/or infants. Some Middle and Upper Class PCs can roll on the Carousing Table (pg. 61). Except via the Carousing Table, nobody gains or loses money during the Off-Season.

PCs go on adventures during the Season. Once a dungeon has been cleared, a crisis averted, a mansion burgled, a rival bankrupted, etc, the Season ends. The GM, probably between game sessions, rolls to advance various Innovations and sets up the next Season.

Adventures in the Off-Season are possible (of course), but the Seasonal structure has some advantages. It allows PCs to realistically heal serious wounds between adventures. It allows them to spend time on research, industry, and social liaisons without slowing the progress of a game.

Using the Season is entirely optional. If the GM doesn't like the structure, all mentions of "Season" can be changed to "Year" without any serious issues. For convenience, a Season contains 180 days. Fictional months are given below if the GM is into that sort of thing; they are referenced nowhere else in the text.

Month	Month (Real)	Month (Fictional)	Activities
1	January	Portia	Off-Season
2	February	Malbrogia	Upper Class returns from their Country Estates **Parliament Sits**
3	March	Stump	The Monarch's Ball Endon Wackit Test Match New Exhibits at the Long Mall
4	April	Fillia	Promenade Concerts at the Long Mall
5	May	Omnia	Royal Art Exhibition at the Palace Belsey-Butter Flower Show near Monk's Garden
6	June	Lestia	Innumerable Horse-Races: the Derglay, the Spoinker, the Leaps Royal Military Parade through Endon
7	July	Hadria	Yacht Races on the River Burl **Parliament Dissolves** Upper Class travels to their Country Estates
8	August	Clept	
9	September	Paislia	
10	October	Bastia	Off-Season
11	November	Doria	
12	December	Destros	

Daily Upper Class Activities

- A ride around the Long Mall (weather permitting).
- Formal breakfast with invited guests.
- Letter-writing.
- Elaborate lunch at a club or a friend's residence.
- Private afternoon tea.
- A Reputable Passtime.
- Change into evening wear.
- Formal dinner.
- Dancing, the Theater, or the Opera.

Reputable Passtimes

- Wackit Matches (complex tedious outdoor sport).
- Paolo (Wackit on horseback).
- Horse Races
- Archery
- Cafes and Salons.
- Picnics
- Charity Sales and Raffles
- Historical, Scientific, or Moral Lectures (pg. 145)
- Magical Demonstrations
- Small Concerts and Light Entertainment.

8 DEADLY SINS

Just as they recognize the eight points of the compass, the eight noble metals, and the eight true colours, Endoners recognize (and cater to) eight deadly sins. An enterprising GM may want to inflict a single Sin on each PC at character creation; their secret vice, guilty pleasure, or open cause of ruination.

1. Gluttony: Dining Halls
Fiskelby's, the Chuzzle, The Wobegone Club, The Red Lion, the Grand Cafe, Boutillon's.

The fashionable restaurants and clubs of Haymarket Square (6, pg. 9) provide dishes to stagger the imagination. The Upper Class "dines out" rarely, the Middle Class whenever it can afford to, and the Lower Class gorges itself at pie-shops, gin dens, and roasting places.

2. Lust: Rampant Prostitution
Rathbone Place, Miss Chaterham's, the New Parliament, the Duke's Stables, Fancy-Free.

For many, the only way to avoid starvation. In the knocking-shops around **Colbraith Square** (15, pg. 11) any preference can be accommodated at a few moment's notice. Nearly everyone visits. Some people take up employment to earn extra money, stave off boredom, or satisfy odd urges.

3. Greed: Betting Shops
Wise Fortune's, Glengallery, Tipping House, the Great Sweeny's, the Bell, the Chapel.

Endoners bet on everything: horse, dog, and pony races, dog-on-rat fights, boxing, tides, politics, and spur-of-the-moment wagers. Vast fortunes are lost on a throw of the dice or a turn of the cards. The best-appointed gambling dens cluster near **Loxdon College** (19, pg. 12).

4. Pride: Fashionable Tailors
Velvet Concourse, the Elm Trees, Matwick's, the Brothers Bamstead, the Old Reliant.

Fashions change every Season. Dandies, courtiers, and ambitious young people follow fashion's siren song to **Needle Circus** (22, pg. 12).



5. Envy: Watching Carriages
Ooh, there goes Lord Ginthem with a paid companion. And Lady Shreevly, like a clipper with all sails set. Look there, it's the Duke of Bradham in his dress uniform, back from Foreign Parts, with Miss Scrupe, star of the stage.

Throughout the Season, the rich and powerful take long drives or pleasant walks through the **Long Mall** (25, pg. 12), watched with awe and envy.

6. Wrath: Boxing
Knock-em-Down Hole, the Splitters, Jack Rail's Den, the Whisperplane, Hal Harrow's, Squeakers.

Fighting pits and rat-rings are technically illegal but are rarely shut down or prosecuted. All red-blooded Endoners love a good fight. Anyone can participate if they don't mind a few bruises. They can be found near **Saint Nigel's Workhouse** (21, pg. 12).

7. Sloth: Opium Dens
Land of Dreams, the Blue Steeple, the Clay Bins, Beckim's, Master Morpheus's Chambers

Though it is not a widespread vice, many people of all Classes and backgrounds take up opium to dull the everyday pain of life. Many dens of lassitude and decay can be found near **Hasselby Court** (17, pg. 11).

8. Hatred: Newsagents
Foreign Agents in Our City, Sick Poor Spread Plague, Den of Iniquity, Child Murderer Walks Free, Luxury in Jail, Hanging Is Too Good For Him, Dozens Dead: Who to Blame?

In Endon, it is said that any beast can be wrothful but only men and tigers can hate. Wrath is bodily, foggy, red. Hate is cerebral, sharp, icy. Many small newspapers and pamphlets are deliberately inflammatory, playing on the worst fears and the deepest prejudices of their readers. Newsagents can be found on every street corner; discarded pamphlets in every dustbin. Of all the eight deadly sins, hate is the easiest to obtain.

CAROUSING

1d100	General Events	1d20
1	Dissipated. Deal −1 damage on all attacks this Season.	1
2	Accused of a Moral Crime (pg. 39) you did not commit. Who framed you and why?	2
3	Accused of a Moral Crime (pg. 39) you did commit. How best to get out of it?	3
4	A terrible mix-up. You owe a favour to a random wizard (1d100, pp. 111–112).	4
5	Pickpocketed. Lose 10% of your money.	5
6	Lived in a whirl! Roll again twice combining both results.	6
7	You think there's some sort of Nightmarish Creature (1d50, pg. 125) in the neighbour's cellar.	7
8	Your enemies (if you have them) move against you. If you have no enemies, gain some.	8
9	You found a lightly damaged Minor Magic Item (1d100, pp. 93–96). It sizzles sometimes.	9
10	You've taken up a Cause (2d6, pg. 115).	10
11	Had some blood let. You feel a bit better, though you look slightly pale.	11
12	You spent all your time trying to hatch "gryphon eggs". Turns out they were fake.	12
13	You bought or found a bicycle and crashed it. What a thrill. You rather like cycling now.	13
14	A reporter asked you for your opinion on a recent event. They spelled your name wrong.	14
15	Drinking binge. Gain 3 bottles of cheap local wine.	15
16	You found a water-logged letter containing a random Rumour (1d100, pp. 107–110).	16
17	You were the sole witness of an Apocalyptic Omen (1d20, pg. 37).	17
18	A rascally urchin named Bismarck has started following you around for some reason.	18
19	On top of the world. Once per session this Season you can reroll one d20.	19
20	Eureka! You discover some useful or valuable information. GM's discretion.	20
	Gluttony	**1d10**
21	Gout, peptic ulcers, or drink have ruined your health. Permanently lose 1 HP.	1
22	You ate to the point of corpulence. Add "Bulk" to your inventory. It takes up space.	2
23	You cannot abide coarse fare. You must spend twice as much on food this season.	3
24	Your favourite dining hall closed. The chef needs a loan of 10,000gp to reopen.	4
25	You accidentally insulted a chef. A very large family has sworn bloody vengeance.	5
26	You discovered a pointless but interesting way to drink coffee.	6
27	Someone named a dessert after you. It's mildly popular.	7
28	You overheard a useful tip. Roll on the Rumour table (1d100, pp. 107–110). You firmly believe it.	8
29	You bonded with a random NPC (1d100, pp. 107–110) over dinner. They consider you a friend.	9
30	The latest fad has invigorated you. Permanently gain 1 HP.	10
	Lust	**1d10**
31	You managed to acquire a Magical Disease (1d20, pg. 44). Seek a cure (pg. 43).	1
32	You have been cured of a disorder by white mercury pills. Permanently lose 1 CON.	2
33	Nocturnal activities have drained you of 50% of your money.	3
34	Swindled! Lose 1d6 random items from your inventory.	4
35	You're well known in all the cheap and disreputable brothels in Endon.	5
36	You're well-known in all the expensive brothels in Endon.	6
37	Horizontal exercise has improved your health. Permanently gain 1 Con.	7
38	Somehow you've come out ahead. Gain an extra 25% of your money.	8
39	You've entered into a love affair with a random NPC (1d100, pg. 111). It's not particularly serious.	9
40	You've entered into a love affair with a random noble (1d100, pg. 111). It's scandalous but fun.	10
	Greed	**1d10**
41	Ruined! You frittered away all of your money on games of chance.	1
42	Overplayed a hand. 50% chance to lose all item in your inventory. 1 item exempt.	2
43	You made a dreadful gaffe. It keeps you up at night. Permanently lose 1 Cha.	3
44	Emergency loan. You owe 25% of your money to another PC.	4
45	You agreed to a very high stakes game with a random noble (1d100, pg. 111) this Season.	5
46	You spent all your time on first drafts of fruitless, hopeless schemes.	6
47	An ongoing wager. You bet 10% of your money on the behaviour of another PC. 2:1 odds.	7
48	Witty banter over cards has improved your conversation skills. Permanently gain 1 Cha.	8
49	Where did you get this stuff? Gain 5 copies of a random Minor Magic Item (1d100, pp. 93–96).	9
50	Blessed by the dice! Double all your money.	10

	Pride	1d10
51	Add “Impractical Fashion” to your inventory this Season. It takes up space.	1
52	You owe at least an Extravagant Clothing’s worth (10gp) at every tailor’s in town.	2
53	Your new shoes have mangled your tendons. Permanently lose 1 Dex.	3
54	You had your portrait painted. It’s not a bad likeness. Worth [level]x20gp.	4
55	You couldn’t decide between chartreuse and pistachio green. In the end you gave up.	5
56	Signs of age. You found new grey hairs, wrinkles, or aches. Oh dear oh dear.	6
57	A random noble (1d100, pp. 111–112) slighted you and you want revenge.	7
58	You picked up a Minor Magic Item (1d100, pp. 93–96). It’s the latest thing. Rather daring.	8
59	Waltzes and poses have improved your step. Permanently gain 1 Dex.	9
60	You were slightly ahead of the trend this Season. Many nobles are vaguely fond of you.	10
	Envy	**1d10**
61	In a fit of pique you threw away all but one set of clothes.	1
62	You’ve become a bit paranoid and jittery. Permanently lose 1 Wis.	2
63	You slighted a random noble (1d100, pp. 111–112). They desire revenge.	3
64	One of your items becomes gauche and unfashionable. Save to reveal or use it in public.	4
65	You went a bit mad and hired a servant (4gp/Season) to follow you around.	5
66	Why won’t they recognize you? You spent all your time pondering fate.	6
67	You got a tip. Gain insight into the next stage of a random Innovation (1d8, pp. 20–37).	7
68	You spent hours watching people and taking notes. Permanently gain 1 Wis.	8
69	You stumbled into evidence of a Scandal (1d10, pg. 54). What will you do with the documents?	9
70	Envy spurred you to action. Gain an extra 25% of your money.	10
	Wrath	**1d10**
71	Caught and searched by the Coppers, lost your temper. Lose all weapons.	1
72	Got a bit punchy. Gain a broken hand and some decent bruises.	2
73	Gain a duelling scar and a very long and tedious story all of your friends have heard at least twice.	3
74	Hunting trip. You shot an Exotic Creature (1d50, pg. 125). You’ve got the head or skin if you want it.	4
75	You’ve learned all about a new bloodsport but nothing else of value.	5
76	Pugilistic training. You’re in fighting trim. Gain +1 to hit this Season.	6
77	You made a friend! (pp. 107–110). You’re great platonic chums… for now.	7
78	Ready for a fight. Your next attack deals an extra 2d6 damage.	8
79	Scramble! In your haste you picked up a Minor Magic Item (1d100, pp. 93–96).	9
80	Waxing wrothful. Gain a random Magic Weapon (1d100, pp. 99–102).	10
	Sloth	**1d10**
81	Dire compulsion. Must purchase 1d6 doses of opium (1sp per dose) per week or go mad.	1
82	Fogged brain. Can’t quite get your thoughts in order. Permanently lose 1 Int.	2
83	Add “Utter Laziness” to your inventory this Season. It takes up space.	3
84	You’ve read all about a Cause (pg. 115) though you haven’t formed a strong opinion.	4
85	Utterly and completely relaxed. Reroll failed Saves against mind-altering effects this Season.	5
86	You didn’t leave your house or your bed unless you had to. Nothing much happened.	6
87	You engaged in slow correspondence with a failed wizard (1d100, pp. 111–112). They seem to like you.	7
88	Thanks to your indolence, an enemy or rival (if you have one) suspects you have died.	8
89	You whiled away the time by writing poetry. Permanently gain 1 INT.	9
90	Opium visions. Gain insight into the next stage of a random Innovation (1d8, pp. 20–37).	10
	Hatred	**1d10**
91	You took action with the help of a friend. You owe a favour to a random NPC (1d100, pp. 107–110).	1
92	Your outspoken opinions earned you a few drubbings. Permanently lose 1 Str.	2
93	Ripped from the headlines. Roll on the Rumour table (1d100, pp. 107–110). You firmly believe it.	3
94	New target. You’ve become strenuously opposed to a random Cause (2d6, pg. 115).	4
95	You sat and seethed and seethed and sat and the time just flew by.	5
96	Add “Bundle of Newspaper Clippings” to your inventory this Season. It takes up space.	6
97	You’ve found an ally in a random noble (1d100, pp. 111–112). They hold stronger views than you.	7
98	You “obtained” a random Magic Weapon (1d100, pp. 99–102) “just in case”.	8
99	Constant vigilance and training have improved your muscles. Permanently gain 1 STR.	9
100	Wild speculation in the papers reveals next stage of a random Innovation (1d8, pp. 20–37).	10

CONTEMPORARY SONGS OF ENDON

Fatty Satan
The legendary crocodile that lurks below New Bridge (5, pg. 9) is the subject of many tall tales and songs.

Fatty Fatty Satan,
Knocking at the door.
Silly maid let him in,
He tossed her to the floor.
Gobbled up the children,
They say he ate a score.
Fatty Fatty Satan,
Knocking at the door.

Fatty Fatty Satan,
Hiding in a lane.
The costermonger's daughter,
Was never seen again.
Coppers searched the town for him,
He always gets away.
Fatty Fatty Satan,
Hiding in a lane.

Fatty Fatty Satan,
Went to school one day.
Teacher tried to whack him,
Teacher went away.
All the happy schoolboys,
Cried hip hip hooray.
Fatty Fatty Satan,
Went to school one day.

Professor Runcible
Prof. Runcible is a lecturer on history at **Loxdon College** (19, pg. 12).

Professor Runcible
Is easily distractable
And totally intractable
And utterly implacable
His eyebrows are impeccable
His knowledge undebatable
But quite incomprehensible
Is our Professor Runcible

Miles to the Moon
George Miles, the inventor of the Moving Miracle (pp. 21–22), has a well-known and much-mocked dream of one day reaching the moon. Here's a popular "love ballad" on the topic.

Where are you going,
Oh Miles oh Miles,
Where are you going,
Oh Miles of mine?

To the moon my dear Fanny,
Oh Fanny oh Fanny,
To the moon my dear Fanny,
Oh Fanny of mine.

They say on the moon there's a queen dressed in silver With ivory skin and a palace of songs
Oh Miles oh Miles, if e're you meet her,
Will you be content to return to my arms?

I'll pick for you Fanny a bundle of roses,
Silvery roses that grow on the moon.
Oh Fanny oh Fanny, I'll fly to you safely,
You know I'll return to your loving arms soon.

And how will you get there?
Oh Miles oh Miles,
How will you fly there,
Oh Miles of mine?

On a tower of magic,
Oh Fanny oh Fanny,
I'll toss up a tower,
Oh Fanny of mine.

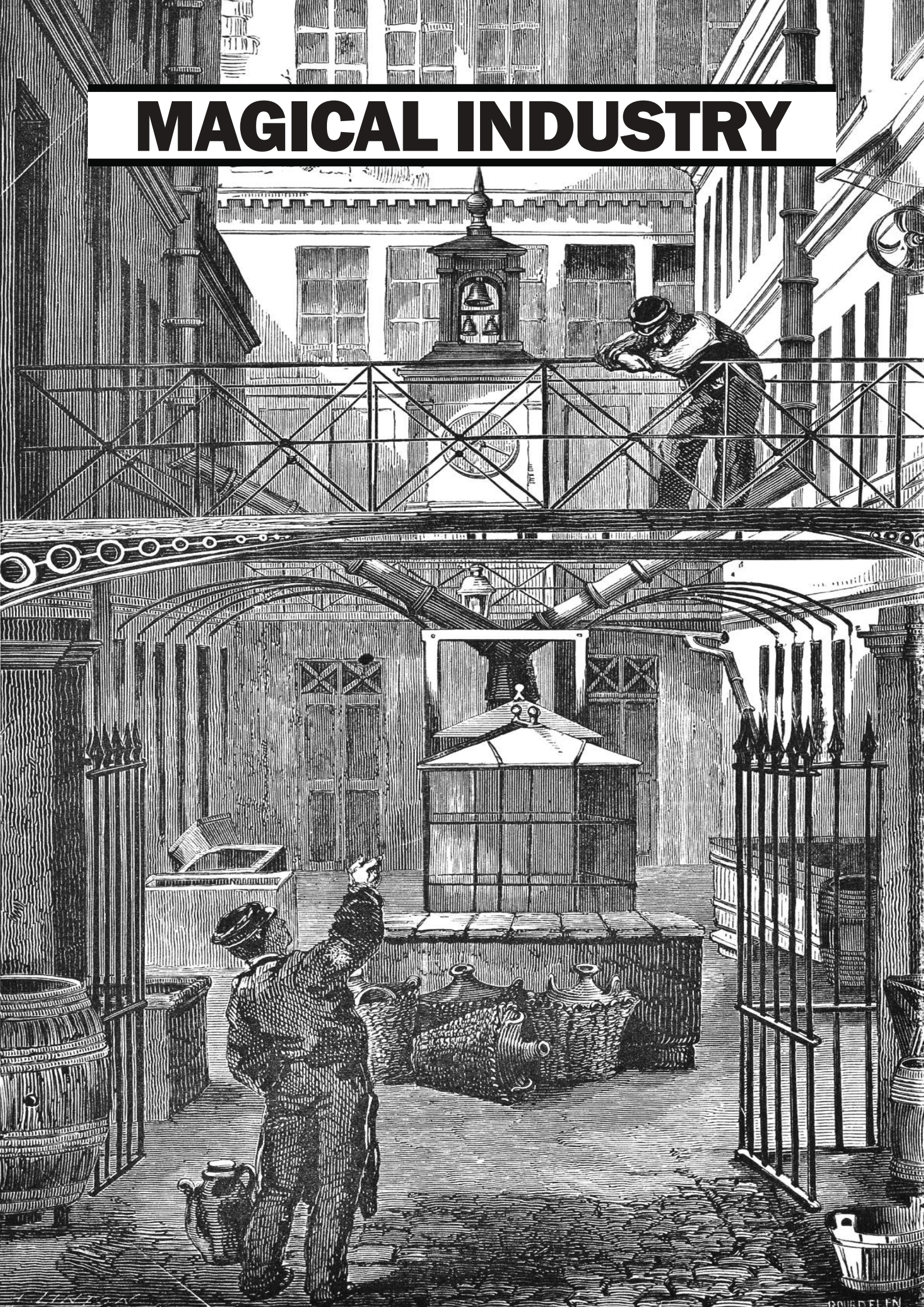
JOKES FROM BOFF! MAGAZINE

SCENE: A Tax Collector visits the house of a woman with nine unmarried daughters.
TAX COLLECTOR: Have you any enchantments?
WOMAN: None but dear Bertha's eyes, and our Mabel's singing voice, and Christina's lips are bewitching...

AMUSING SIGN ON THE DOOR OF A MAGICAL WORKSHOP: Those who would trespass are asked to kindly bring their own coffins with them.

SCENE: A child questions a wizard on a park bench.
CHILD: Is teleportation quite safe?
WIZARD: Yes child, quite safe. [pats child on the head]
CHILD: There are no adverse effects?
WIZARD: None at all. [pats child on the other head].

MAGICAL INDUSTRY



MAGICAL INDUSTRY

PRICE LIST

Item	Price
Clothing	
Rags	3cp
Work Clothing (coat, underclothes, boots)	8sp
Proper Clothing (jacket or dress, shoes)	1gp
Extravagant Clothing	10gp
Wig	1gp
Fine Hat	1gp
Fine Umbrella	1gp
Food	
Street Food (meat pie, bun, or sausage)	1cp
Cheap Meal (bread, drippings)	1cp
Basic Meal (bread, cheese, beer)	3cp
Moderate Dinner (cold meat, bread, beer)	7cp
Steak Dinner (steak, dip, bread, beer)	1sp
Sumptuous Dinner (steak, fish, fruit, wine)	1gp
Bread (1 loaf)	1cp
Local Cheese (1lb)	4cp
Fancy Cheese (1lb)	1sp
Oranges (1 doz.)	1sp
Drink	
Gin (5oz)	1cp
Beer (1 pint)	2cp
Local Wine (1 bottle)	3sp
Fancy Wine (1 bottle)	8sp
Brandy and Water	1sp
Accommodation	
Inn (cheap, meal inc., per night)	2sp
Inn (coaching, meal inc., per night)	6sp
Grand Hotel (meal inc., per night)	3gp
Rental Housing	
Lodging House Room (filthy, per night)	2cp
Lodging House Room (clean, per night)	5cp
Apartment/Row House (small, per Season)	30gp
Apartment (large, per Season)	60gp
Apartment (luxurious, per Season)	100gp
Townhouse (on the outskirts, per Season)	50gp
Large Townhouse (central, per Season)	400gp
Owned Housing	
Townhouse (on the outskirts)	1,200gp
Large Townhouse (central)	10,000gp
Country House	5,000gp
Country House Upkeep (per Season)	100gp
Country Estate (moderate)	20,000gp
Country Estate Upkeep (mod., per Season)	1,000gp
Country Estate (vast)	100,000gp
Country Estate Upkeep (vast, per Season)	2,000gp

Item	Price
Entertainment	
Admission to the Long Mall	1sp
Coffee House Evening	8cp
Penny Theater	1cp
Box at the Theater	5sp
Dinner Party (lavish, up to 10 guests)	100gp
Banquet and Ball (music, up to 100 guests)	1,000gp
Colossal Fete (up to 1,000 guests)	12,000gp
Opium (1 dose)	1sp
Piano (new, grand)	30gp
Pornography (imported from Foreign Parts)	5sp
Prostitute (appalling)	3cp
Prostitute (cheap)	1sp
Prostitute (expensive or unusual)	1gp
Education	
Foreign Language Lessons (per Season)	2gp
Dancing Lessons (per Season)	4gp
Tuition at Endon College (per Season)	15gp
Apprentice to a Wizard (per Season)	30gp
Transport and Mail	
Local Postage	2cp
Local Runner / Courier	1sp
Cab (per journey between location	5cp
Omni-Bus (short route)	3cp
Omni-Bus (long route)	6cp
Bridge Toll (commercial carts only)	1sp
Boat across the River Burl	2d6cp
Bicycle	2gp
Horse (Riding or Carriage)	20gp
Horse (Racing or Hunting)	100gp
Carriage (basic)	30gp
Carriage (luxurious)	80gp
Coach	100gp
Hot Air Balloon	1,000gp
Misc. Supplies	
Brass Barometer	2gp
Candles (1lb)	3sp
Cheap Book or Notebook	5sp
Coal (1 day's worth)	1cp
Plates, Cups, Cutlery (6 sets)	1gp
Silver Watch	5gp
Soap (1lb)	1sp
Tinted Eyeglasses	2sp
Teapot	2sp

Item	Price
Classic Adventuring Supplies	
Axe or Shovel or Pick	2sp
Backpack	2sp
Crowbar	3sp
Glass Bottle	1cp
Ladder (10')	2sp
Lantern	1sp
Lamp Oil (per flask)	2cp
Lockpicks or Specialty Tools	1gp
Rope (50')	3sp
Sack	2cp
Small Gunpowder Explosive	1sp
Torch	1cp
Wheelbarrow	6sp
Healing (pg. 43)	
Bloodletting (unskilled)	3cp
A Course of Drugs	1gp
Amputation of a Limb	1gp
Basic Prosthetic (pg. 103)	2sp
Fancy Prosthetic (pg. 103)	10gp
Difficult Surgery	30gp
Extremely Difficult Surgery	100gp
Advice of a Physician (per visit)	10gp
A Fleet of Physicians (per day)	50gp
Weapons	
Dagger or Club	1sp
Sword or Rapier	3sp
Dueling Pistol	5gp
State-of-the-Art Fowling Piece (shotgun)	70gp
Hirelings	
Tip	1d6cp
Urchin (hourly rate for simple tasks)	2cp
Reliable Tough or Brawler (hourly rate)	1sp
Servant (per Season)	4gp
Fancy Servant (per Season)	12gp
Superlative Servant (per Season)	20gp
Mistress or Kept Man (per Season)	50gp
Junior Wizard (per Season)	50gp
Senior Wizard (per Season)	% Rates
Newspaper Columnist (per Season)	40gp
Newspaper Editor (per Season)	% Rates



Items	Price
Industry	
Catalogue of Goods	1sp
Leaflet Press	10gp
Newspaper Printing Press	200gp
Printing Press Supplies (1st Season only)	10gp
Steam Engine (small)	500gp
Steam Engine (industrial)	2,000gp
Warehouse (rented, per Season)	500gp
Warehouse	3,000gp
The Law (pg. 39)	
Mundane Weapon License	1sp
Magic Weapon License	1gp
Attorney (very cheap, per day)	1gp
Attorney (expensive, per day)	6gp
Divorce (all costs)	1,000gp
Civil Suit (all costs)	10×1d100×1d100gp
Income	
Unskilled Manual Labour (per day)	1sp
Unskilled Manual Labour (per Season)	2gp
Skilled Manual Labour (per day)	2sp
Skilled Manual Labour (per Season)	4gp
Shop Clerk (per Season)	50gp
Steam Engineer (per Season)	75gp
Successful Newspaper Income	1d10×100gp
Merchant Banker (per Season)	200gp
Reputable Physician (per Season)	500gp
Sale of a Novel or Work of Poetry	10×1d20gp
Interest on Wealth (per Season)	2% of deposit
Costs (pp. 49–52)	
To be Poor (per day)	1cp
To be Poor (per Season)	2gp
To be Lower Class (per day)	5cp
To be Lower Class (per Season)	9gp
To be Middle Class (per day)	3sp
To be Middle Class (per Season)	45gp
To be Upper Class (per day)	8sp
To be Upper Class (per Season)	138gp
Maximum Loan (pg. 11)	
Poor	5gp
Lower Class	200gp
Middle Class	2,000gp
Upper Class	Unlimited
Military Commissions (pg. 42)	
Infantry Officer	450gp
Regular Cavalry	500gp
Cavalry Officer	1,000gp

Calibrating Prices
1 gold piece (gp)
= 10 silver pieces (sp)
= 100 copper pieces (cp)
= (approximately) £1 in 1800
= (very approximately) $100 modern American.

The values are within an order of magnitude of accurate. Given this information, it should be possible to adjust Endon's currency to suit most systems, add new items, or recalibrate prices as needed. For example, if a player wants to buy an extraordinarily fashionable hat, the GM can eyeball a fancy hat's price at $5,000 modern American dollars and charge them 50gp.

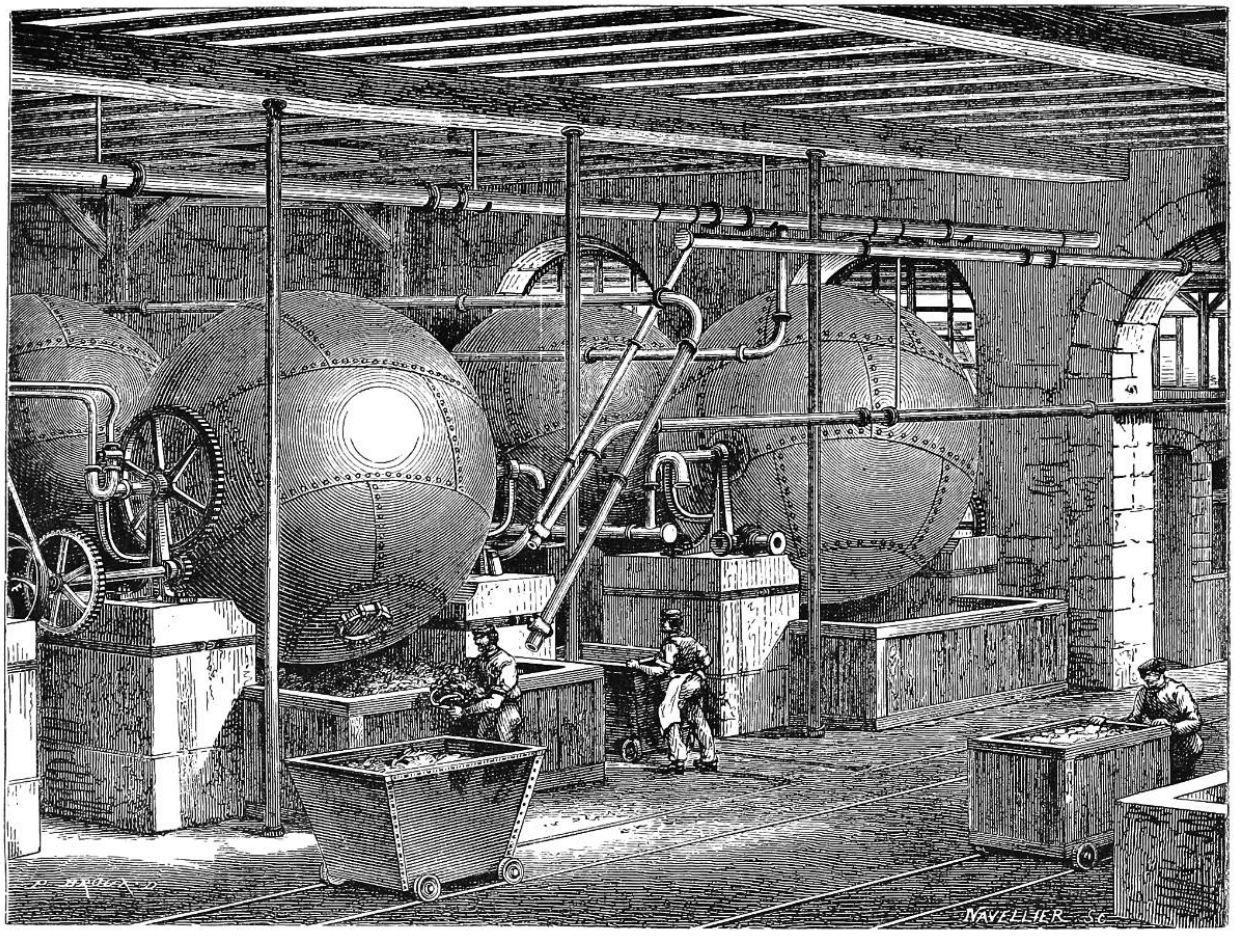
For AD&D or D&D 5th Edition, multiply prices by ~10×.

Old Money
For convenience, Endon's currency is decimalized (i.e. 1gp = 10sp = 100cp). The coins are commonly called "gold/silver/copper pieces". The actual precious metal content is doubtful. Large transactions use paper notes, promissory vouchers, bank drafts, cheques, and a hundred other forms of conveniently moving money without turning it into metal. Other coins exist, including, but not limited to:

Gold: groat, half-groat, guilder, dublonde, whisker, three-part-jenny, monarchs, and the valuable statenplatter.
Silver: two-pfarthing, pfarthing, half-pfarthing, quarter-pfarthing, sixth-pfarthing, swedge, prutrell, and doyle.
Copper: three-pence, two-pence, pence, half-pence, quarter-pence, ninth-pence, slim, olive gumpert.

Prices are usually quoted in some complex mixture of these coins… but who wants to inflict that on people trying to play an RPG?

Forging Coins
Forgery is illegal and is prosecuted as both Theft and Treason (pg. 40). Forgers are sometimes executed by being crushed by their own equipment. For convenience, ancient coins looted from dungeons can be used without penalty. If the GM wants to add an extra step, they can be exchanged for their precious metal content at any goldsmith or at the Bank of the Realm (13, pg. 11).



Item	Price
Spells (pp. 79–82, 83–86)	
Discount Spell	¤ 1gp ¤¤ 5sp ¤¤¤ 1sp
Low Level Spells (0-2)	¤ 10gp ¤¤ 6gp ¤¤¤ 2sp
Medium Level Spell (3-5)	¤ 150gp ¤¤ 80gp ¤¤¤ 20gp
High Level Spells (6-8)	¤ 1,000gp ¤¤ 700gp ¤¤¤ 550gp
Magic Scroll	2×
Magic Wand	10×
Magic Items	
Minor Magic Item (pg. 93–96)	¤ 5gp ¤¤ 3gp ¤¤¤ 2sp
Magic Potion (pg. 97)	¤ 1gp ¤¤ 5sp ¤¤¤ 2sp
Minor Magic Weapon (pg. 98)	¤ 15gp ¤¤ 8gp ¤¤¤ 4gp
Magic Weapons (pg. 99)	¤ 100gp ¤¤ 50gp ¤¤¤ 30gp
Dubious Magic Prosthetic (pg. 104)	30gp
Sensible Magic Prosthetic (pg. 103)	200gp
Magical Sense Replacement (pg. 104)	250gp
Magical Industrial Equipment (pp. 71–73)	
Magic Accumulator (small)	1,000gp
Magic Accumulator (large)	3,000gp
Magic Accumulator (gargantuan)	6,000gp
Magical Battery (small)	2,000gp
Magical Battery (large)	6,000gp
Magical Battery (gargantuan)	12,000gp
Spell Breeding Reactor (low, 0-2)	3,000gp
Spell Breeding Reactor (med., 3-5)	10,000gp
Spell Breeding Reactor (high, 6-8)	20,000gp
Enchantment Engraver (low, 0-2)	300gp
Enchantment Engraver (med., 3-5)	600gp
Enchantment Engraver (high, 6-8)	1,000gp
Used, Discounted, or Damaged	up to 50% off
Inventing New Equipment (pg. 73)	
Base Cost	1,000gp
+Cost of Magic Device(s)	+Cost
+Cost of Misc. Item(s)	+Cost
+Metals or Gems Used	+100gp per metal/gem
Guards and Constructs	
Gel Knight	100gp
Gel Knight Upkeep (per Season)	10gp

Stage	Item	Price
	1. Miles' Moving Miracles (pp. 21–22)	
1	Prototype *Moveable Rod* (worth)	10gp
2	Moving Miracle	500gp
2	Flight in Grenville Court	5sp
3	Ride Between Stations in Endon	1gp
3	Fully Stocked Mira	100gp
4	Prototype High-Altitude Mira (worth)	10,000gp
	2. Room to Live (pp. 23–24)	
2	30'x30'x10' *Portable Room*	5,000gp
3	30'x30'x10' *Portable Room*	200gp
4	30'x30'x10' *Portable Room*	10gp
4	1000L Storage Container	2gp
4	100L Storage Container (find-a-tool)	10gp
	3. A World Without Roads (pp. 25–26)	
2	Teleport Between Two Stations	5sp
2	Teleportation Notes (worth)	1,000gp
3	Teleport Between Stations	1sp
4	Teleport Between Cities	10gp
	4. True Polymorph (pg. 27–28)	
2	Rare Meats from Exotic Creatures	5gp
	5. A Peaceful City (pp. 29–30)	
2	Scrying Attempt	2gp
3	Scrying Attempt	1sp
3	Watercolour Sketches	1sp
	6. Conjured Workforce (pp. 31–32)	
2	Illusionary Servant (prototype) (6hrs)	1gp
2	Stolen I. Servant Spell (worth)	2,000gp
3	Illusionary Servant (per day)	2sp
3	Illusionary Servant (per Season)	4gp
3	Copy of Illusionary Servant spell	400gp
4	Imperishable Servant (per day)	5cp
4	Imperishable Servant (per Season)	1gp
4	Imperishable Servant (purchased)	50gp
	7. Coal & Iron (pp. 33–34)	
2	Thaumaturgic Mining Guild Share	1gp
3	Thaumaturgic Mining Guild Share	10gp
4	Thaumaturgic Mining Guild Share	15gp
4	Railway Ticket to Another City	1sp-3gp
5	Thaumaturgic Mining Guild Share	5gp
	8. The Power of Creation (pp. 35–36)	
1	Clay Golem	1,000gp
2	Programmed Golem	2,000gp
3	Personal Calculating Golem (small)	300gp
3	P.C.G (large)	1,000-10,000gp
4	P.C.G (small)	100gp
4	New Programs / Add-Ons	5-100gp

THE PARADIGM

A THEORY OF MAGIC

Here's the state of the art, expanded from the original *Principia Arcana*. This theory also appears in the Introduction, and is repeated here for convenience and ease of reference.

Spells are living creatures. Spells, enchantments, ghosts, and souls are all more-or-less the same. Souls inhabit a living shell most of the time. Weak souls require the living shell to be maintained with food, water, air, etc. Strong souls, like those of sufficiently magical creatures, can ignore biology and physics.

A wizard's spells range in intelligence from pond scum to ferrets. A spellbook is a menagerie-prison. A well-trained brain is a mind-gun loaded with spell-bullets. Minor spells, called cantrips, infest the wizard's soul and bind to it. You can imagine them as extra, mutated limbs, except stuck to the soul and not the body.

Spells can be bred and trained. Copying a spell is difficult and tedious. Enchanting an object means convincing a spell to activate more-or-less permanently and is exceptionally tricky. Runes and engravings can help form a combination prison, racetrack, and factory.

Magical energy is spell food and fuel. It's gunpowder for the mind-bullets. Raw magic generates octarine light, the eighth colour, when it interacts with normal matter; a faint purplish-green sparkle or flare.

Wands are portable brains for storing spells and magical energy. Powerful wands can act like a magical battery, storing extra charges for a wizard. Concentrated magic has a tendency to explode.

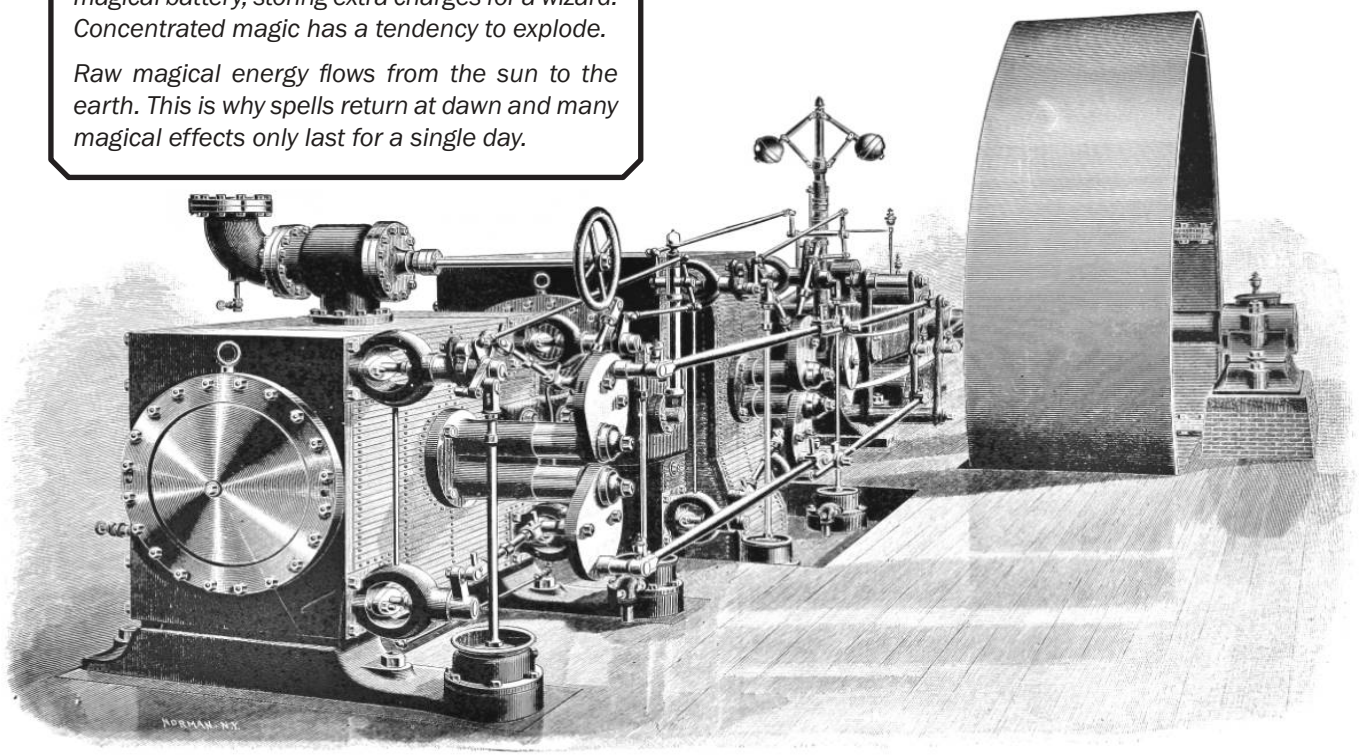
Raw magical energy flows from the sun to the earth. This is why spells return at dawn and many magical effects only last for a single day.

EIGHTFOLD PATTERNS

The wizards of Endon know that many elements in the world follow an eightfold pattern. Aside from the metals and gems covered on the next page, they recognize:

- Eight colours of light (*red, orange, yellow, green, blue, indigo, violet, and octarine*).
- Eight points of the compass.
- Eight intervals in the octave.
- Eight possible directions (*up, down, left, right, forward, backward, forward-through-time, and backward-through-time*).
- Eight true celestial bodies (*the Sun, Mercury, Venus, the Earth, the Moon, Mars, Jupiter, Saturn*), all others being classified as "entrapped offspring".
- Eight elements (*stone, water, ice, fire, lightning, acid, air, and the newly identified "void" or "vacuum"*).
- Eight perfect geometric forms (sphere, tetrahedron, cube, octahedron, dodecahedron, icosahedron, cuboctahedron, and unahedron, the regular polygon with fewer than zero faces).

Some specious wizards maintain that the "eight deadly sins" and "eight blessed virtues" fall within this system. Popular opinion is with them, but, "If that were so," High Wizard Brumley once quipped, "then surely the eight table settings of a formal dinner service and the eight pawns on each side of a chessboard would have supernatural significance."



METALS

There are eight metals. All metals are made from condensed magic. This is why gold and silver have an almost supernatural appeal.

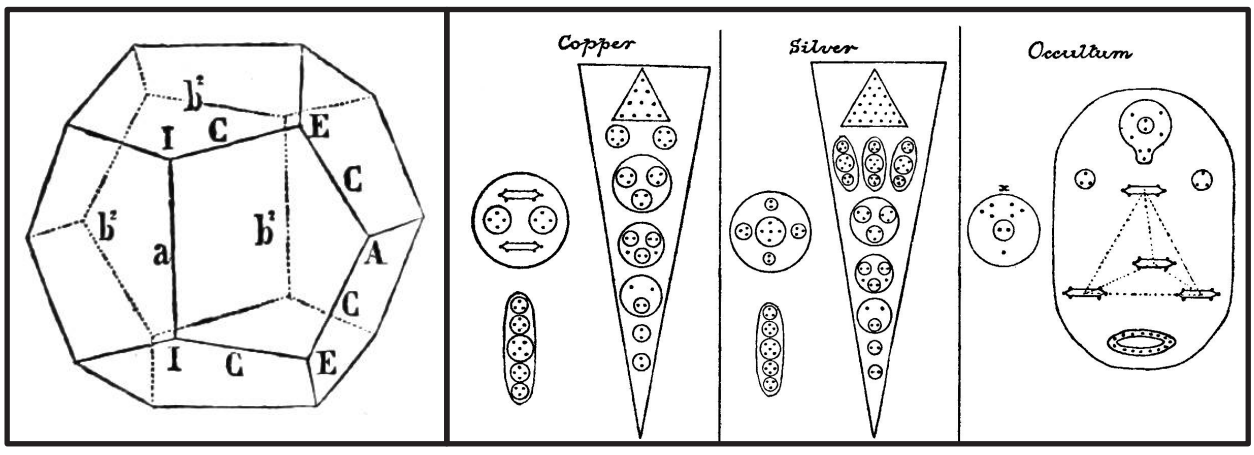
Generating occultum is very difficult and requires enormous specialized condensers. Very few wizards attempt it, and instead buy from local suppliers or tomb-robbers. A single occultum "coin" the size of a fingernail is worth 100gp. It's fairly easy, using a small bit of magic and some basic tools, to transform a metal higher on the list to one lower on the list. The reverse requires a lot of magical energy and usually results in an explosion.

1d8	
1	**Occultum**: purified condensed magic. Massless. Like dark glass. Core of many magic items and devices.
2	**Gold**: a powerful conductor and accumulator of magic strongly associated with the sun.
3	**Silver**: capable of altering the nature of magic, just as the moon alters sunlight into moonlight. Ghosts and highly magical creatures are wounded by silver.
4	**Mercury**: a "live" form of silver. Acts as a magical capacitor, storing charge and then suddenly releasing it. Also has strong associations with transformation and scrying magic.
5	**Iron**: a strong association with blood and violence. Accepts enchantments easily.
6	**Tin**: a "dead" form of silver. Tin has no known useful magical properties.
7	**Lead**: absorbs magic and stores it. Used as the core of magic batteries or for heavy magical shielding. Ghosts cannot pass through lead.
8	**Copper**: capable of negating spells or diffusing magical energy back into the environment. Magic shields and barriers are often made of copper.

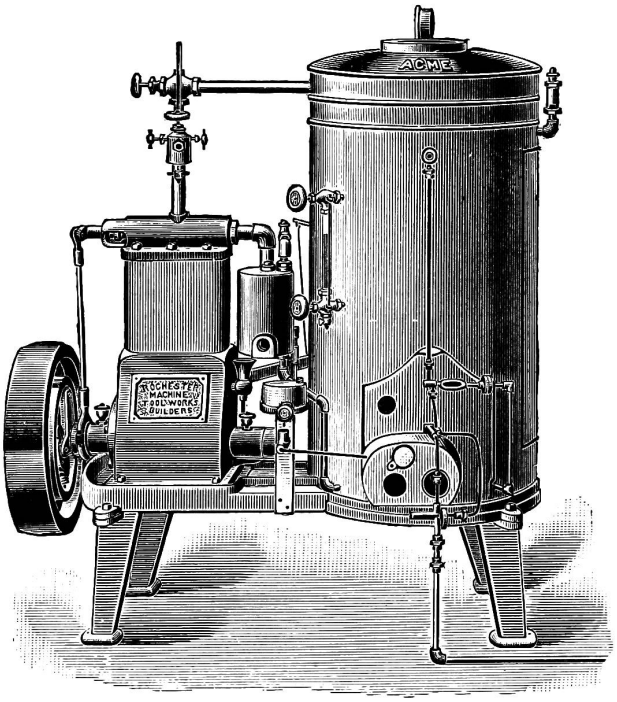
GEMS

There are eight true gems. All other gems are corruptions, variants, or "mere stones."

1d8	
1	**Diamond**: believed to be fragments of the crystal spheres surrounding the earth. Diamonds can act as a lens backwards through time, allowing glimpses of the past. They also act as powerful magic resonators, increasing the power of spells and enchantments.
2	**Ruby**: this red stone acts as a magical focus, gathering diffuse energy or spells into one point.
3	**Citrine**: orange and sharp, citrine is known as a thinking stone, and is used for many intelligent or near-intelligent spells.
4	**Topaz**: true yellow topaz can diffuse a spell or enchantment, blunting its power without destroying it.
5	**Emerald**: emeralds are fragments of leaves from a primordial tree. They enhance spells that deal with life directly; either sustaining, measuring, or ending it.
6	**Sapphire**: deep blue sapphires enhance patterns and ensure time flows at a constant rate.
7	**Tourmaline**: indigo tourmaline can split light into all eight colours. Light, detection, and invisibility spells rely on tourmaline.
8	**Amethyst**: least worthy is the violet amethyst, a gem that merely protects other spells from minor interference. Used as a charm against drunkenness.



MAGICAL INDUSTRIAL EQUIPMENT



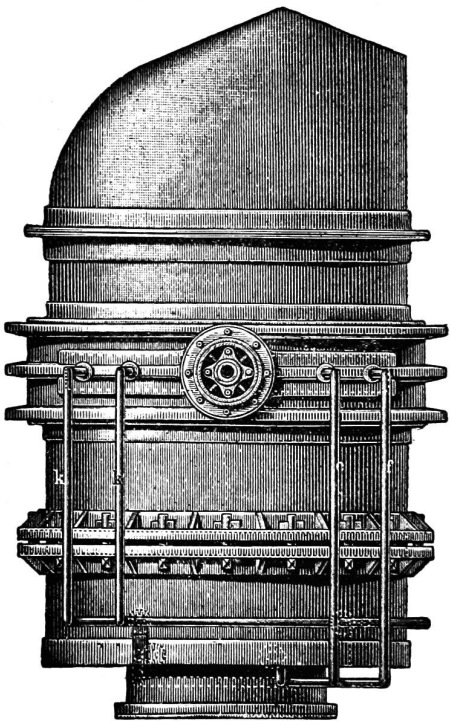
MAGIC ACCUMULATOR

A lead cylinder wrapped in thin bands of gold and glass. The cylinder slowly builds magical charge. Rotating the cylinder speeds up the process. Small Magic Accumulators are the size of a coffee machine. Large Magic Accumulators are the size of a carriage. Gargantuan Magical Accumulators take up half a warehouse.

Size	Tempo	Charges per Day	Cost
Small	¤	1	1,000gp
	¤¤	2	
	¤¤¤	3	
Large	¤	4	3,000gp
	¤¤	8	
	¤¤¤	12	
Gargantuan	¤	8	6,000gp
	¤¤	16	
	¤¤¤	24	

Charges can be used to refill a wand or magic weapon's charges. They are also used to bind enchantments, transmute metals, and power strange and dangerous magical devices.

Magic Accumulators only explode if they are at full charge and rotate for an entire day without discharging. Most have safeguards to vent raw magic to the atmosphere instead of detonating, but safeguards can always fail.

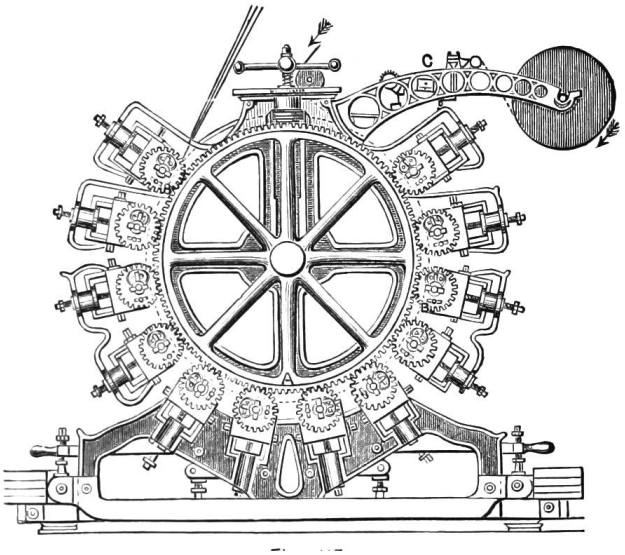


MAGICAL BATTERIES

A large copper and iron tub containing mercury and filaments of occultum. Magic batteries store magic charges for later use. An experienced wizard can tell how full a magic battery is just by tasting the air.

Size	Tempo	Charges Stored	Cost
Small	¤	2	2,000gp
	¤¤	5	
	¤¤¤	10	
Large	¤	6	6,000gp
	¤¤	15	
	¤¤¤	30	
Gargantuan	¤	20	12,000gp
	¤¤	50	
	¤¤¤	100	

Each time a charge is added beyond a battery's listed capacity, there's a 10% chance the battery explodes (pg. 74). Most sensible wizards refuse to fill batteries beyond 50% capacity... unless they're working on a really exciting project.

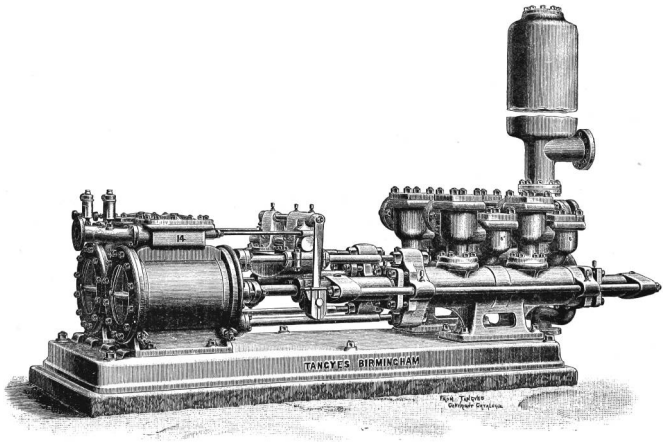


SPELL BREEDING REACTORS

Two copies of a spell must be placed into the heart of a spell breeding reactor. Raw magic, carefully placed gems, spinning gears, and filaments of occultum gradually induce copies of the spells to form. Spells can be collected into scrolls or spellbooks, or directly bound to objects using an enchantment engraver.

Level of Spell	Tempo	Time to New Spell	Charges per Spell	Cost
Low (Level 0-2)	¤	1 day	1	3,000gp
	¤¤	12 hours		
	¤¤¤	6 hours		
Medium (Level 3-5)	¤	5 days	3	10,000gp
	¤¤	2 days		
	¤¤¤	1 day		
High (Level 6-8)	¤	20 days	5	20,000gp
	¤¤	10 days		
	¤¤¤	5 days		
Very High (Level 9+)	¤	80 days	10	N/A
	¤¤	40 days		
	¤¤¤	10 days		

Spell levels may need to be adjusted based on your campaign and magic system. Level 0 or 1 spells are trivial workings. Level 9+ spells are proper works of archmastery; very difficult to cast, let alone breed. A reactor to breed those spells must be custom built and requires at least 100,000gp in components.



ENCHANTMENT ENGRAVERS

Every wizard has their own system for binding spells to objects. Most involve a negligible amount of gold and occultum, though more powerful enchantments may require gems and specially prepared materials.

Level of Spell	Charges to Engrave / Hours per Enchantment	Cost
Low (Level 0-2)	1	300gp
Medium (Level 3-5)	3	600gp
High (Level 6-8)	5	1,000gp
Very High (Level 9+)	10	N/A

To enchant an existing object, consult the Price List (pg. 65). Enchantment effects are based on the spell used. The GM will need to adjudicate the exact effects, but players probably have an idea in mind when they start down the path to magical industry.

DESIGNING NEW EQUIPMENT

First, figure out what the device is supposed to do. Let's say the PCs want it to build a machine to capture ghosts and convert them into lightning. Is this possible? Who knows! But it's feasible under the Paradigm.

- The base cost for a new piece of Magical Equipment is 1,000gp.
- The GM and players decide if the new machine resembles any existing piece of Magical Equipment (pp. 71–73). If it does, that cost is added.
- The GM and players take a look at the Price List (pp. 65–66). If anything on that list resembles a part of the new machine, its cost is also added.
- The GM and players decide if any Metals or Gems (pg. 70) are particularly relevant to the machine's intended function. For each metal or gem, add 100gp to the final cost.

Assembling and testing the device takes an entire Season, so won't be ready to use until next Season. The players can throw money at the problem, multiplying all costs by 10, to get it ready this Season.

EXAMPLE

The players want to build a ghost capturing device and convert the ghosts to lightning for their other project (a giant reverse-lightning rod to blast enemy cities).

The base costs is 1,000gp.

The device resembles a Spell Breeding Reactor. Spells are like souls, the GM reasons, and this device is technically converting them into new forms. The players want to try a small-scale version first, so the GM suggests a low-level Spell Breeding Reactor (3,000gp).

The device doesn't really resemble or require anything from the price list.

The GM decides the machine needs Lead (to trap the ghosts), Silver (to bind and damage them), Mercury (to transform ghosts into lightning), and Ruby (to focus the energy into one form). That's an extra 400gp.

The final cost is 4,400gp.

DOES IT WORK?

Yes.

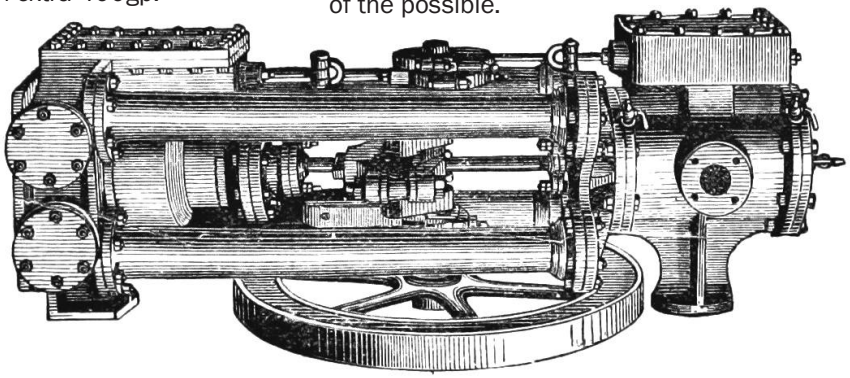
If the idea is feasible, the machine works. If the idea is not feasible, don't let the players pay for it. The consequence of failure shouldn't just be money; that's boring.

The really interesting aspect of this whole process is the consequences of using the new machine. How will it alter the world? What will the players need to do to protect their investment? Turning ghosts into lightning won't sit well with some people. Random arcs of lightning flying out of a warehouse may result in fines, fires, and complaints. Lightning can become intelligent and seek revenge. Etc, etc, etc.

Basically, creating new Magical Equipment creates a new Innovation and a new pre-apocalyptic condition, even if the equipment was made to try and avert another type of apocalypse.

HOW TO MAKE MAGIC PAY

1. Sell magic items for more than 5gp. Marketing helps. Legislation is better. Publicity is best.
2. Accept that at most low-level magic items are churned out by vast factory firms who keep prices low to drive out competition and use surplus equipment from early ventures.
3. Sabotaging those aforementioned bastards and replace them.
4. Buy lightly discounted magical equipment that's almost as good as the verified stuff. You can get up to 50% off the prices above if you're willing to buy damaged, experimental, or jury-rigged devices.
5. Sell things that non-magical items can't do. Extinguish flames? Water can do that. Continual light? Coal gas is cheap. But a tiny dancing statue that fits in the palm of your hand? Paint that lets you see through walls? A flying carriage?
6. Wait for the Tempo to increase and magical equipment to become more efficient.
7. Take out loans under a false name, get as rich as possible, and run away from the city in the dead of the night with a coach full of discount magic items, gold, and disguises.
8. And finally, experiment and push the boundaries of the possible.



MAGICAL EXPLOSIONS

1d12	
1	**Calcination**: Runaway heating. The device smoulders, smokes, and then detonates, dealing [charge]d6 damage to everything in a [charge]×10' radius.
2	**Congelation**: Thickening and slowing. A sphere of slow time emerges from the device as its core fails. Everything inside the [charge]×10' radius sphere moves at 1/10th normal speed. The sphere collapses after for 4d6 hours.
3	**Fixation**: Locking into a solid form. The device shimmers and crunches. Everything in a [charge]×10' radius is coated in a thin layer of stone. Requires a hammer to chip people out.
4	**Dissolution**: Suspended in liquid. Device liquefies, sizzles, runs like water. The liquid is mildly toxic but does not deal any immediate damage.
5	**Digestion**: Sealed and gently heated. The device becomes very warm and cannot be used for [charge] days.
6	**Distillation**: Separated by heat. The device shakes and rattles, then flies apart. Everything in a 100' radius has a [Charge]% chance of being struck by debris and dealt 2d6 damage.
7	**Sublimation**: Transformed from a solid into a gas. The device smokes and froths, creating a [charge]×10' radius cloud of toxic fog. Any living thing in the cloud takes 1d4 damage per round.
8	**Separation**: Split into two or more pieces. The device falls apart noisily. It can potentially be repaired. If it contains a spell, the spell is automatically cast. If not, it creates a Stray Spell.
9	**Ceration**: Addition of liquid during heating. The device softens, then rises 1,000' in the air before messily exploding. Anything hit by the ascending device takes [charge]d6 damage. Reroll the Weather.
10	**Putrefaction**: Rotting and corruption. A powerful wave of nausea strikes anyone near the device. Moments later, it collapses into a flickering point of light, then explodes. Any living creature in a [dice]×10' radius must Save or die. All spells and enchantments in the affected area must Save or end.
11	**Multiplication**: Creation of new forms. The device glows, cracks, and suddenly splits into hundreds of bouncing spheres of pure magic. Everything in a [charge]×10' radius must Save or take 1d20 damage.
12	**Projection**: Conversion to a higher form. The device lifts into the air, produces a crackling octarine aura, then disappears with a thunderclap. The explosion produces a nodule of pure occultum worth [charge]×1d100gp. Anyone who looked at the explosion must Save or go mad for 1d6 hours. All magic items or devices within a [charge]x10' radius have a [charge]% chance of also exploding.

Alchemists and wizards have identified twelve kinds magical explosions. The uninitiated bystander can usually only identify one; "a bad 'un". Faulty equipment, ambitious experiments, and sabotage can easily level a warehouse or factory. There's a reason magical warehouses are built with thick walls and thin roofs.

On the table above, [charge] is the number of magic charges currently in the piece of Magical Equipment (pg. 71), wand, rod, sword, etc. If in doubt, use 1 [charge] for a minor item, 1d6 [charges] for a normal personal magic item, and 4d6 [charges] for a large or powerful item.

If proper failsafes and detectors are in place, Magical Equipment provides 1d6 rounds of warning before exploding. Cheap, badly maintained, or experimental equipment may provide only 1 round of warning.

JOKES FROM BOFF! MAGAZINE

SCENE: Two wizards discuss the financial troubles of their new venture.
FIRST WIZARD: If we purchase this reactor second-hand, we will save half the cost of buying it new.
SECOND WIZARD: Goodness, if we should purchase two of them second-hand would we save the whole cost?

SCENE: A wizard admires the immense Magical Battery on the roof of a colleague's warehouse.
WIZARD: Young man, does that thing draw much?
URCHIN: I should say so, for it draws the attention of every d---ed fool who passes by this place!

A WIZARDING JEST: Spinning up a Magic Accumulator will sometimes cause an explosion, but one must learn to accept it; such is the way of the whirled.

PERIODIC TABLE OF SPELLS

Spell Level:	Low (0-2)	Medium (3-5)	High (6-8)	Very High (9+)
		Abjuration		
Countermagic	Deflect Spell	Counterspell	Spell Immunity	Antimagic Field
	Lesser Restoration	Remove Curse	Greater Restoration	-
Warding	Warding Mark	Warding Circle	Banish	Imprisonment
Impedence	Resistance	Protection	-	-
		Alteration (formerly Transmutation)		
Biomancy	Alter Self	Temporary Polymorph	Permanent Polymorph	Mass Polymorph
	Minor Healing	Major Healing	Regenerate	Mass Healing
Space	Rope Trick	Tiny Hut		
Time	-	Slow		Temporal Stasis
Creation	Mending	Fabricate	Disintegrate	-
	-	Minor Creation	-	-
Summons	Summon Animal	Summon Lesser Monster	Summon Greater Monster	-
		Divination		
Augries	Guidance	Commune	Vision	Astral Projection
	Augry	-	Scry the Past	Foresight
Detections	Detect	Reveal	-	-
	Identify	-	-	-
Scryings	Locate Object	Locate Creature	-	-
	-	Scry	-	-
Seeings	-	Clairaudience	-	-
	Darkvision	Clairvoyance	True Sight	-
	-	-	-	-
		Elemental (formerly Evocation)		
General	Control [Element]	Wall of [Element]	Control Weather	-
		Summon [Element]al	-	-
Stone	Earth Tremor	Dig	Earthquake	-
	-	Stone to Mud	Flesh to Stone	-
Water	Create Water	Water Breathing	Flood	Tsunami
Ice	Ice Knife	Ice Storm	Freezing Sphere	-
	Ray of Frost	Cone of Cold	-	-
	Frostbite	-	-	-
Fire	Fire Bolt	Fireball	Delayed Blast Fireball	Meteor Swarm
	Create Flame	-	Incendiary Cloud	-
	Scorching Ray	Flame Arrow	-	-
	Burning Hands	-	-	-
	Heat Metal	-	-	-
Lightning	Spark	Lightning Bolt	Chain Lightning	-
	Shocking Grasp	Call Lightning	-	-
Acid	Acid Arrow	Dissolve	-	-
	Acid Splash	-	-	-
Air	Gust	Deflect Arrows	Whirlwind	-
Void/Vacuum	Shatter	Implosion	-	-
	Thunderclap	-	-	-
		Force		
Shielding	Mage Armour	Protection	Immunity	Invulnerability
	Shield of Force	Wall of Force	Forcecage	-
Manipulation	Mage Hand	Telekinesis	Repulsion	-
	Floating Disc	-	-	-
	Hold Person	-	-	-

Spell Level:	Low (0-2)	Medium (3-5)	High (6-8)	Very High (9+)
		Illusion		
Light	Invisibility	Radiating Invisibility	Mass Invisibility	-
	Light	Continual Light	Sunbeam	-
	Darkness	Continual Darkness	Maddening Darkness	-
	Colour Spray	-	-	-
	Dancing Lights	-	-	-
Workings	Minor Illusion	Illusion	Permanent Illusion	-
	-	Hallucinatory Terrain	-	-
	Illusionary Sound	-	-	-
		Mind-Altering (formerly Enchantment)		
Charms	Charm Animal	Charm Monster	Mass Charm	-
	Charm Person	Dominate	Geas	-
Memories	Enthrall	Suggestion	Mass Suggestion	-
	Forget	Modify Memory	Mental Prison	-
	Share Thoughts	Mental Bond	-	-
Emotions/States	Calm Emotions	Induce Emotions	-	-
	Hypnotism	Confusion	-	-
	Sleep	Fear	-	-
		Movement		
Teleportation	False Teleport	Reciprocal Teleport	True Teleport	Permanent Gate
Gravitation	Levitate	Fly	Wind Walk	-
	Featherfall	-	Reverse Gravity	-
	-	Haste	-	-
	Spider Climb	-	-	-
		Necromancy		
The Dark Art	Speak With Dead	Animate Lesser Undead	Animate Greater Undead	Resurrect
	Drain Life	Cloudkill	-	-
Soul Curses	Hex	Bestow Curse	Stunning Word	Killing Word
Flesh Curses	Enfeebling Ray	Paralyzation	-	-
	-	Contagion	-	-
	-	Phantasmal Killer	-	-
	-	Feeblemind	-	-
	Blindness	-	-	-
	Deafness	-	-	-
		Hedge Magic		
	Alarm	-	-	-
	Fog	-	-	-
	Grease	-	-	-
	Lock / Unlock	-	-	-
	Magic Missile	-	-	-
	Silence	-	-	-
	Stinking Cloud	-	-	-
	Web	-	-	-

The Question of Classification

The Question of Classification has consumed the theoretical magic community for a generation. The former system of eight "Grand Schools" (Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation), a system that fit so neatly into the eightfold paradigm (pg. 69), suffered several esoteric but devastating blows. Transmuting base metals was shown to be a property of raw magic. A huge number of spells were proven to be minor variants on force plate. Illusionists wrested light-magic away from Evocationists, who in turn split into Elementalists and a bewildering array of sub-factionalists.

In the absence of a universally accepted system, tempers run high. Prof. Grantos the Blue and Prof. Curitan fought a duel over whether dancing lights should be classified as an Illusion or an Evocation. At a faculty dinner, a visiting lecturer was heard to shout, "If *cure wounds* is Necromancy then I am a jackass!" to which another guest sarcastically replied, "Pray ma'am, we are not discussing *polymorph* at this time."

The table above covers all spells separately identified by the College of Endon. Spells in the same row share the same "family", in increasing potency or sophistication from left to right. Spells are further divided by "blocks" and "schools". The placement of any given spell on this table is subject to considerable debate and future revision. Some spells are given in a general sense (e.g. detect covers detect magic, detect traps, detect gold, etc.) Hedge Magic covers all spells that don't fit into any other school or whose placement is so controversial that they can't safely be assigned a school without endless fights. Nothing in this table affects practical wizards, who will cheerfully reference spell-tables a century out of date… or a few decades ahead of the curve.

SPELL MUTATIONS

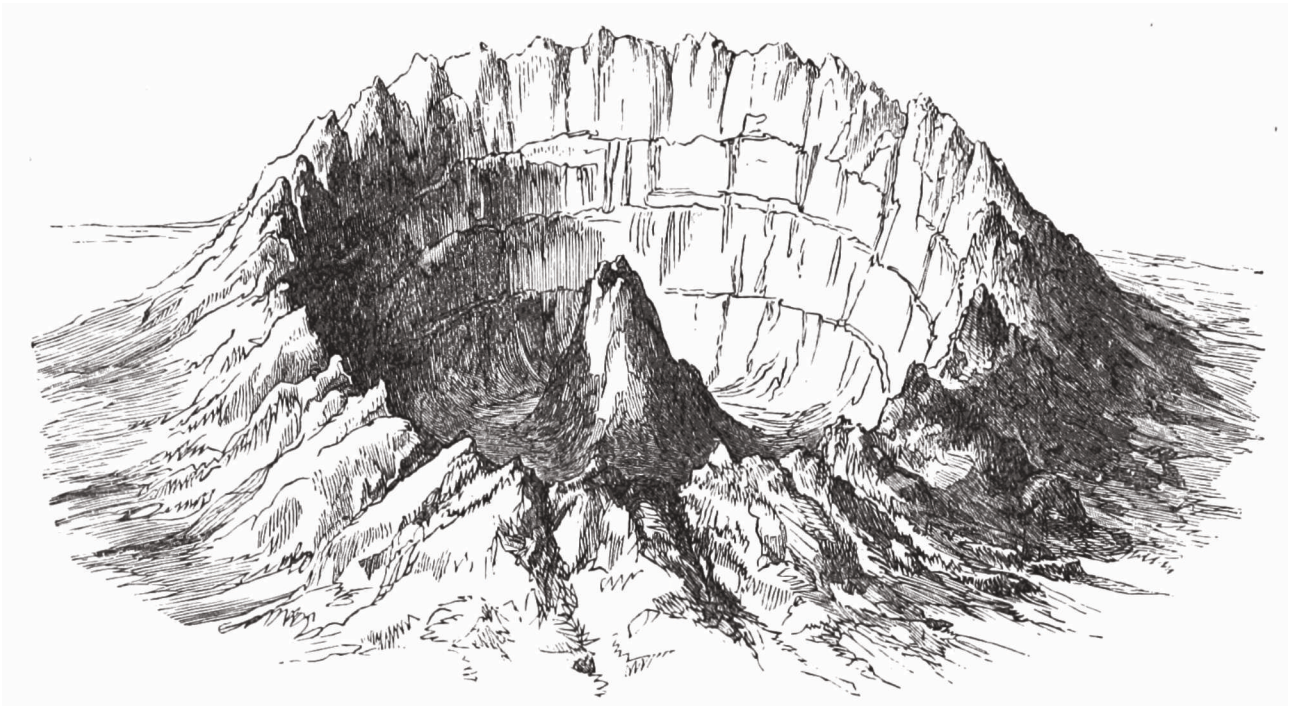
Spell breeding reactors (pg. 72) take two copies of a spell and slowly generate identical offspring. Adjusting a reactor to occasionally create "mutant" spells is not difficult. Hitting it with a hammer is the most expedient method. The resulting output can be dangerous, unstable, and potentially very profitable. 10% of spells produced by a tweaked reactor will be mutated, but each day there is a 1% chance the reactor explodes (pg. 74). The exact effects of a mutated spell can't be determined without casting it. Sensible wizards usually bind the spell to a wand and have a disposable apprentice test it at a safe distance.

1d20	
1	**Wildly Unstable.** The spell was not meant to exist. The first (and only) time it is cast, it explodes. Adapt a random Magical Explosion (1d12, pg. 74). The number of charges is equal to the mutant spell's level (minimum 1). The explosion is centred on the spell's target.
2	**Brainburn.** The spell deals 1 damage per round to anything used to contain it: a wand, scroll, item, or caster's brain. It smoulders unpleasantly but functions normally.
3	**Regressed**. The spell's level decreases on the Periodic Table of Spells (pp.75–76). *Dig* becomes *earth tremor*, *forcecage* becomes *wall of force*, etc. If no feasible lower-level spell exists, adjust the spell as per 4. Diminished instead.
4	**Diminished**. The spell is downgraded. If it deals damage, the dice size decreases (d6->d4, d10->d8, etc.). If it affects a number of targets or an area, any numbers are halved (10'x10' becomes 5'x5', 2 targets become 1 target, etc.)
5	**Warped**. The spell affects a different type of target or deals a different type of damage. *Lightning bolt* becomes *ice bolt* or *stone bolt*. If no feasible adjustment exists, this mutation has no effect.
6	**Weakened**. Targets gain a significant bonus to their Save against this spell (at least +4).
7	**Noisy**. When cast or triggered, the spell makes a noise audible for at least 100' in all directions, sprays smoke and sparks, glows brightly, or otherwise disturbs the peace.
8	**Recoiling**. The spell flings whatever is used to cast it 10' backwards. Living casters may Save to avoid falling prone.
9	**Hastened**. The spell really wants to be cast. It can be cast as a free action or a reaction. Accidentally triggering the spell may be a concern.
10	**Stunning.** Both the caster and any targets must Save or be stunned for 1 round when this spell is cast or triggered.
11	**Cosmetic Alteration**. The spell's effects are slightly altered. *Fireball* might create green flames, *drain life* might leave cold hex-marks on the target, etc.
12	**Sticky**. This spell gains a significant bonus (at least +4) to resist countermagic, disenchantment, or being transferred from one container to another. Loading this spell into a brain takes twice as long.
13	**Unstable**. Each time this spell is cast, there is a 50% chance it is 4. Diminished and a 50% chance it is 19. Enhanced.
14	**Delayed**. The spell dawdles, hanging in the air sizzling and glowing ominously. This spell's effects occur one round after it is cast or triggered.
15	**Predatory**. When cast, this spell has a 50% chance to temporarily dispel one enchantment, magic item, or other magic effect of the target. The affected spell returns in 1d6 hours.
16	**Compact**. This spell occupies a lower level spell slot. If stored in a wand, the wand can contain 3 extra charges.
17	**Bouncing**. In the round after it is cast, this spell affects a second valid target with 25% of the effectiveness of the original spell.
18	**Strengthened**. Targets take a significant penalty to their Save against this spell (at least -4).
19	**Enhanced**. The spell is upgraded. If it deals damage, the dice size increases (d6->d8, d8->d10, etc.). If it affects a number of targets or an area, any numbers double (2 targets become 4 targets, 10'x10' becomes 20'x20', etc.)
20	**Leap Forward**. The spell's level increases on the Periodic Table of Spells (pp.75–76). *Mage armour* becomes *protection*, *drain life* becomes *cloudkill*, etc. If no feasible higher-level spell exists, adjust the spell as per 19. Enhanced instead.

SPELL CROSS-BREEDS

Putting two different spells into a spell breeding reactor might seem sensible. Cross-breeding *lighting bolt* and *fireball* should produce *lightningball* or *fire bolt*. Would that it were so simple. Many an ambitious wizard has tried; most have died spectacular and horrible deaths. Spells do not mix easily. If two different spells are added to a spell breeding reactor, there is a 10% chance per day (increasing by +10% per day to a maximum of 90%) that the reactor explodes (pg. 74), with double the usual number of charges included and 0 rounds of warning. If a spell copy would normally be produced before the reactor explodes, there is a 5% chance it is actually produced. Roll on the table below. Cross-breeding spells is a good way to give old or damaged equipment an explosive send-off. Looting items and scrolls from ancient dungeons is a far more sensible way to accumulate unusual spells.

1d10	
1	**Sludge**. Instead of a spell, a liquid slurry of stone, base metals, and unidentifiable substances oozes from the reactor. The worthless, highly magical sludge coats an 100'x100' area to a depth of 4", dealing 1d4 damage per round to living creatures, wood, or fabric. It can be washed away with water.
2	**Dud**. The spell does nothing or next to nothing. *Lightning bolt* spits a spark, *fireball* feebly glows, etc. The spell can still be cast or bound in an enchantment. It could also function as a cantrip.
3	**Diagonal Jump**. A random Generic Low-Level Spell (1d50, pp. 79–82) is created.
4	**Corkscrew**. A random Unique Low-Level Spell (1d50, pp. 83–86) is created.
5	**Squib**. A random Discount Spell (1d50, pg. 86) is created.
6	**Burst**. One of the two spells loaded into the reactor is cast, targeting the nearest valid target (including the reactor). The spell cannot be recovered.
7	**Blast**. Both spells loaded into the reactor are cast, targeting the nearest valid targets (including the reactor). The spells cannot be recovered.
8	**Remnant**. A Stray Spell (pg. 129) is created. Choose attributes related to the two spells in the reactor.
9	**Discharge**. Bolts of raw magic deal 1d6 damage to everything in a 100' radius. Flammable objects may be set on fire.
10	**Miracle of Miracles!** The spells actually cross-breed. The equivalent of *lightningball* or *firebolt* is created. The new spell's effects are a blend of the two original spells.



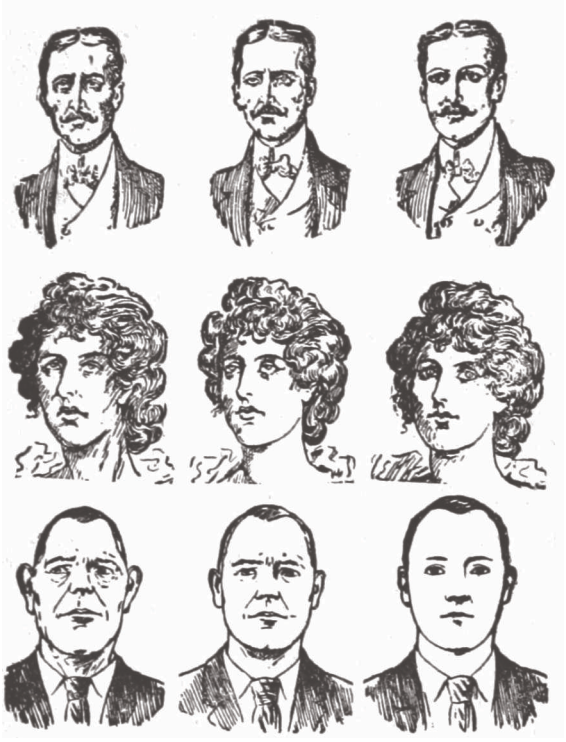
1D50 GENERIC LOW-LEVEL SPELLS

The spell descriptions below are designed to be broadly compatible with most games. Some adjudication will be required. Feel free to edit them or use spells from other books, especially ones designed specifically for your system of choice.

P: [Periodic Table Group]
R: [Range] **T:** [Target] D: [Duration]

1. Acid Arrow
P: Elemental — Acid
R: 50' **T:** creature or object **D:** 0
The caster must make an attack roll. If successful, target takes 1d4 acid damage and a further 1d4 damage per round for 3 rounds or until washed.

2. Alter Self
P: Alteration — Biomancy
R: touch **T:** self **D:** 1 hour
Caster's features change to that of a different person. This can be a specific person, provided the caster has seen them up close, or a general type. No abilities are altered. Alternatively, the caster can choose to gain gills, low-light vision, or another minor animal-based ability, at the GM's discretion.



3. Burning Hands
P: Elemental — Ice
R: 30' cone **T:** area **D:** 0
The caster projects a 30' cone of flame from their fingertips. Creatures or objects inside take 2d6 fire damage, Save for half. Small flammable objects are set on fire.

4. Charm Person
P: Mind Altering — Charms
R: 30' **T:** person **D:** 1 hour
Target person must Save or regard the caster as a good friend for the spell's duration. When the duration end, they will realize they've been charmed and take appropriate actions.

5. Control [Element]
P: Elemental — General
R: 300' **T:** varies **D:** 10 minutes
Variants of this spell work on a specific element (stone, water, ice, fire, lightning, acid, air, and the newly identified "void" or "vacuum"). Control up to a 30' cube of the element. Water flows uphill, stone slowly reshapes itself, fire leaps or extinguishes, etc.

6. Darkness
P: Illusion — Light
R: touch **T:** object **D:** 3 hours
Target object casts darkness as the opposite of a torch (30' pitch blackness, a further 30' of dim shadows) for the duration of the spell. Nonmagical light sources cannot dispel magical darkness.

7. Deflect Spell
P: Abjuration — Countermagic
R: 60' **T:** incoming spell **D:** 0
A spell that targets a point within 10' of the caster is deflected to a new point 1d10'x10' away.

8. Detect
P: Divination — Detections
R: 30' **T:** varies **D:** 10 minutes
The caster can sense objects or creatures within range. Variants of this spell detect different things: gold, poison, traps, magic, living creatures, etc.

9. Drain Life
P: Necromancy — The Dark Art
R: touch **T:** living creature **D:** 0
Target takes 2d6 damage, Save for half. The caster regains HP equal to damage dealt.

10. Earth Tremor
P: Elemental — Stone
R: 100' **T:** varies **D:** 1d6 rounds
A minor earthquake begins at the point the caster designates. An area 30' in diameter shakes. Creatures in the area move at ½ speed. Small delicate objects might break.

11. Enthrall
P: Mind Altering — Memories
R: 30' **T:** person **D:** 10 minutes
Target person must Save or drift into a dreamlike state of reminiscence for the spell's duration. The effect ends if the target takes damage.

12. False Teleport
P: Movement — Teleportation
R: 100' **T:** self **D:** 0
Caster turns into an ethereal cloud of smoke, flies to a designated point within range and line of sight, and reassembles into their original form.

13. Featherfall
P: Movement — Gravitation
R: touch **T:** creature **D:** 3 rounds
Target takes no falling damage for the spell's duration. They glide to a stop 6" off the ground.

14. Fire Bolt
P: Elemental — Fire
R: 100' **T:** creature or object **D:** 0
Caster must make an attack roll. If successful, target takes 1d8 fire damage and, if flammable, is set on fire.

15. Floating Disc
P: Force — Manipulation
R: 30' **T:** point **D:** 6 hours
An invisible horizontal concave plate of force appears at a point within range. It can lift up to 1,000lbs up to 3' off the ground. It follows the caster at a walking pace, and vanishes if the caster moves more than 60' away from the disc.

16. Fog
P: Hedge Magic
R: 50' **T:** area **D:** 1 hour
A 50' cube of thick grey fog appears at a point designated by the caster. Strong wind, fire, or carriage traffic will slowly disperse the cloud. Otherwise, it lasts for the spell's duration.

17. Forget
P: Mind Altering — Memories
R: 30' **T:** person **D:** 0
Target person must Save or forget the last 10 minutes. They may recall vague details, but no specific or useful information.

18. Grease
P: Hedge Magic
R: 50' **T:** area **D:** 1 minute
A 10' square is coated in slippery grease. Creatures must Save or fall prone while moving through the area.

19. Guidance
P: Divination — Auguries
R: touch **T:** creature **D:** 24 hours or until used
Guidance is a a minor spell of assistance that some wizards dismiss as wishful thinking and stage magic. It grants a +1d6 bonus to the target's next Save, attack roll, or test.

20. Gust
P: Elemental — Air
R: 100' **T:** path **D:** 0
A 10' wide gust of wind moves along a 100' path, turning a number of 90 degree corners up to the caster's level. The gust extinguishes torches and candles, knocks over light objects, and pushes small flying creatures away from the caster.

21. Heat Metal
P: Elemental — Ice
R: 100' **T:** metal object **D:** 6 rounds
Target metal object, up to the size of a breastplate, glows red hot. This spell deals no damage on the first round and 1d6 fire damage on all subsequent rounds. Creatures can Save to drop the hot object.

22. Hex
P: Necromancy — Soul Curses
R: 100' **T:** creature **D:** 1 hour
Target takes double damage from all magical attacks, suffers a −2 penalty to all attacks, and has generally awful luck. Save negates.

23. Hold Person
P: Force — Manipulation
R: 60' **T:** up to 3 creatures **D:** 3 rounds
Invisible plates of force shackle up to 3 humanoid targets. Targets must Save or be paralyzed for the spell's duration.

24. Illusionary Sound
P: Illusion — Workings
R: 30' **T:** point **D:** 10 minutes
A slightly distorted sound up to a scream in volume is created at a point designated by the caster.

25. Invisibility
P: Illusion — Light
R: touch **T:** creature **D:** 1 hour
Target becomes invisible. The spell ends if the target attacks, takes damage, or casts a spell.

26. Lesser Restoration
P: Abjuration — Countermagic
R: touch **T:** 1 creature **D:** 0
A minor magically-induced condition or ailment affecting the target is cured. Magical diseases (pg. 44) have a 20% chance to be cured.

27. Levitate
P: Movement — Gravitation
R: 100' **T:** creature or object **D:** 10 rounds
Target rises 30' in the air. Unwilling targets can Save to negate. Each round, the caster can change the target's height by 30'.

28. Light
P: Illusion — Light
R: touch **T:** object **D:** 3 hours
Target object casts light as a torch (30' bright light, a further 30' of dim light revealing outlines or major features) for the duration of the spell. The caster can specify the light's colour.

29. Locate Object
P: Divination — Scryings
R: 1 mile **T:** varies **D:** 10 minutes
The caster names an object, either a specific object familiar to the caster or a general type. They know the location of the nearest example of the object.

30. Lock / Unlock
P: Hedge Magic
R: 30' **T:** lock **D:** permanent
Target lock is unlocked or locked. Magical locks gets a Save with a bonus equal to their caster's level.

31. Mage Armour
P: Force — Shielding
R: touch **T:** creature **D:** 6 hours
Invisible plates of force surround target creature. It counts as wearing chainmail for the purposes of melee and ranged attacks. Mage armour does not stack with conventional physical armour.

32. Mage Hand
P: Force — Manipulation
R: 30' **T:** object **D:** 10 rounds
An invisible hand appears at a point within range. It can manipulate objects like a physical hand, lift objects lighter than 10lbs, knock over light objects, etc. It moves 30' per round.

33. Magic Missile
P: Hedge Magic
R: 100' **T:** creatures or objects **D:** 0
The caster fires a number of magic projectiles equal to half their level (rounding up). The missiles deal 1d4+1 damage. Each missile can have a different target. Variants leave smoky trails, spell out the caster's name, explode into flowers, etc. Many wizards breed elaborate and decorative variants.

34. Mending
P: Transformation — Creation
R: touch **T:** damaged mundane object **D:** 0
Target object is repaired. Cracks seal, cloth unfrays, wood unscorches. Each cast heals up to a 6" cube of material.

35. Minor Healing
P: Alteration — Biomancy
R: touch **T:** 1 creature **D:** 0
Restores 1d6+ the caster's level HP to the target.

36. Minor Illusion
P: Illusion — Workings
R: 30' **T:** point **D:** 10 minutes
A silent flickering illusion of a creature or object smaller than a cow appears at a point designated by the caster.

37. Ray of Frost
P: Elemental — Ice
R: 100' **T:** creature or object **D:** 0
The caster must make an attack roll. If successful, target takes 1d8 ice damage and is lightly coated in frost.

38. Resistance
P: Abjuration — Impedence
R: touch **T:** up to 3 targets **D:** 10 minutes
Caster chooses a damage type (fire, melee weapons, falling, etc.). Targets reduce incoming damage of the chosen type by 3.

39. Rope Trick
P: Transformation — Space
R: touch **T:** rope **D:** 1 hour
Target rope rises into the air. At the end of the rope, a 30' cube of extradimensional space, accessible via an invisible 3'x3' door, appears.

40. Shatter
P: Elemental — Void
R: 50' **T:** solid object **D:** 0
Target object made of glass, ceramic, dense stone, or other brittle materials must Save or shiver to pieces. Animated statues or constructs take 4d6 damage, Save for half. Targets larger than a cow are not damaged, but are still oscillated.

41. Shield of Force
P: Force — Shielding
R: touch **T:** self **D:** 6 rounds
An invisible circular shield appears in front of the caster. For the duration of the spell, all ranged attacks have an 80% chance to be deflected by the shield. It may also provide some protection against explosions, jets of flame, etc. at the GM's discretion.

42. Shocking Grasp
P: Elemental — Lightning
R: touch **T:** creature or object **D:** 0
Caster must make an attack roll. If successful, target takes 1d8 lightning damage and is stunned for 1 round. Attack roll gains a +4 bonus if the target is metallic.

43. Silence
P: Hedge Magic
R: 100' **T:** area **D:** 6 rounds
At a point within range designated by the caster, all sound is cancelled in an area 30' in diameter.

44. Speak With Dead
P: Necromancy — The Dark Art
R: 10' **T:** corpse **D:** 10 minutes
Target reasonably fresh corpse answers three questions posed by the caster. The corpse can lie.

45. Spider Climb
P: Divination — Detections
R: touch **T:** creature **D:** 1 hour
Target creature can walk on all solid surfaces as if they were the ground.

46. Stinking Cloud
P: Hedge Magic
R: 5' **T:** area **D:** 1d6 rounds
A 20' cube of stinking vapour appears a point within range designated by the caster. Creatures inside must Save or become nauseous for 1d6 rounds. The smell slowly fades when the spell ends.

47. Summon Animal
P: Transformation — Summons
R: 30' **T:** creatures **D:** 1 hour
One or more animals with a total of 8 HD or less appear at a point within range that the caster designates. For options, see Exotic Creatures (1d50, pg. 125). The animals vaguely obey the caster's directions, but get a Save to ignore anything complicated, inconvenient, or against their nature.

48. Thunderclap
P: Elemental — Void
R: 100' **T:** point **D:** 0
A tremendously loud thunderclap occurs at a point within range designated by the caster. Creatures within 30' must Save or go deaf for 10 minutes. Animals may flee; cowards may panic. The thunderclap is audible for 2 miles in any direction.

49. Warding Mark
P: Abjuration — Warding
R: touch **T:** surface **D:** permanent until activated The caster marks a surface and sets a condition. If a creature passes within 20' of the mark and meets the condition, the ward activates. The creature must Save or be stunned for 1 round. The caster instantly knows if the ward has been activated.

50. Web
P: Hedge Magic
R: 30' **T:** area **D:** 1 hour
A 10' cube of sticky webs appears a point designated by the caster. Creatures in the cube move at half speed and must Save to attack.



1D50 UNIQUE LOW-LEVEL SPELLS

These spells are unique to Endon (if you believe the newspaper advertisements). Their place on the Periodic Table of spells (pp. 75–76) is debatable; suggestions are likely to raise furious arguments among theoretical wizards.

R: [Range] **T:** [Target] **D**: [Duration]

1. Alberecht's Unreliable Disintegrator
R: 100' **T:** creature or object or less **D:** 0
Target creature of 2 HD or less, or an object weighing less than 200lbs, disintegrates into nothingness. Save with a +4 bonus negates. Magical creatures or objects gain an additional +2 to their save. The caster can disintegrate a section of an object or creature but not very precisely.

2. Astrologer's Helper
R: 10' **T:** self **D:** 10 minutes
Outlines of the planets, major stars, sun, and moon appear around the caster. They can be used to determine the time of day, true north, and the caster's approximate position on the globe. The caster can also spend 5 minutes to read a creature's horoscope. Roll 1d10. 1-8. No effect aside from the usual platitudes. 9. Doom. Creature must reroll their next Save and take the worse result. 10. Triumph. Creature automatically passes their next Save.

3. Bartholomew's Pit
R: 50' **T:** creature **D:** 0
Target creature has the illusion of falling into bottomless pit filled with accusatory voices. Save negates. If they fail, the creature is stricken with a deep depression (if sentient) or lethargy (if mindless), and takes 1d6 damage.

4. Become Delicious
R: touch **T:** creature **D:** 1 hour
Target creature smells and tastes delicious for the spell's duration. The smell radiates 20' in calm air, but can spread via wind or leave a scent trail.

5. Boorify
R: 30' **T:** person **D:** 1 hour
Target must Save or become boorish, loutish, rude, overconfident, and inconsiderate for the duration of the spell.

6. Butterfly Hurricane
R: 30' radius **T:** self **D:** 2d6 rounds
A whirling brightly coloured mass of butterflies cloaks the caster. Any ranged attacks fired into or out of the hurricane automatically miss. Attacks that target an area (such as a dragon's fire breath or a circle of frost) are not affected. Creatures other than the caster who end their turn inside the hurricane must Save or be stunned for 1 round.

7. Climb On My Shoulders
R: touch **T**: caster, 1-3 people **D**: 10 minutes
The caster and 1-3 other people can climb each other, moving 30' vertically per minute, even if the bottom person isn't touching the ground. The entire stack can be suspended in midair. If anyone points out how ridiculous this is, the caster must Save. If they fail, the spell ends.

8. Clinging Blade
R: 50' **T:** metal weapon **D:** 5 rounds
Target weapon becomes slightly magnetic or sticky, clinging to anything it strikes. It takes a full round to pull the weapon free after a successful attack.

9. Date Ward
R: touch **T:** self **D:** up to 7 days
Caster designates a date up to 7 days in the future. The caster cannot die until that date. They can be hideously mangled, burned, mashed, spread across the cobbles, or torn apart, but their soul will still remain in your body (or its remains) until the date designated. On that date, the caster automatically fail all Saves. This spell is probably illegal (pg. 41).

10. Draw Heat
R: 100' **T:** 2 objects or creatures **D**: varies
The caster must have at least two working eyes to cast this spell. The caster stares at one target with one eye, and another target with another. They can transfer heat between them. For example, the caster could transfer the torch's heat (1d6 damage/round) to a creature. They can do nothing else while casting this spell. Heat is not amplified, so a candle's flame cannot melt an iron bar, but the icy cold of a glacier could be transferred to a campfire to extinguish it. The spell ends if either target moves out of range or line of sight, or if the caster breaks concentration.

11. Duelist's Wings
R: touch **T:** creature **D:** 4 rounds
Target sprouts tiny white wings from their ankles and wrists. In combat, they may reposition themselves 10' in any direction at the end of each round. They also reduce all fall damage by 2.

12. Eartube
R: touch **T:** ear **D:** 1 hour
Target ear become stretchy. It can be pulled from the target's head on a long fleshy rope, with a maximum length of 100'. Unwilling targets get a Save. The ear functions normally. It retracts when the spell ends.

13. Embed Memory
R: touch **T:** creature **D:** 1d6 days
The caster pulls a single memory out of their head and transfers it to the target. Unwilling creatures can Save to negate. The memory must be short and distinct. It fades after 1d6 days.

14. Flip Person
R: 50' **T**: creature **D**: 0
Target creature is flipped head-over-heels, landing on their feet unharmed and in the same position. Loose items, coins, etc. may be shaken free. Target must Save or be stunned for 1 round.

15. Flying Syringe
R: 100' **T**: creature, potion or bottle of liquid **D**: 0
A potion or vial of liquid is transformed into a dart and fired at the target. The caster must make an attack roll. On a hit, the target is affected by the liquid.

16. Frame of Death
R: touch **T**: point **D**: 1 hour
An empty 4'x4' painting frame appears in the caster's hand. Any living creatures who passes entirely through the frame must Save or be convinced they have died. They are utterly certain they are a zombie, a ghost, an embodied undead, or something stranger. No evidence can convince them otherwise. Passing through the frame a second time negates the effect. The effect also ends when the spell's duration expires.

17. Gate Sail
R: line of sight **T**: up to 10 doors **D**: 0
The caster designates up to 10 doors or gates they can clearly see. When the last door is designated, the caster flies from door to door, in the order designated, passing through each one in turn along the shortest possible route. They move at the speed of a galloping horse. Unlocked doors will be flung open. If the caster encounters a locked door, they slam into it instead and the spell ends.

18. Gelatinous Form
R: touch **T:** self **D:** 10 minutes
The caster's flesh becomes gelatinous. They can squeeze through gaps as small as a keyhole with a great deal of effort. They are immune to bludgeoning damage. Acid damage heals instead. Clothes and items are not affected by this spell.

19. Glorious Starburst
R: 100' **T:** area **D:** 6 rounds
A glowing flare flies 100' upwards. It hovers, providing light as bright as moonlight to an area 300' in diameter. The caster can direct the starburst to move horizontally up to to 100' per round or explode in to sparkles. If it strikes a creature or object, it explodes and deals 1d6 fire damage.

20. Grasping Light
R: 50' **T:** point **D:** 1 hour
A feeble, flopping, utterly useless jellyfish-like light appears. It moves at 5' per round in a random direction. It cannot fly. If it touches a living creature it becomes stuck to it. It is impossible to remove until the spell ends. The light is as bright as a candle (10' radius of bright light, a further 10' of dim light).

21. Heroic Banner
R: touch **T:** self **D:** 2 rounds
A glowing illusionary banner with decorative swirls and sparks appears above the caster. It spells out their name and title (up to 120 characters) and sizzles slightly. It casts light as a candle.

22. Hone
R: touch **T:** object **D:** varies
One edge of target object becomes razor sharp. Blunt objects deal 1d6 damage. Weapons deal an extra 1d6 damage on the next 2 hits. The edge must be smaller than the caster's outstretched arms.

23. Horsebane
R: 100' **T:** area **D:** 6 rounds
An 20' square becomes sticky and soft. Creatures in the area move at half speed and take 1 damage per round. Any creature that runs or charges into the area must Save or take 1d6 damage. Creatures with multiple pairs of legs automatically fail their Save.

24. Ice-Bridge Step
R: touch **T:** up to 3 creatures **D:** 10 minutes
Targets can run over water as if it were land. Ice forms beneath their feet with each step. If they slow down, they sink. Choppy seas may require Saves.

25. Immolate Soul
R: touch **T:** self **D:** 6 rounds
Double the number of all spell damage dice rolled by the caster for the duration of this spell. (E.g. a spell that normally deals 2d6 damage deals 4d6 damage.) However, if any doubles are rolled, the caster takes full damage from the spell.

26. Inflict Remorse
R: 50' **T:** person **D:** 0
Target person must Save or remember some awful deed they have committed. They are stunned for at least 1 round. If the deed was particularly awful, they could be stunned for more, or flee, or confess. If the target passes their Save, they can instead choose to embrace the deed, healing 1d6 HP.

27. Lavin's Pathclearing Servant
R: 100' **T:** area **D:** 0
A 10' wide blade of force moves along a 100' path, turning a number of 90 degree corners up to the caster's level. The blade pushes light debris (snow, ash, gravel, etc.) to the edge of the path.

28. Lengthen Limbs
R: touch **T:** willing creature **D:** 10 minutes
Up to two of the target's limbs double in length. If arms, weapons can reach farther than normal. If legs, movement speed is doubled.

29. Light-Bulb
R: touch **T:** self **D:** 5 minutes
A small bottle with a rubber bulb appears in the caster's hand. By squeezing the bulb, the caster can spray a fine mist of light into the air. The light behaves like water. A single puff is as bright as a candle; furious puffing generates light as a torch.

30. Liquefy Gold
R: touch **T:** up to 1,000lbs of gold **D:** 1 hour
Target gold becomes liquid and flows like thick soup. It is cold to the touch. Alloyed metals are also carried with the gold, though they may appear as streaks or bubbles in the liquid. The gold reforms into its original shape when the spell ends.

31. Lock Joints
R: 100' **T:** creature or object **D:** 1d6 rounds
Target must Save or have its joints locked in their current angle and potion for the spell's duration. This could affect the hinges of a door, the links of a chain, or the legs of a galloping horse.

32. Lucubrabibiboricic Angion
R: a brace of dist-sticks **T:** ensoulified organelle **D:** 1d6 nega-deci-days
The recipitor of this bewizardment must Repulse or versifculate and wordiflect in a promulgatory yet quizingly learn-prehensile way for the logitimunalness of the bewizardment.

33. Moon Lust
R: 50' **T:** creature **D:** 10 minutes
Target creature must Save or love the moon. They want to stare at it, jump up and hold it, or write poems about it. The creature is also stunned for 1 round. If the creature critically fails their Save, the effect is permanent.

34. Newspaper Trap
R: 50' **T:** up to 10lbs of paper **D:** until triggered
The caster targets up to 10lbs paper (traditionally a newspaper but any loose sheets will work). The next creature to approach within 10' of the paper will be attacked by it. The paper will blanket their head, blinding and stunning them for 1d6 rounds. The creature can Save each round to remove the paper and end the effect.

35. Oxhold's Lament
R: 100' **T:** creature **D:** 0
Target creature must Save or believe that someone close to them has suddenly and tragically died. They will not associate the caster with this death, but intelligent creatures may believe the caster is only informing them to cause them grief.

36. Pantomime Blast
R: touch **T:** object **D:** until triggered
Target hinged, sealable, or lockable object (a chest, a door, a jar of marmalade, etc.) is enchanted to blast a 30' cone of smoke and sparks when first opened. No damage, but creatures must Save or be stunned for 1 round.

37. Quick Change
R: 30' **T:** 2 outfits **D:** 0
The caster designates two mundane outfits. The outfits swap places and potentially occupants. Magic fog preserves modesty during the exchange. Jewelry, unless sewn into the outfit, is not affected.

38. Razor Spiral
R: self **T:** 20' radius **D:** 10 rounds
Blades of invisible force fly around the caster. All creatures in a 20' radius take 1d4 damage each round the spell is maintained. The spell ends when the caster moves, breaks concentration, or takes damage. The blades also shred fragile objects.

39. Screaming Teeth
R: 50' **T**: creature **D**: 10 minutes
Target's teeth scream whenever they open their mouth. The screaming is very unpleasant and causes a penalty to all interactions with polite and sensible people.

40. Scuttle
R: touch **T:** creature **D:** 10 minutes
Target's hair and clothes animate to carry them. They can move at full speed in any orientation and can freely rotate while moving. For example, they could run while standing on their head, turning counterclockwise, and holding lit torches in both hands. The spell does not allow targets to climb walls, but they climb ladders or ropes at twice their usual speed.

41. Scything Disc of Nog
R: 100' **T:** creature **D:** 0
The caster fires a whirling disc of force from their fingertip. It screeches like a sawblade. It deals 3d6 damage to target creature. If it deals more than 6 damage, it bounces towards a random creature within 30', dealing 3d6-4 damage. This process repeats until the disc deals 6 or less damage to a target or there are no valid targets.

42. Stone of Death
R: touch **T:** self **D:** 10 minutes
A grey stone skull the size of a walnut appears in the caster's hand. If anyone voluntarily accepts the stone from the caster into their outstretched hand, they die. No Save. The stone will try and prevent this by any or all of the following methods:

1. Shouting "I am the Stone of Death. If you touch me you will die!" and other similar statements. The stone speaks all languages and can make animal alarm cries. It will contradict the caster's lies.
2. Shaking violently, glowing an ominous red colour, pulsing, hissing, or twitching.
3. Emitting a noxious smell or a bone-chilling gust of air.
4. Any other amusing method the GM decides the stone can perform. It cannot fly, move significantly, or transform.

43. Sturdy Circle in the Air
R: 100' **T:** point **D:** 10 minutes
The caster draws a circle up to 20' in diameter in the air. The circle is made of force and is as solid as iron. The circle can be drawn in any orientation.

44. Suspend Objects
R: touch **T:** up to 20 objects **D:** 1 hour
Up to twenty objects that weigh no more than 1lb each are suspended in the air. The slightest effort knocks them to the ground.

45. Sympathetic Resonance
R: touch **T:** two creatures or objects **D:** 10 minutes
Any spells that affect one target also affect the other target. Both targets must be valid, but range and line of sight are not considered.

46. The Creature Comforts of Tuttle Wren
R: 10' **T:** area **D:** 8 hours
In an area designated by the caster designate, no larger than 15'x15' by 10'x high, a magical camp appears. The camp includes a bedroll, a sleeping platform, a small purple and gold tent, a small table and chair, a kettle, a cookpot, an iron arm to hold the kettle or cookpot over a fire, a book entitled "The Erotic Poems of Plumtarch" (less erotic than expected), and a pair of dry wool socks. Any items removed from the area vanish instantly. In the spell's area, the temperature is moderated very slightly, wind and rain are lessened, and vermin cannot enter.

47. Thicken Air
R: 50' **T:** area **D:** 10 rounds
A 30' cube of air at a point designated by the caster becomes as dense as water. Creatures can still breathe in it, but all movement is halved.

48. Thurmond's Prolonged Bombardment
R: 200' **T:** creature or object **D:** 1d6 rounds
Each round, a fist-sized sphere of force appears and slams into the target, dealing 1d6+1 damage. Mobile targets can Save each round to negate. If the target is human-sized or smaller and takes 7 damage, it is also knocked prone.

49. War Cape
R: touch **T**: self **D**: 1 day
The caster summons a scarlet cape with gold trim. Anyone wearing it firmly believes they are a great warrior, leader, and tactician. They aren't, but they deeply believe they are. The effect ends if the wearer takes damage.

50. Wellingbert's Obsessive Expertise
R: touch **T:** self **D:** 1 hour
The caster must name a skill or profession, then Save. If they fail, they take 1d6 damage. If they succeed, they gain full proficiency with the chosen skill for the spell's duration. They cannot learn things that would not be contained in a well-stocked library, or skills that are so rare only a handful of people could teach them.

1d50	Discount Spells
1	De-Tune Instrument
2	Scrub Between Shoulderblades
3	Reject Own Arms
4	Speak With Tortoise
5	Silence Urchins
6	Stew to Soup
7	Morwieller's Personal Migraine
8	Inerringly Inaccurate Missile
9	Dispel Awkward Silence
10	Mass Yawning
11	Pickle Egg
12	Greater Flick
13	Glitterize
14	Deglitterize
15	Finger of Itching
16	Censor Rude Words
17	Recork
18	Worsen Toothache
19	Abjure Nasty Gristly Bits On Steak
20	Ernie's Unfaithful Lazy Ethereal Watchdog
21	Remove Flavour From Food
22	Bertrand's Hurled Boot Of Force
23	Pair Socks
24	Ray Of Condiments
25	Locate Agatha Molestrangler, 49 Blurm St.
26	Indefinitely Extend Thumb
27	Brush Cat
28	Alfred's Amnesia-Inducing Haste
29	Toast Bread
30	De-Toast Bread
31	Attract The Attention of Waiters
32	Dancing Gin
33	Permanently Delayed Blast Fireball
34	Mostly Alphabetize Documents
35	Ray of Tape
36	Charm Newt
37	Sausages To Vindictive Snakes
38	Tint Goblins
39	Automatic Magical Apology
40	Uncontrollable High-Pressure Nostril Jet
41	Disintegrate Beer Foam
42	Circle of Gunpowder
43	Scour Teapot
44	Turn Page
45	Brew Horrible Tea From Any Plant
46	Frighten Ducks
47	Elphingham's Migratory Gout
48	Dribblify Candles
49	Straighten Corkscrew
50	Identify Current Weather

BUYING SPELLS

Wizards in Endon rarely sell spells directly. Why sell the raw ingredients when you can sell a finished (enchanted) product?

Few spells for sale are "high-grade", suitable for spell breeding and industrial refinement. For the purposes of dungeon-clearing there's next to no difference, but a discerning wizard can always tell.

Wizards will typically provide the spell in a fragile temporary container (a cheap scroll/spellbook page), expecting the buyer to transfer it to a proper container within 24hrs. Having the spell bound to a proper scroll doubles the cost. Having it bound to a wand with multiple charges (1d6) multiplies the cost by 10. Some spells can't be bound to wands.

Low-Level (0-2) Spells cost:

¤ *10gp*
¤¤ *6gp*
¤¤¤ *2gp*

Medium-Level (3-5) Spells cost:

¤ *150gp*
¤¤ *80gp*
¤¤¤ *20gp*

and have a 50% chance of a Complication.

High-Level (6-8) Spells cost:

¤ *1,000gp*
¤¤ *700gp*
¤¤¤ *550gp*

and always have a Complication.

Very-High-Level (9+) spells are not for sale.

Scrolls multiply the cost by 2×.
Wands multiply the cost by 10×.

Reputable Firms (pg. 89) insist on all sales being conducted in person, in cash or validated bank draft, with at least two witnesses present. They can also provide wrapping paper, delivery services, in-house consultations with wizards of dubious education but impeccable dress sense, and other minor bonuses.

Academic wizards are easier to cheat but can bring down the full magical and experimental wrath of Loxdon College on the perpetrators. Graduates are well-connected.

Backalley wizards, failed industrialists, and fences offer discounts and risks. Spells are not always what they seem. Tales of curses, misfires, and tricks abound.

1d20	Complications for Buying Spells
1	**Sterile**. Spell lineage is a dead end. Cannot be used for spell breeding or enchantment.
2	**Dud**. Deals ½ damage, has ½ range or duration, etc.
3	**Extremely Expensive**. This particular spell type costs 2× as much.
4	**Permitted**. The complicated paperwork costs 1gp and has a 48hr waiting period.
5	**Tip-Off**. The seller accidentally or intentionally tells thieves about the sale.
6	**Inaccurate**. Spell inevitably veers slightly off target. Extra 5% miss chance (if applicable).
7	**Branded**. With the seller's or manufacturer's mark. Appears when cast.
8	**Fawn**. Required to attend seller's lecture (pg. 145) at Loxdon College (19, pg. 12), applaud.
9	**Dismissive**. Seller is extremely rude and judgemental towards the buyer.
10	**Suspect**. Used in a crime; the Coppers (pg. 40) may want to confiscate or examine it.
11	**Unshielded**. Spell produces extra noise, sparks, or magic radiation.
12	**Paranoid**. Seller demands to search the buyer's books for illegal *charm* spells.
13	**Pointy**. When loaded into the brain or used, gives caster a headache for half an hour.
14	**Stolen**. A random wizard (pg. 111) wants it back, may involve the Coppers (pg. 40).
15	**Inquisitive**. Seller interrogates buyer about plans, travels, income, etc. until satisfied.
16	**Vicious**. Spell deals +1 damage or has an unnerving and bloodthirsty effect.
17	**Bloated**. Spell takes up a spell slot 1 level higher than normal or uses more resources.
18	**Scouts**. A rival or potential rival monitors the sale and the buyer's plans for the spell.
19	**Backfires**. Spell inflicts 1 damage to the caster each time it is used.
20	**Overcharged**. Spell has a spectacular effect on first use, normal effect afterwards.

SELLING SPELLS

Magic items are valuable for the spells they contain. The enchantments and item are like the frame of a painting. They might be worth a pittance, but most industrial and academic wizards will ignore the trappings and focus on the core.

"Common" spells are worth 1d10gp at most. There's no money in them. Most wizards have already bred improved versions of anything available in "the provinces."

The real money is in unique, weird, or complicated spells. An academic wizard will scoff at a tomb-robber's *fireball*, but leap with ill-disguised greed at *crystallize lightning bolt*.

Magic missile? Seen it, analyzed it, bred it, perfected it, discarded it as unsuitable for large-scale industrial production.

But *cone of dense foam*? An enchanted ring from an ancient tomb that turns the wearer into smoke? A mysterious device that automatically saws and planes lumber?

Wizards will pay almost any price for novelty.

Common spells sell for 1d10gp.

Uncommon spells with limited industrial applications sell for 1d6×100gp.

Rare, powerful spells with clear industrial applications sell for 1d10×1,000gp at minimum. Auctions, publicity, demonstrations, and other tricks to the trade can easily push the price up to 1d10×1d20×1,000gp or higher.

Selling an item usually causes Complications.

Calibrate prices using the price list on pg. 65. Is a spell worth as much as a fine horse? A steam engine? A country house?

Disreputable Wizards will purchase spells for 10% the price a Reputable Firm offers, but with far fewer questions.

Selling unique, weird, or interesting magic items looted from dungeons is an excellent way to draw players to Endon. They can always get the best price here.

It might be interesting to read through a prospective module or two and imagine how an industrial wizard would view the items. A +3 sword is boring, but a brush that's enchanted to wash dishes? That's has an immediate draw to an industrial wizard. Not all spells will be suitable for industrial production, but the chance is often worth investment.

1d20	Complications for Selling Spells
1	**Temper**. Two buyers get into a bidding war, challenge each other to a duel.
2	**Second Opinion**. Outside consultation is required, delaying the deal by 1d6 days.
3	**Domain**. Loxdon College rashly attempts to claim the spell as an "ancient relic".
4	**Fretting**. Promising offer suddenly drops to ½ initial value without explanation.
5	**Set Up**. Buyer is robbed later that day; blames the seller, demands compensation.
6	**Curiosity**. Sale observed by a rival wizard interested in the seller's past ventures.
7	**Delayed**. Buyer can't raise the cash immediately, offers collateral.
8	**Fraud**! Spell is a suspected fake; seller angrily ejected with threats of prosecution.
9	**Proof**. Buyer demands a test, no matter how impractical or difficult.
10	**Gone**? Just before the sale, a pickpocket accidentally steals the spell or documents.
11	**Softened**. Buyer tries to ply the seller with drink, partners, drugs, and/or flattery.
12	**Trade**. Buyer is willing to sweeten the deal with a different magic item, spell, or tip.
13	**Double-Crossed**. Buyer tips off thieves or sets up an ambush. Has an alibi.
14	**Superstition**. Unfavourable omens (pg. 37) attend the sale.
15	**Legalese**. Buyer provides a complicated contract guaranteeing spell's quality.
16	**Pressure**. Though reliable at first, buyer grows more and more eccentric and arbitrary.
17	**Prosperity**. Rumours of new wealth attract disreputable friends, new and old.
18	**Fame**. Other buyers plague the seller with requests for more copies of the item or spell.
19	**You, Sir**! Rival spuriously claims seller is a thief and that they were the original owner.
20	**Murder**. Buyer is found dead soon after the sale. Spell is gone. Seller is a suspect.



REPUTABLE FIRMS

This list covers the largest and most distinguished dealers of spells, potions, and magic items in Endon. While they each have a speciality, they will all buy and sell spells and items with equal avidity. Entering a Reputable Firm, even to browse the items for sale, requires a visitor to be at least Middle Class (pg. 51). Anyone else will be politely ejected, rudely dismissed, or actively fleeced by sneering wizards. Reputable Firms have deep pockets; no expenditure is beyond their reach, given time and incentive. Selling spells to the wizards behind the eight Innovations (pp. 20–37) is also a viable plan.

I. Barrett's of West Cross
Location: northeast side of West Cross (11, pg. 10).

Description: polished white stone, garlands of gas lights, tall arched windows, blue flags and crystal.

Speciality: fashionable spells with flashy effects. Monthly demonstrations of new products.

II. Foneman's of Bluebottle Lane
Location: east of the Auld Grey Cathedral (10, pg. 10).

Description: fortress-like heap of brick and stone. Robustly professional. Narrow rooms and galleries.

Speciality: elemental effects, particularly fire. Potions.

III. Hollyheim
Location: north of St. Nigel's Workhouse (21, pg. 12).

Description: long grey warehouses with twinkling orange lamps. Granite counters.

Speciality: practical, reproducible, sensible magic. Caters solidly to middle-class tastes

IV. House DeWilt
Location: east side of Monk's Garden (23, pg. 12).

Description: temple-like forest of pillars and rain-streaked statuary. Silk banners.

Speciality: wearable enchantments, clothing, armour (in rare cases). Household magic and furniture.

V. Lowell & Lowell
Location: south of Redding Cross (7, pg. 10).

Description: three towers connected by bridges. Very fancy, very impractical in wet weather.

Speciality: movement spells, up-and-coming innovations sold on commission.

VI. Renwelter Grand Market
Location: between Pemsing Prison (16, pg. 11) and the Royal Palace of Endon (18, pg. 11).

Description: miniature palace of glass and iron. Exhibition tables, some spaces for rent, crowds, maps, dining hall for tea and biscuits.

Speciality: magical industrial equipment, latest large-scale or high-powered magic devices.

VII. Sommerby's Auction House
Location: south of Old Endon Cemetery (9, pg. 10).

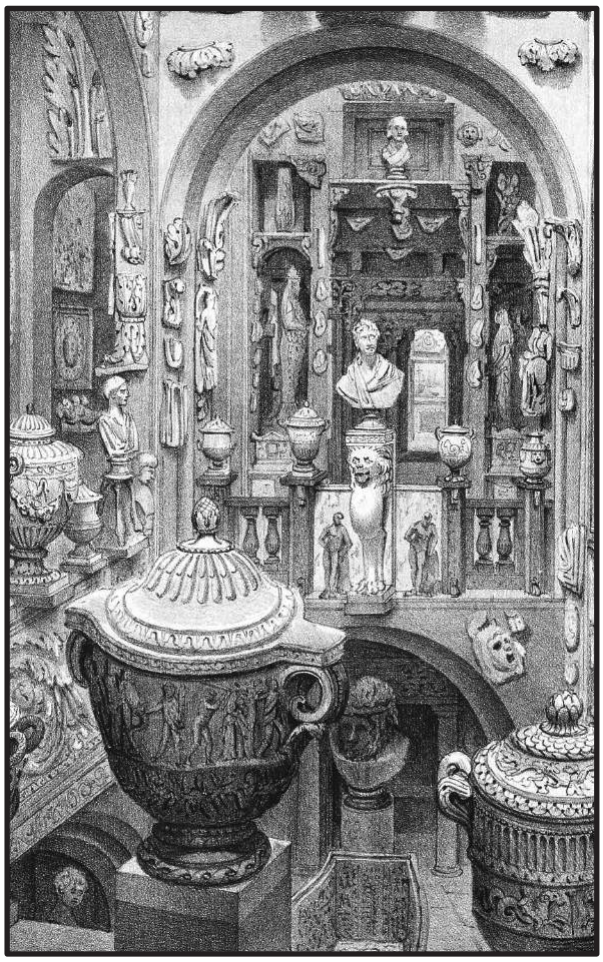
Description: blue-grey dome conceals dark smoky halls, private rooms, plush chairs, yammering auctioneers. Wealthy, tasteful, and serene.

Speciality: expert evaluation of items and spells for sale. Can host an auction for a cut (at least 10-20%).

VII. Loxdon College Faculty Club
Location: attached to Loxdon College (19, pg. 12).

Description: shabby, archaic rooms with ancient porters. Dining hall attached. Can enter only by invitation of a faculty member. Wizards smoking, arguing, trying to avoid students, sleeping in corners.

Speciality: rare, unique, and untested spells. Can't pay as much as some buyers but can sometimes find a former student to act as an ally or partner.



DISREPUTABLE WIZARDS

All wizards push the boundaries of the possible; disreputable wizards push the boundaries of the tasteful, the lawful, or the sensible. The wizards listed here aren't necessarily Rivals and Scoundrels like the ones on pg. 118. They're just people willing to deal in illegal magic, stolen spells, and products a Reputable Firm wouldn't touch with a 10' iron pole. They distrust anyone from the Middle or Upper class (pp. 51–52) as potential informers or agents of the law.

A Disreputable Wizard will sell a small stock of spells, magic items, etc. for approximately market prices, but will buy spells and items for 10% of the price offered by a Reputable Firm. Few can pay more than 100gp at any one time. They prefer to trade services.

I. Elwyn Delrye
Location: rickety third-story office and home off Colbraith Square (15, pg. 11).

Appearance: grey wreath of hair, narrow peering face, handful of teeth. Smokes and leers.
Voice: unpleasant flat whine. Talks to himself; "oh my bones, my guts, my bones."
Vice: Wrath. Sadistic glee at frightening children, dogs, and proper upright visitors.
Speciality: spells to induce or enhance madness. Poisons and antidotes.

II. Bertha Cuthbert-Crepe
Location: damp basement suite of rooms near Hasselby Court (17, pg. 11).

Appearance: ragged funeral clothes, once fine, now shredded and stained. Surrounded by mementos of past lovers and society flings.
Voice: phlemgy, consumptive. References nobles long-dead and buried.
Vice: Sloth. Mind paralyzed at the moment of widowhood; never really recovered her faculties.
Speciality: teleportation, invisibility, and telekinetic magic. Scribes very tidy and compact scrolls.

III. Peter Flame
Location: roams, but usually found near fires or the White Lion Coach-Inn at Redding Cross (7, pg. 10).

Appearance: burnt apron, singed whiskers, red and sour face, stooped back, small carrying case.
Voice: hoarse and low.
Vice: Hatred. Of the rich and powerful, who spend more in an hour than his fire-tricks earn in a year.
Speciality: pyromancy, subtle arson, intelligent elementals. Completely immune to fire.

IV. Bean Ordinal
Location: small office on the east side of Middle Bridge (4, pg. 9). Weatherworn sign reads "*Ordinal Thaumic Consultants—Closed for Renovations*".

Appearance: very young, wild hair, sturdy coat with elbow patches. Former office clerk who "took over" the business when the partners vanished.
Vice: Greed. Wants fast easy cash with minimal work.
Speciality: research and development on the cheap. Speculative alchemy. High-energy basement magic.

V. Emille Carmot
Location: cluttered laboratory on the edge of Loxdon College (19, pg. 12).

Appearance: young professor with a broad black cap, small eyes, and a nervous look.
Voice: stuttering, excitable, almost raving.
Vice: Envy of more successful industrial or theoretical wizards, of ancient mages, of anyone happy.
Speciality: golems, intelligent, spells, wands.

VI. William Hall
Location: rooms above a collapsing marine salvage shop near the Royal Docks (12, pg. 10).

Appearance: scaly, stooped, heavy.
Voice: bitter squelching. Some spittle.
Vice: Lust. Pays exorbitant rates to anyone who can tolerate his spell-ravaged body.
Speciality: polymorph, aquatic spells, primeval magic.

VII. Abraham, Raxus, & Cawl Inc.
Location: tallow-stained narrow office in an unfashionable lane near Monk's Garden (23, pg. 12).

Appearance: nearly identical brothers. Petty lawyers and fences, they move stolen goods for their clients.
Voice: sinister conspiratorial whispers and hints.
Vice: Gluttony. Constantly eating, chewing, spraying bits of potato and salt pork across the table.
Speciality: quick sale of stolen spells, magical industrial equipment, or large and difficult items.

VIII. Ruby Travail
Location: sometimes works at a penny theater, the Hyperion, near Hasselby Court (17, pg. 11).

Appearance: flat-faced, red crumpled dress, sturdy boots. Practical. Tough hands.
Voice: moderately educated, profane. Straight to the point whenever possible.
Vice: Pride. In her work ethic, in her ambitions, and in her talents.
Speciality: illusion spells, legal mind-altering magic, entertainment, and summoning.

UNSOLVED PROBLEMS

The Paradigm (pg. 69) does not explain everything. Theoretical wizards (though few and far between these days, given the financial lure of practical industrial magic), wrestle with the following problems.

Eight and Twelve Mismatch

It is well known that many things exist in sets of eight (pg. 69). However, some things exist in sets of twelve, particularly things involved with time.

- Twelve hours in the day, twelve hours in the night.
- Twelve months in the year.
- Twelve signs of the zodiac.
- Twelve full moons in a year.
- Twelve alchemical processes (and twelve categories of magical explosions): calcination, congelation, fixation, dissolution, digestion, distillation, sublimation, separation, ceration, putrefaction, multiplication, and projection.

Is the "eightfold theory" incorrect? Are there four "hidden" elements in all known eightfold sets?Could new and theoretical metals (orichalcum, mithril...), elements (some glowing stones seem to emit a new kind of radiating active energy), colours (magenta, infrablack, heat...), etc. be discovered and analyzed?

Or perhaps there are false hours in the day and false months in the year, inserted by some vast undetected conspiracy or subtly altered by an ancient catastrophe. If these false times can be detected and erased, will the world return to its proper state of harmony? Are ever-more-accurate clocks and measuring devices helping or harming this process?

Could eight and twelve be the same number? From some angles, a cube can resemble a hexagon; proof enough that eight and twelve are closely connected in the natural world.

Druids recognize three divisions of eight hours: day, night, and the limnal hours. Could a similar threefold division combine eight and twelve elsewhere?

Immortality

Souls are like spells. It's possible (but illegal, pg. 41) to bind a soul to a specially reinforced body, creating undead: skeletons, zombies, and liches. There are problems with this process: madness, loathing, and lost memories. Could immortal golem bodies be created? If so, could wizards transcend mere flesh?

The Linear Flow of Time

Time only flows forward. It is possible to locally slow or stop the flow of time, but no wizard has ever succeeded in making time pass any faster than one second per second. Some spells alter the growth rate of plants or animals, or lock creatures in a sort of stasis. Traveling backwards in time is possible, but travelers are stuck in the past and never seem to be able to alter the future with any degree of success. *Scrying* the past is also possible (it's one of the main uses of diamonds), but *scrying* the future never works. Prophecy spells seem to rely on guesswork, local real-time scans, random chance, or mind reading.

Some wizards dream of breaking the time barrier.

Where Do Summons Come From?

Some spells temporarily or permanently summon animals or monsters. Is it possible to summon a specific creature? An impossible, golden-egg-laying creature? A dead loved one?

Speed

It is well known that light travels faster than sound, but does anything travel faster than light? Hereditary monarchy? Bad news? Darkness? How can this be tested or exploited?

The World Beyond

What lives on other worlds? There are vast planets out there, visible in ever-greater detail through improved telescopes. Presumably they were created for a reason. Will we ever visit them, or will they ever visit us?

Annihilation of Matter

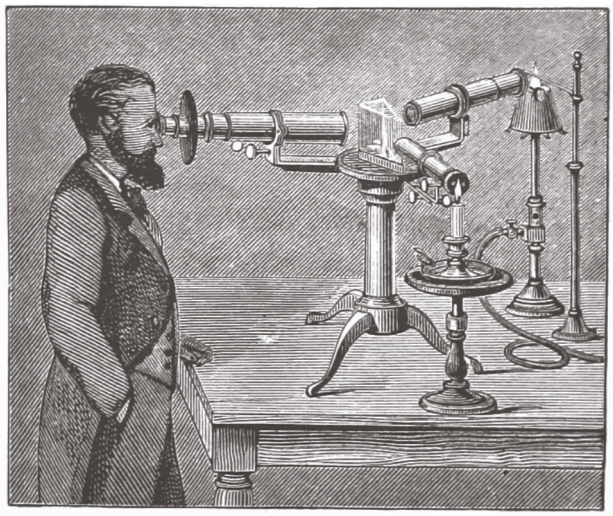
Mass is not conserved (obviously, see pg. 27), but what happens to things that fall into a sphere of annihilation? Could a reverse enchantment, a "sphere of unnihilation", create endless matter or energy from nothing?

Magically Assured Destruction

Dare ye quest for the Thaumic Bomb, a weapon capable of converting matter into energy via magic and leveling entire cities? Can the thaum, the fundamental unit of magic energy, be split?

The Problem of Classification

See pg. 76. How should spells be divided and organized? What separates one spell from another?



MAGIC ITEMS



MAGIC ITEMS

1D100 MINOR MAGIC ITEMS

1d100	Tools	1d20
1	**Minor Magic Battery.** A glass and silver cylinder. Glows faintly octarine. Contains a tiny charge of raw magic; enough to activate a spell, trigger a wand, or deliver a painful zap.	1
2	**Liquified Light.** Sold in mirrored flasks stoppered with lead. Crack open and pour out 1 hr of glowing yellow-white liquid. All the colours of sunset available.	2
3	**Smartchain.** 20' long, enchanted to move like a snake. Can follow simple commands. Active 1 hour in 24.	3
4	**Dust Banger.** A plate-like bell on a long wood stick. Once per day, slam it into the ground then draw it up. All dust, powder, hair, etc. in a 60' radius will be drawn into a pile under the banger.	4
5	**Coalspitter.** 2' wide metal hoop. Any coal (and only coal) tossed through is gently flung 30'. Typically used to load coal cellars from a wagon in the street.	5
6	**Perpetual Motion Machine.** A cart wheel on a wooden stand turned by magic. Not very powerful; impractical for industrial use.	6
7	**Crush Helmet.** White metal bowl with a padded interior. Negates ½ the damage from a direct vertical impact by exploding noisily. One use.	7
8	**Universal Scissors.** Can cut through anything 4" thick or less (given time). Paper to leather, instant. Dense wood, a few minutes of pressure. Iron, at least an hour. Faint magic sizzle.	8
9	**Fireman's Gloves.** Thick black leather. Put them both on and faintly glowing red hands appear exactly 10' in front of you. They move as your hands move, same size and strength.	9
10	**Wood Softener.** Bottle of brown oil. Makes wood as soft as clay for 1 hour. One bottle will cover a dining table, six chairs, a medium-sized tree, or a gallows.	10
11	**Pocket Scales.** Folding, accurate to tenth of a pennyweight. Makes a shrill noise if counterfeit coins are placed on the scales.	11
12	**Ultragrease.** Very small pot. Could coat a bowling ball or a coffee table. Lasts 1d20 hours. Object is temporarily nearly frictionless. Too expensive/unstable for widespread industrial use.	12
13	**Holepoker.** Small metal rod with a wooden handle, available in various diameters up to 1". Will bore a hole of the tool's diameter in stone or wood in a few seconds. 100 uses.	13
14	**Sealing Bubble.** Blue marble. Failed magic raincoat. Throw it hard and it coats a single room (up to 50'x50'x50') in a thin fragile rubber layer. Seals furniture to walls, covers windows.	14
15	**Air Compressor.** Iron cart, spinning stone wheel, hose. Can provide 1hr of reasonably high-pressure air every 24 hours. 1-in-100 chance of exploding noisily.	15
16	**Depigmenting Paint.** Bucket full of clear viscous liquid. Refractive. Enough to paint a house wall or a small carriage. Removes colour. Result is greyscale. Works on living things too.	16
17	**Pigmentifying Paint.** Just like Depigmenting Paint (above) but increases colour instead. More vibrant, more lurid. Darker shadows, brighter highlights.	17
18	**Salamander Jelly.** In a small glass pot. Enough to coat a boot. Protects from fire for 10 minutes, but causes a painful rash on bare skin. Also a very mild poison.	18
19	**Warning Charm.** Small enchanted badge. Makes a shrill noise if wearer is targeted by a sufficiently powerful spell. May grant a bonus to dodge or resist the spell.	19
20	**Hairpuller.** Originally used by tanners. Small metal rod. On hit, all hair on a cow-sized target or smaller flies off painlessly. 3 uses per day.	20





	Personal	1d20
21	**Thumbspark Jelly.** Thimble-sized flask. Glows orange. Rub it on your thumb and finger, then snap. Little burst of flame, like a match. Works ten times on any reasonably high-friction joint.	1
22	**Findernails.** Black pot of nail polish. Ten uses. Can look through nail like a screen to dimly see ghosts and invisible things for 1hr. Only works on fingernails for some reason.	2
23	**Ingenious Snuff Box.** In the shape of a swan with moving wings, a tiger with glowing eyes, a cube with five sides, etc. Fashionable but cheaply made (just silver plated).	3
24	**Sleeping Pillow.** Sew a lock of hair into a special compartment. When the hair's owner's head touches the pillow, if they are at all tired, they fall asleep for 8 restful hours.	4
25	**Crabshoes.** Allow the wearer to run in any direction as fast as they could run forward.	5
26	**Doctor Spack's Potency Powder.** Fine grey dust in a glass vial. Sprinkle on a body part (traditionally a private one) to make it appear more appealing for 1d6 hours. Purely visual.	6
27	**Wig-in-a-Can.** 1" wide 2" long can produces a full-sized powdered wig. Takes 2hrs to stuff the wig back inside. Lawyers keep one for emergencies.	7
28	**Deflective Bumbershoot.** Magic umbrella. Pole with a disc of force at the top. Stops rain. Some versions can turn it into steam or snow, or direct it at passers-by.	8
29	**Commemorative Medallion.** Brass, highly polished, cheap ribbon. When pressed, speaks the name of the event in an authoritative tone. Available for all occasions.	9
30	**Chromic Silk.** Used for cravats, hatbands, ribbons, and tights. Changes colour randomly, like an oil slick. Fascinating for about a minute, then very tacky.	10
31	**Autoscribe.** Glass and silver pen with an ink reservoir. When activated, will transcribe speech in any language for 1d6 hours. Spelling and punctuation are wildly inventive to say the least.	11
32	**Indestructible Hat.** Bowlers common; flat caps available. Hat can be folded, punctured, or shredded and still regenerate in minutes. Cannot survive fire, acid, or magic.	12
33	**Pocket Ice.** Pocketwatch-sized metal canister. Can be opened to produce one ice cube. Refills in one hour in damp conditions. May require additional water.	13
34	**Bullet Charm.** Activates at a loud sound, so only useful for subsonic muskets and pistols. Has a 1-in-6 chance of deflecting a shot (sold as "guaranteed"). One use, can only wear one.	14
35	**Longpocket.** Up to 1" long by 1" wide by 20" deep (can be tailored). Useful for canes, other long thin items. Anything in the pocket still has weight. Liquid can soak through the fabric.	15
36	**Stiffening Wand.** Marble stick 4" long. Pass over a section of fabric to make it a hard as glass for 1 hr. Used to make impossible dresses reveal just the right amount.	16
37	**Sweetheart's Bell.** Small brass bell. Only the ringer and people who have previously touched the bell at the same time as the ringer while making eye contact can hear it. 50' range.	17
38	**Folding Bicycle.** Fits into a 2" by 4" tin. Enchanted paper, so it falls apart after a 1d6 days, or 1d6 minutes if driven in rain or fog.	18
39	**Personal Lock.** Iron padlock with no keyhole. Only opens for the person who first fed it a drop of blood. A crowbar will also work.	19
40	**Recorker.** Wooden wand that inserts a cork into open wine bottles or any other similarly sized hole. 30 uses. Corking a person's nostril or ear inflicts 1 damage.	20
	Entertainment	1d20
41	**Animal Horn.** Brass with a rubber bulb. Can tinnily make the sound of any animal the wearer cares to name, possibly accurately enough to fool a very credulous animal.	1
42	**Enchanted Clock.** Keeps decent time. Clockface enchanted with moving pastoral, comical, historical, or moral scenes. Amoral evening scenes discreetly available.	2
43	**Pigeonpowder.** Spread outdoors summon, essentially, 50' cube of pigeons in 1d6 rounds. One use. Cloud disperses after 10 minutes.	3
44	**Iconograph.** Requires a special device (worth 200gp, requires special training). Black-and-white image marked onto paper. Can turn out blurry, distorted, or smeared. No refunds.	4
45	**Moving Picture.** Taken with a special device (worth 400gp, requires special training). A few seconds of movement in extremely blurry sepia. Smile and wave.	5
46	**Sheepgoggles.** While worn, every living thing looks like a sheep. Very difficult to tell people apart. Horses are big sheep, people are sheep on two legs, butterflies are flying sheep, etc.	6
47	**Wooden Fish.** Painted wooden segments. Wiggles realistically, swims in water. Fancy versions even bite hooks and nibble at food.	7
48	**Sparkwhistle.** Small, metal, shrill. Sprays harmless coloured sparks when blown. Enormous trumpet-sized versions available. Tuba-sized whistles can blow a person's hat off at 50 paces.	8
49	**Flutterpipe.** Hardwood pipe enchanted to turn smoke into birds, snakes, initials, faces, etc.	9
50	**Lively Puppet.** Fits over one hand. Has rolling eyes, dribbly lips, comical nose, etc. Can act semi-independently and make unintelligible noises.	10

	Entertainment cont'd	
51	**Enchanted Songbirds.** Polished tin or brass in a wire cage. Twitters, hops, sings. Cheaper than the real thing. Some people swear they can detect magical disasters before they happen.	11
52	**Speaking Mirror.** Pays vacuous mindless compliments to reflected faces. Every Season a new version comes out with more lines and responses.	12
53	**Malicious Gossip Cakes.** Contain a tiny paper scroll. 50% chance of a Rumour (pg. 107–110), 25% chance of nothing, 25% chance of gibberish.	13
54	**Permakitten.** Cat that's perpetually tiny and irascible. Still a cat so it's also disobedient and independent. Comes in a variety of unnatural colours.	14
55	**Prancing Statue.** Thumb-sized. Carved from stone or ivory. Ballet dancers prance, soldiers march, actors gesticulate, horses rear, etc.	15
56	**Enchanted Bell.** No matter how it's rung, the bell automatically plays the next note of a popular tune. Can wildly swing it about and make it seem like you're making music.	16
57	**Novelty Scab.** Grown in a jar. Falls off in a week or when vinegar is applied. Extraordinarily realistic.	17
58	**Penguin Tie.** Amusing party trick (rapidly grows tiresome). Press a black tie to be disguised, via illusion, as a large somber-looking Emperor Penguin for 1d10 minutes. One use.	18
59	**Portable Orchestra.** Simple wood keyboard with multiple add-in slots. Can play one instrument per slot. Tinny, distorted. Generally considered a nuisance.	19
60	**Prismatic Roses.** Roses in every shade of the rainbow and a few more found only on tropical frogs. Plaid, paisley, and checkerboard roses may also be available. Wilt in 4 days.	20
	Food and Drink	1d20
61	**Cheesefinder.** Small enchanted compass. Always points towards the nearest cheese.	1
62	**Maggot Flute.** Bone white. Sounds moist. When played, will draw flies and maggots in a 10' radius towards it in a swarm or cloud.	2
63	**Splaterguard.** 1' wide mesh disc. Any liquids that touch the disc are deflected at a 90 degree angle at impressive speed.	3
64	**Ratzapper.** Small metal bident. Instantly peels and cooks any rat it strikes. One use per day.	4
65	**Virile Pudding.** Grey, meaty, and supernaturally delicious. Medicinal properties listed on the tin. May reroll next dice roll and take the highest result. Causes severe indigestion, cramps.	5
66	**Fairie Gras.** Tiny (hopefully non-sentient) flower-fairies fattened on honey and bacon grease, mashed. Delicate flavour. Knockoff versions made from hedgehog brains exist.	6
67	**Recovering Orange.** A joke. Cannot be peeled. Can be cut or mashed (releasing no juice), but the peel always regenerates. Rots in 5 days.	7
68	**Wake-Me-Up.** Glass vial containing red fog. Inhale to instantly banish fatigue for 1d6 hours. Pleasant mania for a few minutes. Not addictive. Usually taken in the morning.	8
69	**Foreign Rolled Meat Wrap with Sauce.** Sold in small greasy stalls at night. Made from some sort of highly magical and probably illegal animal. If eater is drunk, they heal 2d6 HP... messily.	9
70	**Sensible Bowl.** Liquids placed in this soup bowl cannot be spilled. They can only be removed with a silver spoon, tube, ladle, etc.	10
71	**Walking Teapot.** Toddles along, pours tea with appalling accuracy. Some are shaped like elephants or local politicians.	11
72	**Juice Extractor.** Very efficient. Paint-can-sized metal contraption. Sucks the liquid out of anything in 20 minutes, dispenses it via a pipe. Makes ominous grinding sounds.	12
73	**Insulated Tureen.** Thin sheen of insulating magic. Keeps contents (up to a full turkey) at the same temperature they were at when the tureen was closed.	13
74	**Harshmallow.** Packet of 10 sugary treats. Tastes great, lets eater breath out blue-coloured harmless flames for 1 minute.	14
75	**Unicorn Milk.** Just regular cow milk with glitter, vanilla, and raw magic added. Still quite tasty. Unicorn cheese also available. Heals 2 HP, lightly bleaches hair.	15
76	**Self-Cleaning Pot.** Just add soap and water, tap the brass plate on the front, and it scrubs itself clean. Just don't tap the plate while food is inside (or your hand). It scrubs vigorously.	16
77	**Hungerstone.** Pebble enchanted to taste of beef stew. Banishes hunger temporarily but provides no nutrition.	17
78	**Autopeeler.** Metal ring 6" in diameter with handles. Drop carrots, potatoes, garlic, onions, oranges, etc. through. Peels them neatly. Advanced versions won't work on meat.	18
79	**Pine-apples.** A tropical fruit grown in magically protected hothouses. Formerly an upper-class fashion accessory, now merely a middle-class status symbol. Delicious if a bit spiky. Juice smooths fingerprints.	19
80	**Omnispice.** Shaker full of grey powder. 10 uses. Tastes like whatever spice or flavour the user declares when the powder is shaken out, but with a faint metallic aftertaste.	20

	Dubiously Legal	1d20
81	**Brick Key.** Small iron key with a complex design. Insert to turn any brick into a small hidden compartment. Bricks can still be smashed open.	1
82	**Peering Paint.** Small pot, coats a 10'x10' patch. Can see through up to 10' of solid material as if it was glass. One way. Lasts 2d6 hours.	2
83	**Dark Lantern.** 30' radius of darkness. Not total blackness, but a sort of gentle fading. At night, makes it very easy to creep around. Works 3 hrs out of 24 hrs. Doesn't work on magic light.	3
84	**Hypergin.** Very, very small vial. 920 proof. Catches on fire if it so much as sees a spark. Gets any human-sized thing immediately smashingly drunk.	4
85	**Fumblecoin.** Anyone carrying this enchanted coin has two non-dominant hands and must reroll all attacks and acts of dexterity and take the worse result. Lasts 1d10 hours.	5
86	**Flyboots**. Can climb up or down vertical surfaces provided the wearer is sprinting. Boots lose grip if the wearer slows down. Disastrous on sand, ivy, or gravel.	6
87	**Bottled Fog.** Glass bottle wrapped in wire. Highly compressed. Can fill an entire house or street with dense yellow-grey mist. 10' visibility. Mist dissipates in 10 minutes.	7
88	**Inventive Pictures.** Featuring men and/or women in morally compromised positions. Fancy magical pornography. There are no new kinks in the world, just new ways of looking at them.	8
89	**Cousin M.** Pink rubber orb. Toss it and it inflates into a copy of you. Rubbery, waves arms, smells a bit like ham. Deflates in 1d10 minutes.	9
90	**Gin-Drawer.** A legitimate-looking gin measure enchanted to carry more (or less) than the specified amount. Lets you get drunker cheaper or cheat customers.	10
91	**Ratplicator.** Complex knot of glass, wire, and mercury. 10' range. Any rat hit by this weapon duplicates creating 1d10×1d10 additional identical rats. 1 use. Only works on rats.	11
92	**Loathing Potion.** The opposite of a love potion. Anyone who drinks it will detest the first person they see for 24 hrs.	12
93	**Unvisibility Hood.** Soft grey fabric. Fits onto one head. Target cannot see living people or items they carry. Target is not aware they are wearing a hood unless they eat, sneeze, or spit.	13
94	**The Gabbler.** Pale blue potion. Drinker babbles for 2d10 minutes, speaking anything they think of in an effusive stream. It's possible to keep secrets but it requires a lot of patience.	14
95	**Peepbox.** Wooden box the size of a loaf of bread with a small brass eyepiece. Anyone who looks in is paralyzed for 1 minute by the mind-melting patterns inside.	15
96	**Apocalypse Powder.** Alchemical salts mixed with gunpowder. Does everything normal gunpowder does but with a much louder noise, bright red smoke, and bouncing sparks.	16
97	**Slitherdice.** Paired set. Rolls any number imagined by the thrower between 2 and 12, even if the dice are held down. The pips slide about as quick as vipers, hence the name.	17
98	**Cobweb Dust.** Small brown bag full of magic dust and dormant spiders. Dump it and the spiders go nuts, fill the area with cobwebs. Harmless but makes area look undisturbed. 1 use.	18
99	**Copper-Capper.** Enchanted copper helmet. Illusion spell disguises wearer as a stereotypical copper for 1d6 minutes. Spell is very fragile, not particularly convincing up close.	19
100	**Hobblers.** Enchanted horseshoes. Horse can trot normally, canter wobblingly, gallop alarmingly off-course. Doesn't harm the horse. Used to fix races and embarrass rivals.	20

Minor Magic Items cost:

¤ *5gp*
¤¤ *3gp*
¤¤¤ *2sp*

Magic Potions cost:

¤ *1gp*
¤¤ *5sp*
¤¤¤ *2sp*

Minor Magic Weapons cost:

¤ *15gp*
¤¤ *8gp*
¤¤¤ *4gp*

Magic Weapons cost:

¤ *100gp*
¤¤ *50gp*
¤¤¤ *30gp*



A DROP OF ENDON WATER.

1D20 MAGIC POTIONS

POTIONS IN ENDON

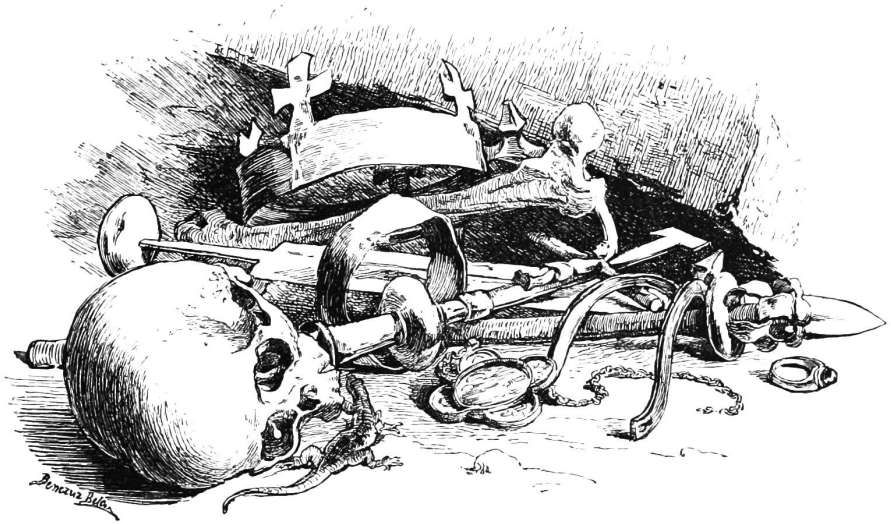
Enchantments and items carry more weight in Endon than ephemeral potions, but there are always brewers, alchemists, and experimenters willing to bind minor spells to liquids.

Overusing or mixing potions may result in a Magical Disease (1d20, pg. 44).

1d20	
1	**Minor Healing.** Clear, slow round bubbles. Heals for 1d6 HP. Can be flavoured or coloured.
2	**Moderate Healing.** Clear, long streams of bubbles, bitter. Heals for 2d10 HP.
3	**Exceptional Healing.** Clear, fizzy, slightly metallic. Heals for 4d8, but if this brings the drinker over their maximum HP, the drinker permanently loses 1 point from a random stat for each HP over their maximum.
4	**Flight.** Blue, sold in a wing-shaped bottle. Normal fly speed. Lasts for 1d6 rounds of effervescent leaps and hops. Advanced version lasts for 1d6 minutes but costs 10× as much.
5	**Spiderclimb.** Black, sparkling, slightly fruity. All surfaces are floors for 30 minutes.
6	**Rat-form.** Grey, greasy. User becomes a rat for 30 minutes. 1 HP, hard to hit, good at climbing and sneaking. Can still speak, but spells have enormous recoil. Inventory vanishes temporarily.
7	**Darkvision.** Violet, sharp, acidic. User can see in darkness as well as they could at noon for 1d6 minutes.
8	**Invincibility.** Thick, metallic, glutinous. Immune to all damage for 1d4 rounds.
9	**Haste.** Blood red, little clear pearls. Act twice per round (once normally, once after everyone else) for 1d6 rounds. Makes user jittery and excitable.
10	**Magic Resistance.** Shimmering, all colours. Reduces incoming magic damage by 6 for 1d6 minutes.
11	**Fire Resistance.** Red, acidic, lemon aftertaste. Reduces incoming fire damage by 6 for 1d6 minutes.
12	**Lightning Resistance.** Blue, cold, and slimy. Reduces incoming lightning damage by 6 for 1d6 minutes.
13	**Acid Resistance.** Green, thick like milk. Reduces incoming acid damage by 6 for 1d6 rounds.
14	**Cold Resistance.** White with blue lumps. Reduces incoming cold damage by 6 for 1d6 rounds.
15	**Intangibility.** Grey, smoke-like. Drinker and items become intantible for 1d6 rounds. Can move through walls. Immune to non-magic damage. Still visible, but faintly.
16	**Teleportation.** Clear, shakes violently. User appears up to 30' away. Save. If failed, direction is random.
17	**Water-Breathing.** Pale pink, tastes of salmon. User can breathe underwater for 30 minutes. Breathing the River Burl (1, pg. 9) Is not advisable, especially on warm days.
18	**Invisibilty.** All-absorbing black, no taste. User is invisible for 1d6 minutes.
19	**True Sight.** Dark purple, flowery. Can see through illusions, disguises, etc. for 1d6 rounds.
20	**Luck.** User gains +8 to their next d20 roll, but −8 to one roll of the GM's choice within the next 10 minutes. Luck has to come from somewhere.

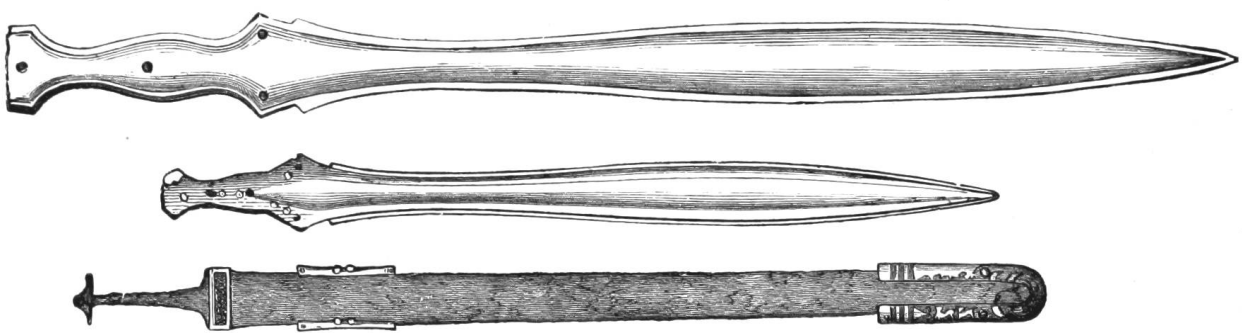
1D20 MINOR MAGIC WEAPONS

1d20	
1	**Flashbang.** Opaque potion flask with a cork stopper. Smash it and everyone within 50' must Save or go blind and deaf for 1d6 rounds. Most people are also confused by this weapon.
2	**Ghastblaster.** Small wood pistol fires an illusion of a hideous screaming ghost. No damage, but will scare the living daylights out of most people. Cats are immune. One use.
3	**Spraygun.** Musket fused with magical equipment. Deals 1 damage per round to everything in a 50' cone. Lots of sparks and noise and beams. Explodes after 5 rounds of continuous use.
4	**Crass Knuckles.** Deals 1d4+1 damage. On a hit, target must Save or spend their next round swearing and unable to cast spells.
5	**Handstealer.** Leather glove with silver symbols. Once per day, wielder can choose to gain control of one visible hand within 60' for 1d6 rounds.
6	**Badgerbanger.** Large tin can with a hinged lid. Unleashes a ravening illusory badger that lasts 1d6 rounds. One use.
7	**Lightning Prod.** Tiny fragment of lightning in a metal fork. Gives a surprising jolt. 1d6 damage, flings person back 10' in surprise. One use.
8	**Fissureflare.** Red paper stick with a fuse. Creates the illusion of a widening fissure, up to 100' long and 30' wide, with realistic falling effects and creaking sounds. One use.
9	**Peaspitter.** Metal tube and a bag of 50 dried peas. Blown. 20' range, automatically hits an eyeball chosen by the wielder, dealing 1 damage.
10	**The Tilt.** Wooden spyglass with a crystal lens. One target within 30' has their personal gravity tilted by 90 degrees. User must concentrate on target. Spyglass catches fire after 3 rounds.
11	**Accelerarrow.** Wooden stick with an iron arrowhead. Throw it and it accelerates. 50' range, 1d6 damage. Easily concealed. Single use.
12	**Toad Grenade.** Stone frog with a pin in its mouth. Pull the pin and throw. Every living creature larger than a rat within a 1d10' radius must Save or becomes a toad for 1 round. One use.
13	**Smashed Potion Flask.** Basically a broken bottle. Deals 1d6 damage (as a dagger) with a 1-in-10 chance of inflicting a random potion effect (pg. 97) on the target.
14	**Hand Cannon.** Small magic cannon and cannonball with a handgrip. Wildly inaccurate. 60' range, 2d8 damage, wielder is flung 20' backwards and knocked prone. One use.
15	**Pellet Pistol.** Metal u-shaped tube on a pistol grip. Fires a thin continual loop of metal pellets. 50' range, 1d6 damage per round a soft target. Very noisy.
16	**Dreadgas.** Bottle of nearly invisible green gas. Smash it and anyone within 10' is hit with a sense of nebulous impending doom. Paranoia lasts 1d6 minutes. One use.
17	**Toasting Fork.** Failed experiment in cutlery. Deals 1 damage if stabbed into something meaty. In 1 round, deals 1d6 fire damage and explodes unless removed. One use.
18	**The Yank.** Blunt silver fishhook the size of a dagger. Can apply a person's worth of force for 1d10 rounds to any one nostril the wielder can see. Can't deal damage directly.
19	**Calliope Saw.** Metal box the size of a bread loaf. Crank on the side. Wind tightly (3 rounds), press trigger. 30' cone of lashing wire, 2d6 damage. Wielder must Save or take ½ damage.
20	**Fire Lotus.** Eat it and belch small bouncing fireballs for 1d6 minutes. Can't stop. 1d6 damage, 30' range, very difficult to aim accurately. Likely to hit allies, bounce fireballs back at own face.



1D100 MAGIC WEAPONS

1d100	
1	**Illuminating.** Any hits that deal more than 3 damage leave a mark that glows as brightly as a candle for 1 hour.
2	**Disguised.** When drawn, appears as a stick, a ribbon, or a bundle of dried grass until the wielder makes an attack.
3	**Writing.** Drips black ink from the tip. Can be used as a pen.
4	**Voice-Stealing.** When an ensouled target is killed, wielder can speak in their voice with any languages they could speak for 1hr.
5	**Charming.** On a hit, deal normal damage. Target is affected as the charm person spell and regards the wielder as a good friend, ignoring the fact that they were just stabbed.
6	**Ghostkilling.** Deals double damage to ghosts, spirits, and other spectral things. Blade appears to be the ghost of a sword but behaves normally.
7	**Frost.** When drawn, becomes incredibly cold. Fog pours off it. Deals 1d6 additional cold damage on a hit. If held for more than 3 rounds, wielder takes 1 cold damage per round as their finger freeze solid, +1 damage each round after the fourth.
8	**Chromic.** On a hit, one limb or area of the target is coated in a thin layer of shiny chrome. Can be broken easily, but may inflict a penalty on the target's next attack.
9	**Stunning.** On a hit, target must Save or be Stunned for 1 round. Stunned: can either attack or move but not both. Gives a solid electrical jolt; might make people yell or drop weapons.
10	**Invisible.** While drawn, the wielder is invisible. The weapon is not invisible.
11	**Barrier.** When swung quickly, drags a 4' long thin steel ribbon behind, like an afterimage or a motion blur. Requires two hands to swing sufficiently quickly. Counts as a shield. Can be used to block arrows and potentially deflect spells (as a mirror).
12	**Forceful.** When swung vertically, deals normal damage to everything in a 10' straight line ahead of the wielder.
13	**Key.** If stabbed into a non-magical lock, 50% chance to burst it open.
14	**Fireburst.** On a hit, if blood is drawn, deals an additional 1d6 fire damage as flames spurt from the wound. Requires 1hr to recharge.
15	**Charging.** When swung sideways, the sword drags the wielder 20' in a straight line, adding to a charge attack or letting the wielder fly across a gap. May require a test to land successfully. On a missed attack, wielder is flung 20' at the wrong angle. Might hit a wall.
16	**Flinging.** On a hit, instead of dealing damage, moves target 1d6×10' horizontally away from the wielder. Target takes 1d6 damage if they hit a wall or another creature.
17	**Namefinding.** On a hit, the weapon shouts the target's true name.
18	**Roasting.** If a cow-sized target or smaller is killed, target's corpse is roasted and seasoned.
19	**Beadscabbard.** Can use any beard as a scabbard, storing the blade... somewhere.
20	**Roiling Polymorph.** 1d6 charges. On a hit, the target Saves. If they pass, nothing happens. If they fail, they are polymorphed into a random creature. At the end of the next round, they Save again with a bonus equal to their original HD. If they pass, they stay in their new form for 24hrs. If they fail, they polymorph again, repeating the process. After 24hrs, they Save once again. If they pass, they've stabilized in their new form. No further Saves are needed. If they fail, the process starts over. Polymorphed creatures are stunned for one round. They are also fully healed. For random creatures, use the Exotic Creatures table on pg. 125 or roll 1d100 and pick a page from the Monster Manual of your choice. The more diverse the better. Each transformation inflicts 1 permanent Intelligence or Wisdom damage (in addition to any other characteristic changes.)



21	**Headhunting.** If used to remove a humanoid creature's head, the head will shrink to 1/10th its usual size, become leathery and cured, and grow a convenient string handle.
22	**Horrifying.** While drawn, wielder appears to be a skeleton in a billowing black cloak. Skeletons will assume the wielder is one of them and not attack.
23	**Atmospheric.** A jet of air sprays from the tip of this weapon. It is strong enough to blow out a candle, flip the pages of a book, or bubble water in a bucket.
24	**Magnetic.** If spun, will always point north. Cannot harm iron or steel targets.
25	**Icecutter.** Cuts through ice like a knife through milk. Deals triple damage to creatures made mostly of ice.
26	**Suspension.** Covered in faint green heatless flame. When an ensouled target is killed, the flame transfers to the target's corpse and lock it in its last position (even in midair) for 1hr, as an immovable rod. Can transfer flames back by striking the target.
27	**Treacherous.** Until an attack is made with this weapon, anyone observing it will not believe the wielder intends to attack anyone unless they have stated their intention verbally.
28	**Spiral Wing.** Wielder can spin the weapon over their head to slowly lift off the ground, rising 10' every round or moving 10' horizontally in any direction. Must have enough room to spin the weapon. If the wielder takes any damage, they stop spinning and begin to fall. The wielder can do nothing but spin the weapon. Requires 24hrs to recharge.
29	**Gambler's Aid.** Wielder can speak a command word to replace a coin they are holding with this weapon, provided the weapon is within 10' of the wielder. Cannot intersect another object.
30	**Fire Conductor.** Wielder can steer fire. Cannot make fire jump, but can steer up to a bonfire's worth of flames against the wind or in a specific pattern. Affects all visible fires.
31	**Catnip.** When drawn, becomes absolutely fascinating to cats. They will want to rub their faces on the flat bits. Intelligent cats (if available) will give almost anything to possess this weapon.
32	**Vector.** Any hits that deal more than 3 damage copies one disease the target possesses. The next hit inflicts the disease (no Save) on any compatible living target. Weapon is warm and slightly spongy.
33	**Mindkiller.** Insert into a target's ear to banish any supernatural effects (mind control, charm, fear, etc.). If used in this way, the weapon does not deal damage. Cannot harm ears or brains.
34	**Gravedigger.** Can plunge the weapon into soil, sand, or rubble to excavate a 2'x4'x'6 deep grave. 2 charges, refills one charge every 24 hrs.
35	**Vengeful.** When drawn, any visible creatures with guilty consciences (murderers, escaped prisoners, conspirators, etc.) must Save or believe the wielder has arrived to kill them for their many crimes. If they fail, they will visibly pale, flinch, cower, confess, or flee.
36	**Operatic.** When drawn, plays a brief but noisy leitmotif. Leitmotif is unique to the individual wielder, but can change if the wielder's personality, goals, or nature change.
37	**Cleansing.** Any hits that deal more than 3 damage cleans, dusts, polishes, and tidies the target. The weapon smells faintly of lavender and soap.
38	**Lightning Rod.** Any lightning or lightning-based attack within 100' of the weapon strikes the weapon instead of the intended target. The weapon can absorb 20 points of damage per round. Any excess is dealt to the wielder.
39	**Fabric.** Wielder can speak a command word to transform the weapon from fabric to metal or back again. Hideous paisley pattern.
40	**Calming.** While drawn, wielder is extremely mellow and grins a lot. Wielder is immune to fear but also immune to sensible haste when circumstances might require it.
41	**Returning.** Wielder can speak a command word to cause the weapon to fly back to their hand. The weapon must be able to hear the command word and cannot deal damage while returning.
42	**Fertile.** Once every 24 hrs, this weapon produces a tiny silver seed. If the seed is planted in soil it will grow into a new (sterile) sword in 6 months.
43	**Saturnine.** Glows red in the presence of true kings or queens. Deals an additional 1d6 damage to nobility and rulers of every kind.
44	**Oracular.** Once per day, the wielder can ask the weapon a yes-or-no question. The weapon has no special knowledge or scrying abilities, but it always answers in such a clear, authoritative tone that listeners must Save or be convinced the weapon speaks with supernatural authority. Listeners who know the sword is guessing get a bonus to their Save.
45	**Patriotic.** When drawn, can unfurl a flag up to 10' long emblazoned with any ensign the wielder can imagine. 3 charges, refills 1 charge every 24 hrs.
46	**Resonant.** On a hit, produces a musical tone. Every material has its own tone. Could be used to identify false doors and forgeries.
47	**Shackling.** On a hit, this weapon transforms into a pair of shackles around the target's wrists or ankles (or one limb for creatures larger than a cow). It can be transformed back with a command word.
48	**Cakecutting.** This weapon can neatly subdivide a cake, pie, loaf, or other edible delight into anywhere from one to thirty perfectly equal segments.
49	**Ostentatious.** Lots of small gems, engravings, and gold braids. While drawn, the wielder appears to be richer and more important than they actually are.
50	**Disguised.** Wielder can speak a command word to transform the weapon from glove to a weapon and back again. Silver glove provides moderate protection against acid or fire.

51	**Healing.** On a hit, this weapon also heals the target for 1d6 damage.
52	**Gnawing.** Teeth along this weapon's edge will slowly chew anything softer than stone. Every hit past the first against the same living target deals an additional 1 damage per hit.
53	**Thwomping.** No matter how hard this weapon is swung, it only deals nonlethal damage. Makes comical sound effects.
54	**Inebriated.** While drawn, wielder becomes very drunk but cannot become any drunker. They are also immune to poison and ravenously hungry. The wielder smells faintly of spiced meat and onions.
55	**Abrasive.** On a hit, can turn a 10'x10'x10' cube of stone into sand. 1 charge, refills 1 charge every 24 hrs. Deals triple damage to creatures mostly made of stone.
56	**Timekeeping.** Vibrates gently every hour, on the hour, and with a double vibration at noon and midnight.
57	**Absorbent.** While drawn, will automatically absorb up to a 50' cube of smoke, poison gas, or other unusual atmospheres. The wielder can speak a command word to release it.
58	**Attractant.** While drawn, produces a smell that attracts flies and other insects in a 100' radius.
59	**Momentous.** The weight of this weapon changes mid-swing. The wielder can choose to act last in an initiative round to deal an additional 1d6 damage.
60	**Coruscating.** While drawn, produces a 20' long beam of raw and barely controlled magic. Each round, the beam deals 2d6 damage to anything it covers and 1d6 damage to the wielder. Anything briefly brushed by the beam (when stowing the weapon, if dropped, etc.) takes 2 damage. Tarnishes silver, cracks mirrors, and melts wax.
61	**Perfumed.** When drawn, produces a strong scent of cedar within 30' of the weapon.
62	**Anticalligraphy.** While drawn, no one within a 50' radius can write or paint. Attempts to write result in blotches and random wavy lines.
63	**Corpselaunching.** If a human-sized target or smaller is killed, target's corpse is launched 100' in the air, straight up. The corpse will hit the ground in 2 rounds. A human-sized corpse deals 2d6 damage to anything it strikes going up or down.
64	**Half-Life.** If an ensouled person would be killed by this weapon, they instead remain in a state of half-life as long as the weapon is embedded in their body. They are treated as an undead creature but retain all the memories and goals they had in life. The weapon is dislodged if they take more than 3 damage in a single round.
65	**Spell-Reflecting**. The wielder can attempt to deflect a spell that targets them back at the caster. They must make an attack roll with a penalty equal to twice the spell's level. If they succeed, the spell is returned. The wielder cannot attempt to dodge or otherwise evade a spell they are trying to reflect.
66	**Enraging.** Any target struck by this weapon must Save or become enraged and focused on killing the wielder.
67	**Toadtouched.** Any target struck by this weapon must Save or develop unsightly warts.
68	**Umbrella.** Via a small lever on the pommel, this weapon can unfurl an invisible and intangible yet completely waterproof umbrella large enough for two people.
69	**Fruitful.** This weapon can be peeled to reveal a starchy fruit core (2 rations). If peeled, the weapon cannot be used. It regenerates to an unpeeled form in 24 hrs. Smells of sap.
70	**Toothbreaker.** On a hit, one of the target's teeth shatters, dealing an additional 1 damage to living targets.
71	**Serpentine.** Green with a snake eye gem in the hilt. Any mammal dog-sized or smaller who sees the gem must Save or freeze in place as long as the gem is visible.
72	**Slaughtering.** If a target is killed with this weapon, the wielder must make an additional attack against nearest target, friend or foe.
73	**Chrysalizing.** If a cow-sized living target or smaller is killed, their corpse grows a thick rubbery coat. In 48hrs, the corpse-pod bursts to reveal 1,000 harmless butterflies.
74	**Massive.** Wielder can speak a command word to make this weapon weigh 200lbs or return it to its normal weight.
75	**Annihilating.** Engraved with dire warnings in most languages, living or dead. Radiates powerful magic. On a hit, there is a 10% chance a 3' radius sphere of annihilation will appear for 1 round, destroying everything but the sword and the wielder's boots. The sword must be drawn and wielded with an ungloved hand.
76	**Vines.** This weapon extrude 50' of thick green vines (functions as a rope). 3 charges, refills 1 charge every 24 hrs.
77	**Inflammatory.** Tied in its scabbard with thick chains. Smells of charcoal. When drawn, every flammable thing in a 50' radius is set on fire, including the wielder.
78	**Earwaxed.** Targets struck by this weapon immediately taste bitter earwax. This is merely unpleasant to most creatures. While drawn, this weapon also instantly dissipates foam and froth in a 100' radius.
79	**Silencing.** Any hits that deal more than 3 damage silences the target for 1 round.
80	**Spattering.** While drawn, this weapon drips with a harmless custard-yellow liquid that lightly stains anything it touches. The liquid can be flung up to 20' with a solid swing.

81	**Signalling.** Once every 24 hrs, this weapon can launch a glowing flare in any colour. The flare travels 200' in a straight line and hangs in the air for 10 minutes. It glows as brightly as a torch.
82	**Lithographic.** If a target is killed, a tiny engraving of the target will appear on the weapon.
83	**Exploding.** When drawn, begins to glow red, then white. In 1d4 rounds, blade fires off like a rocket dealing 1d20 damage to anything in a 100' straight line in front of the wielder. Welder must Save or be knocked prone. New blade grows from the smoking hilt in 48hrs.
84	**Necromantic.** If a target is killed, they have a 50% chance to rise 1 round later as a very hostile zombie with ½ the HD they had in life. The newly risen undead loses 1 HP per round. It hates the wielder and will target them if possible.
85	**Telepathic.** On a hit, the wielder and the target can communicate telepathically for 1 round.
86	**Thunderstrike.** On a hit, the wielder can choose to unleash the weapon's dormant thunder spirit. The wielder and the target are both paralyzed and deafened for 1d6 rounds. Makes an incredibly loud noise. 2 charges, refills 1 charge every 24 hrs.
87	**Invulnerable.** This weapon cannot be damaged by any means, natural or supernatural.
88	**Infinite.** Infinite length can be drawn from this weapon's scabbard. Extremely difficult to attack with this weapon. Automatically retracts in 1 hour or if the blade is damaged. Somewhat bendy after 10'.
89	**Buoyant.** This weapon floats and can support the weight of one fully laden person. The wielder can speak a command word to have the sword drag them through water at 30' per round for up to 10 rounds. 1 charge, refills 1 charge every 24 hrs.
90	**Worrying.** Wielder can speak a command word to cause the weapon to glow as brightly as a candle and begin humming ominously. The hum increases in intensity, adding overbeats and other tones, for 6 rounds. At the end of 6 rounds the glow extinguishes and the hum stops.
91	**Lifedrinking.** On a hit, the wielder can take any amount of damage to deal ½ that damage (rounding down) to the target. Target is also covered in the wielder's blood and bits of flesh. 2 charges, refills 1 charge every 24 hrs.
92	**Spiderlegged.** Will walk behind the wielder on eight spindly metal legs. While held, allows the wielder to move through spiderwebs without penalty. Can follow very simple verbal directions within 30' of the wielder.
93	**Disrobing.** When drawn, all the wielder's clothes and armour fly off 10' in all directions. The clothes are not damaged. Jewelry is not affected.
94	**Alert.** This weapon will vibrate if an ambush is imminent, giving the wielder a 50% chance to act in a surprise round. It may vibrate with paranoia at surprise birthday parties, etc.
95	**Earthbinding.** On a hit, target must Save. If they fail, they cannot fly or lift more than one walking limb off the ground for 1d6 rounds.
96	**Coveted.** While drawn, anyone but the wielder must Save or believe the sword is very valuable and worth at least 1,000gp. Once traded or given to a new wielder, the former wielder is still affected by this ability and may wish to repurchase it or cancel the sale.
97	**Multitool.** This weapon can also be used as a hammer, screwdriver, crowbar, and wood saw.
98	**Signature.** When drawn, this weapon spells out the wielder's name and title in floating glowing sparks. The name can be changed with 1hr of shouting at the weapon.
99	**Exchangeable.** On a hit, the wielder can choose to exchange this weapon with any weapon or item held in one or more of the target's hands.
100	**Honest.** While drawn and brandished menacingly, the wielder can tell if the person they are speaking to is lying, but the wielder can speak only in lies and contradictions.

Weapon Types

The magic weapons above were designed with standard daggers, swords, hammers, etc. in mind. Use the table below to roll for the type of magic weapon. The effects really weren't designed for ranged weapons but a list has been included anyway for adventurous GMs. Best of luck.

1d8	Standard Weapons	Unusual Weapons	Ranged Weapons
1	Dagger	Rapier	Shortbow
2	Short Sword	Ball-and-Chain	Longbow
3	Sword	Spiked Gauntlet	Crossbow
4	Axe	Bident / Trident	Pistol
5	Hammer	Spiked Shield	Musket
6	Greatsword / Greataxe	Whip	Blunderbuss
7	Mace	Quarterstaff	Fowling Piece
8	Polearm / Spear	Scythe	Pachyderm Gun

PROSTHETICS

Adventurers get mangled. Traps snip off arms, darts poke out eyes, fire scourges, magic shreds and blasts. It's a hard life. Luckily, in Endon, replacement body parts are available.

MAGICAL PROSTHETIC THEORY

The soul is approximately the same shape as the body. This explains why ghosts have mostly human forms and why absent limbs "tingle" or experience false pain. After a traumatic injury, it can take the soul a long time to adjust to the body's new proportions. A magic prosthetic limb often replaces the original, trapping a portion of the user's soul in the same manner as an enchantment (or undead binding, though few enchanters relish the comparison).

BASIC PROSTHETICS

Available nearly everywhere. Made from local wood, leather, bone, and iron.

Artificial Leg / Peg Leg
Reduces movement speed by 1/2. If both legs are replaced, user requires crutches and can only wield daggers or other small weapons.

Artificial Arm / Hook Hand
Cannot use the hand. Sharp hands deal damage as a dagger on a hit. Slightly fancier versions can have alternate attachments (fork, knife, pen, etc.) or support a shield. If both arms/hands are replaced, user cannot wield weapons.

Eyepatch / Mask / Wooden Eyeball
Covers the hole(s) in the head and some of the scars. No bonuses but it might stop people from staring.

FANCY PROSTHETICS

Masterwork creations of clockwork, springs, wire, and wood, these non-magical devices were the state of the art before the Magical Industrial Revolution.

Artificial Leg
Reduces movement speed by 1/4. Can include a hollow compartment that can hold 1 dagger, 1 wand, or 1 vial of liquid. If both legs are replaced, user requires crutches and can only wield daggers or other small weapons. Has a knee and an ankle.

Artificial Arm / Mechanical Hand
Can use the hand for some simple tasks but cannot wield weapons. Deals 1 damage on a hit. Makes a distinct ratcheting sound. Extremely fancy versions can have a concealed dagger inside.

Glass Eye / Silver Nose / Painted Mask
Covers most of the damage. Only be noticeable within 10' and only if people are paying attention.

Basic Prosthetics cost 2sp.

Fancy Prosthetics cost 10gp.

Dubious Magic Prosthetics cost 30gp plus whatever ingredients are required.

Sensible Magic Prosthetics cost 200gp.

Magical Sense Replacements cost 250gp

SENSIBLE MAGIC PROSTHETICS

1. Living Wood
A misnomer; the wood is usually dead and varnished. Carefully fitted silver joints, wood measured and carved exactly to match the user's other limb (if possible), and layers of delicate enchantments can replicate the form and function, if not the feel, of mortal flesh. Such items are legendary works, kept as ancestral relics or produced by master enchanters for royal patrons. Their owners would be wise to keep the limb covered near avaricious wizards.

2. Transforming Limb
Can contain 3 of the following (or similar items suggested by the purchaser): sword, dagger, shield, pistol, hammer, saw, 30' of rope.

3. Ghost Limb
Enchantments bound to the stump stabilize the soul-projection of the user's arm. (Ghost legs, while possible, are significantly less useful.) The arm is ethereal and invisible, but it can lift intangible items, interact with illusions, hold ghosts, and sometimes meddle with poorly designed magical locks and enchantments. A sufficiently magical or self-willed person may not even need extra enhancement to wield a ghost limb.

4. Enchanted Armour
Plate armour can sometimes be enchanted to combat the deficiencies of its occupant. Despite being blind, nearly deaf, dropsical, and eighty-nine years old, King Gundobart the Bad of Waxburg famously killed twenty knights in at the Battle of Bogwell, though it is documented that four knights were from his own retinue. The king's enchanted armour gave him great strength and ferocious battle-sense, if not the finesse that he might have desired. Enchanted armour replaces any number of limbs, but all critical failures are dire and messy.

5. Fire Limb
The sort of thing undergraduate elementalist wizards invent to deal with coursework-related injuries. Fire limbs fuse a fire enchantment to the user's soul. The user can project a mostly functional limb made of flame. Unarmed attacks deal 1d6 fire damage, but the limb also deals 2 damage per round to the user. It's more of a fashion statement.

6. Magic Blaster
More than one wizard, clutching the stump of their shorn-off arm and surveying the remains of their latest disastrous experiment, has wished for a cannon-hand. A wand-limb can contain up to 6 magic wands, triggered separately or together. Brace for recoil.

7. Grappling Limb
Fires up to 20' of rope or chain with a magical claw on the end. Yanks the user around. The strain on a user's frame inflicts 1d6 damage with each use.

8. Golem Limb
Baked clay and a carefully worded scroll. The user must speak commands: "step", "grasp", etc, but the limb functions with all the strength and ability of a flesh one. A mis-spoken command or a damaged scroll can lead to disaster.

9. Force Projection
Rather than a full limb, a properly aligned spell creates a permanent force-plate where the foot or palm of the user would normally rest. It's only as effective as a peg leg or hook hand, but it's completely invisible. Swords and tripwires pass right through the space between the plate and the stump.

10. Powderkeg Leg
Invented at least three times on three separate occasions, a powderkeg leg contains a powerful magical motive force. Once per day, the user can hop up to 30' horizontally or vertically on a smoking column of fire or a beam of raw magic. Lightning strikes, botched landings, and the wrath of people they crash into tend to shorten the lifespan of users.

DUBIOUS MAGIC PROSTHETICS

1. Troll Limb
The cheapest and deadliest method. Back-alley surgeons, if provided with a troll of a suitable size, will lop off a limb and stick it onto a bleeding stump. Stitches are useful for the first few hours. If the user's immune system survives the shock (Save or turn into a very angry troll) they'll gain a fully operational and mostly obedient new limb. A troll arm is considerably stronger than a human arm (+1 Strength) and regenerates damage just like a full troll. If the user dies or suffers a serious illness, the troll arm colonizes the body, takes over, and creates a new troll.

2. Skeleton Graft
Bone remembers. Skeletons are soul-shaped containers just waiting for a spare soul or suitably crafted spell to hop in. Necromancers can attach a dead limb (the user's, if available, is best) and convince the user's soul to inhabit the remaining structure. Users often report unpleasant cold shivers and vivid nightmares. A skeleton arm is a great way to meet the Coppers and soon experience a short unpleasant fall from a scaffold (pg. 40).

3. Snake Limb
Some wizards are really weird. This method requires a suitably large snake from a menagerie or a *polymorph* outfit (pg. 27). The end of the snake's tail is cut off and bound bone-to-bone with the user's. The snake's soul and the user's soul are blended together. The user gains a limb with astonishing flexibility and a mildly venomous bite. The snake gains free meals forever. Some personality changes are inevitable.

4. Fingerworms
Fat pink worms with lamprey mouths found in magical biological waste dumps. Stick them a finger-stump and they obey their host's commands. They also drink a little bit of blood. They're not as strong as normal fingers and they tend to alarm people if discovered.

MAGICAL SENSE REPLACEMENTS

1. Gem Eye
Common among wizards. Take a suitably large gem (diamond, emerald, and tourmaline are commonly used), enchant it, bind it to the user's soul, hope for the best. Roll 1d6. On a 1, the poor-quality enchantment provides a smeared oil-painting view of the material world. On a 6, the user can see (1d6): **1**. souls, **2**. magic, **3**. ley-lines, **4**. magnetic fields, **5**. heat, or **6**. the location of the stars during daylight. 30' range.

2. Ear Trumpet
Screwed directly into the brain. Large and garish but effective. Roll 1d6. On a 1, the poor-quality enchantment provides a muffled and distorted sound. On a 6, the user can hear (1d6): **1**. through walls up to 2' thick, **2**. other languages in the user's original language, **3**. secret hints of conspiracies and plots against them, **4**. magic and enchantments, **5**. celestial harmonies of the crystal spheres, **6**. a chime every hour on the hour.

3. Omnieye
Paranoid wizards enchant orbiting eyes or spinning spheres that can look in all directions at once. Provides the user with 360° vision, but rapid movement or tumbling results requires a Save to avoid crippling nausea. The threat of a medusa or another sight-based creature may send the user into a panic.

4. Mindspikes
Found in the Catacombs (pg. 135) or carved from the un-spines of mind-devouring parasites, these fabled implements allow one creature to experience all the senses of another. Blinded and scarred wizards might drive one spike into their own skulls and a second into a trusted acolyte or loyal familiar.



CITIZENS OF ENDON



1D100 NPCS AND RUMOURS

All rumours are equally true. That is to say, all rumours are equally untrue. Every rumour could lead to a potentially interesting game if followed. Every rumour could also be ignored as background gossip and irrelevant lies.

1d100	Who Knows?	What Do They Know?
1	Ada, poet, vicious	At night you can hear the bones in the Old Cemetery rattle in their coffins. I sometimes send my assistants there.
2	Bormin, costermonger, grumpy	By my oath, someone's been fixing the horse races. I haven't won in weeks. It's black magic I tell you.
3	Marys, painter, ambitious	Not one word in ten is true in a newspaper, and that tenth word is misspelled or misquoted.
4	James, carpenter, paranoid	There's a gang of thieves operating out of West Cross. The Coppers can't catch them. Bunch of bunglers!
5	Wolfragon, actor, foppish	Do you like my shoes? Real silver on the buckles and the heels are exquisite ivory. It's the latest fashion.
6	Orryn, procurer, cruel	The new paper money is enchanted. Don't touch it with your bare hands. Use old coins and notes if you can. And keep it dry.
7	Solomon, costermonger, excitable	There's an entrance to the Catacombs in the dungeons of the Grim Baliol. A route perilous, to those who know of it.
8	Talrith, copyist, suspicious	Did you hear? The Duke of Morwent, a most generous man, has fallen ill and raves day and night of intestinal devils.
9	Kaleen, prostitute, knowledgeable	The Royal Mint uses peacock blood to mark bills of exchange. Devilishly hard to counterfeit.
10	Plisk, playwright, impulsive	You simply must come see my play. All the best people will be there. Chumblewell Theater, Haymarket Square.
11	Oswald, noble, surly	They are working on an iron-bottomed ship in the Royal Docks. Iron bottoms? What ever will they think of next?
12	Eyara, wizard, greedy	They say spells cast while wrapped in the fumes of opium cannot harm the caster. If only I could find a supplier...
13	Geilik, farm-labourer, hypocritical	All these damned new wizardries are just putting honest people out of work. Hang all the wizards, that's what I say.
14	Hazel, housewife, wise	What are the Coppers doing about all these thefts? Does Parliament not fund them sufficiently?
15	Charity, fishmonger, moral	Phwah, the river don't half stink today. I think some mad wizard has been dumping potions into it. Wonder why?
16	Rose, reporter, drunk	Eyes like carriage lamps. It's still down there somewhere, in the sewers, eating orphans and stray cats.
17	Salome, flower-seller, superior	Did you hear? The 'lurgy is stalking the city. It's a dreadful disease. Keep away from bad air and the lower orders.
18	Shempel, urchin, irreverent	The priests buried a treasure in the Auld Grey Cathedral... but then they forgot where they put it! Silly old priests!
19	Orona, baker, truculent	They say there are eels in the river that eat spells. Good for them.
20	Sora, grocer, pretentious	If my rival had not sabotaged me I would have got a scholarship to Endon College and become a rich doctor.



21	Revelia, apprentice, witty	If a wizard turns a mouse into a whale, does the thing die and go to mouse-heaven or whale-heaven?
22	Lawrence, deacon, polite	I can't help visiting the sweet-shops in Monk's Garden, though I know it's bad for my teeth. They're so charming.
23	Mortimer, critic, tired	I was watching the carriages in the Long Mall and do you know who I saw? Lady Swedwing... with her *footman!*
24	Gerena, cook, wise	Women make better wizards because they drink, whore, and blaspheme less than men. Hire female wizards.
25	Atella, millwright, drunk	I know a Copper who has taken to animal husbandry in quite the wrong way.
26	Edmund, dustman, laconic	Lot of foreigners in Hasselby Court. Lot of foreigners. Bad business.
27	Charn, costermonger, treacherous	There's a coachyard in Redding Cross which keeps a flying night-carriage pulled by giant moths.
28	Lola, prostitute, cackling	I get some good business in the back pews of the Auld Grey Cathedral on a Sunday morning. It's a regular country fair.
29	Perry, astrologer, dull	Did you read the *Speculator* this morning? "Foreign Invasion Imminent", they say. Oh dear, oh dear. Do you think it's so?
30	Sincel, sailor, aggressive	There's a lad in Colbraith Square with eyes like smoked opals and a tongue like an electric eel. And I love 'im.
31	Uriah, ancient, soft-spoken	Did you hear what they're planning for the New Bridge? Madness. You can't walk on a sunbeam.
32	Anker, printer, amoral	Some young wizards at the College have taken to "dancing in the sheets" with illusionary maidens. What fun!
33	Claris, fruit-seller, dull	If those damn wizards succeed in telay-porting Foreign Parts to Endon, what's to prevent them from influencing us?
34	John, brewer, wickedly smart	Can a wicked man be polymorphed into a good and honest man? Has the Leonine Cartel tried?
35	Brune, farrier, greedy	I know a secret entrance to the Long Mall if you want to sneak in for a bit of fun. Eh he he he.
36	Horatio, costermonger, foolish	Red Jack Tay is still in Pemsing Prison, and has been there these thirty years. He was a real hero when I was a lad.
37	Prudence, widow, weary	My son is imprisoned in St. Nigel's Workhouse for a small debt, benevolently contracted. Poor soul, poor soul.
38	Orlick, beggar, incomprehensible	Bah! All sweedles and marching orders. Never was such a to-do in all my years. Bugger all wizards for a lark!
39	Agatha, doctor, wizened	The Nemham family of Grenville Court think they can perform wizardry in the attic. So many damned injuries.
40	Chagg, noble, naive	I've been thinking. All these poor people you see in the streets, why don't they just *find* employment? Simple, really.
41	Venris, mason, observant	There's something wrong with the rats in Hasselby Court. Couldn't say for certain, but I think they're watching me.
42	Pillowyn, wizard, fashionable	Here's a fine trick; find a rival's Magic Accumulators and set them spinning at double time. Soon, kaboom!
43	Lionel, toolmaker, sly	If every mill worker is replaced by a machine or a conjured thing, what will become of the workers?
44	Milland, soldier, pretentious	But the best dining hall must be The Red Lion in Haymarket Square. Whole roast pig in butter. Bread like angel feathers.
45	Belinda, student, raging	A pox on mathematics. Why can't they invent a spell to teach things? Say, buy a poor student a drink would you?
46	Raine, porter, distracted	I swear, McSweeny's Pies on Middle Bridge have the most delicate flavour and flakiest crusts.
47	Vern, apothecary, frumpy	Colbraith Square grows fouler every day. Either fire or the devil shall claim it soon, I fear.
48	Ervan, barber, rude	Gangs of thieves roam the city without fear. I think some of the Coppers are in on it.
49	Eli, prostitute, naieve	Interest you in a steam-bath, sir? There's a fine and discreet one near Needle Circus.
50	Angibal, seamstress, sly	A bridge made of iron? Madness. Think, if one of those Rusty Monsters come to town, poof! So many dead.

51	Martin, critic, ignorant	Half the industries in this city are secretly owned by foreigners... or worse, by women with pretensions.
52	Alvan, cook, sarcastic	The grand houses of Grenville Court look well on the outside but their guts are all rotten.
53	Francheska, matron, impulsive	They say that disreputable wizards sell illegal spells by moonlight. Eugh, how horrible.
54	Thormund, farm-labourer, rude	Wizards, launching themselves into the air with their magic. Soon they'll be landing on the moon. Then they'll be sorry.
55	Lasar, dyer, crafty	Going to put a bet on sir? Boxing match at Jack Rail's, two lanes from St. Nigel's Workhouse. Best fight of the Season.
56	Ariander, grocer, jealous	Fancy nobles and tipsy poets speak all manner of empty philosophies at these coffee-brined salons.
57	Lyra, nurse, pious	Trolls in the tunnels? What next? Vampires in Parliament? Were-wolves roaming the streets?
58	Ene, chimney sweep, insane	There's a whole clan of blind degenerate scribes living in the walls of Government House. Maggots of paper! Fshaw!
59	Dimble, beggar, punning	Where does a wizard keep his staff? In his assistant's bag of holding. Oh ho! It is the vice of the age.
60	Reginald, lamp-lighter, ignorant	Wizards ain't taken my job yet, no sir. Been doing this forty years.
61	Gilbert, reporter, rude	You got a license for that weapon? Shameful. Prices are going up next year, or at least that's what I heard.
62	Bayham, farm-labourer, insane	Spells! Spells in my hair! My hair! Ayeeee! What sort of doctor can cure an enchantment?
63	Thornek, midwife, tasteless	Do you think wizards will one day send someone to the moon?
64	Bountiful, prostitute, virtuous	Some of us is just trying to make a living. What do I care about Ministers or wizards? Never done me any good.
65	Doris, schoolteacher, hungry	There's an ancient floor mosaic in the Auld Grey Cathedral that's supposed to predict how the world ends.
66	Fan, porter, twitchy	The towers of New Bridge contain not mechanisms but giants in chains. How else could the drawbridge operate?
67	Bertha, wizard, distracted	Have you seen a Gel Knight wandering the streets? Oh dear. I fear it's escaped.
68	Albert, butcher, amorous	Some plays in Haymarket Square are quite indecent. The small theaters cater to all tastes.
69	Cothron, cook, drunk	You ever seen one of them dogs that makes you all fuzzy? Sweet little things. Wish I had one as a pet.
70	Don, beggar, cheerful	There's a lightning wizard on Broadham Bridge. Takes measurements day and night. A good, generous fellow.
71	Cyrine, mistress, nervous	Some of the locksmiths in Needle Circus work with thieves to cheat their own clients. No, I don't have any proof.
72	Garan, apprentice, diseased	I might have been cured by those pills of white mercury. Now I'm a young man cut down in my prime.
73	Salvarr, wizard, cackling	There's a ship at the Grand Docks crewed by dead men! Dead men in white robes! What is their cargo, I ask?
74	Lucretia, noble, lecherous	You wouldn't believe some of the things wizards can summon.
75	Helena, ragman, depressed	What happened to my boy? 'Prenticed to a wizard, then turned all green and strange, then vanished one day.
76	Elijah, seamstress, paranoid	At night, the Allegorigator that lives below New Bridge comes up and eats stray dogs. Oh the poor doggies.
77	Bartholomew, priest, bored	Something seems to have gone wrong with the world. If only I knew what. It's as though the fabric of society is unraveling.
78	Kane, butcher, drunk	If I had money I'd buy a spot in Redding Cross, and in half a year I'd double my earnings from rent alone.
79	Camerel, mother, arrogant	Pox on the "new medicine" they peddle at Blumsworth Hospital. What's wrong with mustard and water?
80	Magnisana, cook, insane	Tiny animals living in my hands and in the water? Never. It's soap what causes all the trouble, nasty burning soap.

81	Zyck, urchin, cheerful	Sir, sir! Pay a penny to see a piece of genuine fallen star? Glows with unearthly light. Not just an enchanted rock, no sir.
82	Harriet, beggar, twitchy	Accursed wizards keep punching holes into other, err, whatsits. Custards. No, wait, dimensions.
83	Callidon, noble, tipsy	Say, know of a good steam bath around here? I'm in the mood for a scrub if you know what I mean.
84	Rasslew, belt-maker, romantic	The Monarch sometimes swaps places with a commoner and lives a normal life in the city. Isn't that charming?
85	Alexeime, mason, indifferent	These new buildings are grander than the old ones by far. Huge they are, like something out of a fairy story.
86	Golgil, dressmaker, aggressive	Sure, a magic sword needs a license, but there's things in this town that ain't swords, you know?
87	Annabel, nurse, stern	Children should be seen and not heard. Perhaps I should have them enchanted into silence.
88	Jordan, costermonger, wise	D'you think my job'll be taken by a go-lam, an illusian, or somethin' else antirely?
89	Ellie, embroiderer, drunk	I once seen a barrel go walking down the road on red spidery legs. That's just not natural.
90	Timothy, swineherd, diseased	Trust a leech? Not on your life. Pig grease behind the ears twice daily. I'll swear that'll cure most anything.
91	Ragnars, shipwright, wise	These new iron-hulled ships will be enormous. Cannons like tree trunks. And no masts either. Leviathans of the waves.
92	Joan, widow, jolly	Don't see why women shouldn't have the vote. We can't possibly make a worse mess than the men.
93	Mordeci, street-singer, naive	Demme, I seem to have lost my pocketbook. Demme, demme, double demme. Oh! Perhaps it was stolen! Triple-demme!
94	Galatia, grocer, greedy	So-called "arche-ologists" are little better than industrial grave-robbers.
95	Corren, thief, diseased	An' why should I care? The rich folks make more in a week just sitting on their arses than I could steal in a lifetime.
96	Dean, reporter, snobby	Necromancy? In Endon? You must be mad. Stamped it out years ago.
97	Fletcher, cook, paranoid	Foreign agents are plotting to assassinate the Monarch! Even now they live among us, well disguised.
98	Iverius, doctor, bombastic	It seems like new magical diseases are cropping up every day. Good business, eh?
99	Smara, egg-seller, saucy	Ooh, did you just cast a love-charm on me? Don't worry, I won't call the Coppers.
100	Ann, nurse, bitter	All this mucking about with the fabric of reality will end in tears, I just know it.



1D100 WIZARDS OR NOBLES

1d100	First Name	Family Name	Appearance	Eccentricity
1	Odessa	Claypole	Hooked, dribbling nose.	Compulsive gambler.
2	Matthew	Orlick	Half-asleep, snores intermittently.	Stern and callous.
3	Lavis	Wormsby	Pleasant smile.	Benevolent but manipulative.
4	Claar	Tulkinghorn	Greasy. Rubs fingers constantly.	Desperate and hasty.
5	Richard	Langdale	Unusually tall and slender.	Deeply religious.
6	Andrew	Ayresleigh	Nervous tic or twitch.	Excitable. Loves to talk.
7	Ralph	Spengly	Uneven limbs. Staggers.	Indecisive.
8	Nicholas	Creakle	No chin to speak of.	Ruthless and pragmatic.
9	Urgrak	Carker	Dueling scar, scowl, good poise.	Swaggering and pompous.
10	Megehra	Wringer	Remarkably beautiful.	Studious, literate, and polite.
11	Mariota	Gargey	Crippled limb. Crutch or hook.	Morbid. Relishes bloodshed.
12	Silvara	Vickston	Dandyish, thick makeup.	Reckless and carefree.
13	David	Lorry	Rictus grin, eyes locked open.	Sarcastic but witty.
14	Karin	Oddsprocket	Gawping, slack mouth.	Greedy. Always follows money.
15	Erochia	Noggs	Widely spaced eyes. Fish-like.	Romantic. Sighs, poetry, flowers.
16	Dariel	Kenwigs	Missing limb. Industrial accident.	Habitual liar.
17	Shorth	Trundle	Uneven, half-collapsed face.	Scripture-quoting.
18	Alesse	Brunlow	Deep-sunk, lidded eyes.	Raving mad. Gibbers.
19	Lynn	Wackford	Consumptive and deathly ill.	Rebellious and impulsive.
20	Barbosa	Crummles	Large, vein-coated ears.	Obsessed with fashion.
21	Letitia	Harris	Wild, tangled hair.	Secret necromancer.
22	Jarvis	Hawk	Shakes and tremors.	Hums snatches of music.
23	Walter	Wollsey	Spindly, knob-jointed limbs.	Utterly senile. No memory at all.
24	Rannel	Stiltstalker	Short, badly cropped hair	Vicious and cruel.
25	Gabraith	Blurt	Uneven nose, like an old turnip.	Pompous with good reason.
26	Mercy	Turveydrop	Dotted with warts.	Quick-witted and easy-going.
27	Eldra	Capula	Pinched, pointed chin.	Weary. On the point of collapse.
28	Maggy	Barnacle	Dirty or dusty, as if unearthed.	Addict. Opium or stranger things.
29	Estella	Kastobar	Slab-faced, dead-eyed.	Full of contempt.
30	Dolge	Bombard	Sunken head and short limbs.	Polite. Meticulously trained.
31	Ephrael	Bevian	Sloped forehead.	Unfaithful.
32	Ezekiel	Staggers	Careworn features.	Verbose, full of quotations.
33	Jericus	Thribbs	Bedecked with jewellery.	Arrogant without reason.
34	Reliant	Dombey	Extraordinarily compressed.	Hesitant and stuttering.
35	Alexander	Littimer	Cracked and yellowed skin.	Incompetent on every level.
36	Chastity	Flintwinch	Closely spaced dark green eyes.	Predatory and manipulative.
37	Giles	Elphenstone	Fierce eyebrows, like two ferns.	Corrupt. Without principle.
38	Artina	Havisham	Rheumy, raw eyes. Tear-streaks.	Suspicious of all new things.
39	Chadaugen	Barnaparnassus	Drooping jowls.	Obsessive, pattern-driven.
40	Kithan	Pancks	Exceedingly be-wigged.	Slow-witted but kind.
41	Rena	Gammerage	Blotched complexion.	Vain. Carries a mirror.
42	Cagnar	Litwickler	Smoothed, as if made of clay.	Laconic replies.
43	Asher	Mordans	Cold, dead skin. Slightly blue tint.	Brow-beaten by associates.
44	Gertrude	Diver	Waddling gait, large feet and hands.	Indifferent.
45	Sorcelettin	Swidger	Furtive eyes, light step.	Soft-spoken and cautious.

46	Billian	Smidgel	Swollen goiter.	Ambitious.
47	Pannyth	Bagnet	Very fine long hair.	Reserved, almost depressive.
48	Tybalt	Krenridge	Prominent mole or boil. Painful.	Dashing and flashy.
49	Silver	Doyce	Unusually large head.	Deviant tastes.
50	Gaius	Noggs	Arched, thin eyebrows.	Menacing chuckle.
51	Clara	Rackbourne	Broke-fingered hands.	Wrathful at the slighted insult.
52	Tarnel	Maylile	Profuse sweating in all weather.	Melancholic.
53	Marta	Omer	Bloated stomach.	Spouts half-blasphemies.
54	Uddik	Murdstone	Darting, narrow tongue.	Devoted to form and protocol.
55	Sarithan	Squeaks	Great shock of white hair.	Paranoid. Sees plots everywhere.
56	Silas	Pevelham	Splayed nose.	Cackles at any joke.
57	Cruckan	Bambler	Fluttering hands.	Fanatical about a Cause (pg. 115).
58	Havelock	Radfoot	Thin, pale lips. Pox scars.	Dispenses benign aphorisms.
59	Susanna	Durdles	Lantern jaw, jagged teeth.	Superior to peers and friends.
60	Emma	Nupkins	Remarkably small head and neck.	Knowledgeable gourmet.
61	Case	Cromwell	Placid features. Perfectly groomed.	Paternalistic and patronizing.
62	Olivia	Pross	Well-worn, yellowed teeth.	Shrugs off troubles and insults.
63	Cain	Roller	Aged and wrinkled.	Bitter about a deed long ago.
64	Fanny	Ortell	Porcelain skin.	Smug. Recently successful.
65	Underbought	Nubbles	Charming, smiling eyes.	Faithless and greedy.
66	Amy	Brandybone	Youthful but emotionless face.	Casually rude.
67	Ashley	Voles	Off-putting stare.	Loves all new innovations.
68	Gregory	Dartle	Domed head, wispy hair.	Cantankerous and slow.
69	Katuma	Prattler	Androgynous.	Politically savvy.
70	Titus	Slummley	Small, tightly pursed mouth.	Pious but disorganized.
71	Stephen	Hopcraft	Rheumatic joints.	Boisterous, hard-drinking, friendly.
72	Eugina	Smidgely	Wiry-haired, tough and squat.	Prone to fainting.
73	Kalod	Langley	Very long fingernails. Clicks them.	Thinks they are very witty. Puns.
74	Timot	Bazzard	Speckled with festering sores.	Apathetic even to mortal peril.
75	Pestine	Traddles	Hissing, raspy voice.	Permanent sneer.
76	Ravelock	Jaggers	Mismatched collection of features.	Cautious but not cowardly.
77	Vrake	Potts	Faint chemical or floral smell.	Holds irrational grudges.
78	Ophilia	Manette	Perfect, smooth teeth.	Proud of family or profession.
79	Maugan	Figg	Bulbous nose.	Prying.
80	Hubert	Plummer	Unusually large chin and forehead.	Lover of conspiracies.
81	Margary	Skiderslew	Pointed, chipped teeth.	Meddling and incautious.
82	Bunny	Westlock	Cruel, cold features.	Pretends to be feeble.
83	Yenok	Gramsby	Crossed eyes.	Prattling, wheedling voice.
84	Victus	Hooper	Shivering and wavering.	Kind and charitable.
85	Lugg	Sweedlepipe	Fashionable but decrepit.	Extraordinarily hypocritical.
86	Augustus	Carton	Deeply scarred.	Flirtatious.
87	Lurrik	Wickfield	Bespectacled and blinking.	Simpering. Seeks approval.
88	Trantor	Sneerwell	Long-necked. Swallows constantly.	Wrapped in past glories.
89	Albian	Neckett	Tufted, cloud-like hair.	Loves animals, particularly birds.
90	Ian	Harmond	Haggard and haunted.	Of a famous line.
91	Tobias	Bimbler	High delicate cheekbones.	Nearly comatose.
92	Sarah	Dwimmerlight	Mismatched eye colours.	Mutters curses.
93	Benjamin	Watts	Long skeletal fingers.	Braggart and teller of tales.
94	Hugh	Shrewcatcher	Protruding, uneven teeth.	Quarrelsome and rude.
95	Michael	Rugg	Viciously parted and oiled hair.	Territorial.
96	Robert	Rouncewell	Dark circles under the eyes.	Surrounded by props.
97	Jin	Wolfe	Extraordinarily wrinkled.	Obsequious. Full of flattery.
98	Asmithe	Tackleton	Sad, pouting mouth.	Vindictive and highly focused.
99	Gallus	Didcot	Slouching, careless posture.	Crafty. Always one step ahead.
100	Thaddius	Badger	Stands on tip-toe, floats about.	Bombastic. Loves a good rant.

USEFUL NPCS

These NPCs aren't referenced anywhere else in this book. They're useful as recurring characters, popping in and out of the PCs' lives for good or ill. Write notes in the margins.

THE POOR

Garth Woodbridge
Suitable For: a dustheap manager, a street-seller, a recurring and somewhat annoying contact.
Appearance: three coats, smashed hat, missing teeth, scraggly beard, bright blue eyes.
Voice: laughs and chuckles and repeats himself. "No, he he he, no, none of that 'round here sar."
Vice: Hatred, specifically of the nebulous people who "depress the trade of Endon an' ruin the wages of those what work." Could be anyone, really.

Tall Emma
Suitable For: a fence, a procuress, an illegal wizard, a very unreliable contact in the city's underworld.
Appearance: tall, obviously. Really tall. Thin and delicate. Sharp nose, dark grey-brown hair, cracked eyeglasses for reading. Walks with a painful gait.
Voice: deep yet nasal, like she has a cold. Fond of extravagant oaths.
Vice: Wrath. Anyone who wrongs her will meet a grisly end, even if it means her destruction. Her tenuous power comes from fear and fear alone.

Ole Pater Sims
Suitable For: mad prophet, religious or magical advisor, emergency hint delivery system.
Appearance: elaborate chains of trinkets and charms, shapeless coat, no shoes, long cracked fingernails and toenails. One tooth. Spittle. Scruff.
Voice: nigh-incomprehensible string of curses, advice, complaints, and dribbling. "Bah, never said I'd do that, no sir, a three-penny hat and change, WAY-HEY, heh, that'll show them." Intermittently lucid.
Vice: Sloth. Ingests any drugs offered to him, plus any he can steal, plus anything that looks like it might work.

Lizzie Bingley
Suitable For: catacomb-dweller, street seller, lodging-house manager, long-suffering petitioner.
Appearance: bent by childhood malnutrition. Sallow skin, brittle hair, eyes don't quite line up.
Voice: very quiet and polite. Ignorant, but clear about what she knows and doesn't know.
Vice: Gluttony. Extensive knowledge of fruit, wine, and semi-legitimate trade goods in Endon.

LOWER CLASS

Benjamin Fits
Suitable For: an unemployed labourer, a wounded soldier, a force of nature, a faction leader.
Appearance: broad brown cap, short brown moustache, hands thrust in his pockets, feet set wide.
Voice: carefully controlled bitterness. Rocks on his heels while thinking.
Vice: Wrath, against duplicitous employers, lying merchants, prancing actors, traffic, etc, etc. Could easily adopt and lead a Cause (pg. 115).

Maggy Stoils
Suitable For: an overworked schoolteacher, a prosperous prostitute, a widowed embroiderer.
Appearance: thin, cold pale skin, bonnet and shawl, endlessly patched shoes.
Voice: reedy. Nervous "um"s and "er"s. Rubs right hand with left thumb for warmth, even when warm.
Vice: Greed. Desperately wants to break into the middle-class life; willing to overlook almost anything provided the price is right and the sin is temporary.

Craig Elwin
Suitable For: a grocer, a surveyor, a hospital orderly, proprietor of a gin den or house of vice.
Appearance: portly, mottled, lightly freckled, usually wearing gloves or an apron.
Voice: bass rumble. "Oi wouldn't do that if oi were you sarh." Laughs only once, a deep cough.
Vice: Gluttony. Highly refined preference for food textures. Critical of celery, mutton, and shrimp.

Susan Toncheart
Suitable For: factory hand, domestic servant, mother to a large squabbling family.
Appearance: stout, scowling, scrubbed. Hair pinned into place, plain black clothes washed to a grey.
Voice: mispronunciates any words longer than two syphablles. Tuts and shakes her head.
Vice: Hatred of anything new, improved, foreign, magical, or disreputable. Doesn't like dogs or children.

Bill Haigle
Suitable For: a deeply unhappy apprentice, a penny theater actor, a scheming footman or servant.
Appearance: delicately coiffed black hair, thin lips, glittering eyes, slightly wrinkled clothes.
Voice: broad attempt at a superior accent.
Vice: Lust. Dances on both sides of the hall, as it were. Likely on the road to ruin and dissipation, but in the meantime...

MIDDLE CLASS

Henrietta Bosbury
Suitable For: a charitable campaigner, a persistent interference, a neighbor.
Appearance: pudding-shaped heap of dark woolen clothes. Round, cheerful, and manic face.
Voice: Individual syllables popped like bubbles. "Well I never in all my years have seen a thing such as..."
Vice: Pride. In her appearance, in her neighborhood, and in her family (six squabbling daughters, husband faded away).

Guenther Baumgart
Suitable For: a reputable merchant, an experienced wizard, a cunning investor.
Appearance: thick eyebrow, little grey eyes, exceptionally long fingers that tap and creak.
Voice: Pleasant even tone, even when calling in debts, plotting revenge, or spreading lies.
Vice: Greed. An ambitious, suspicious miser.

Ada Newellen
Suitable For: an actress, a struggling young wizard, a semi-reliable contact.
Appearance: slim, unruly red hair, very small mouth. Well dressed and restless.
Voice: high, leaps from topic to topic without pause, adds one sentence too many to her stories.
Vice: Sloth. Competent but unable to finish projects. Takes laudnum "to help her sleep".

Uriah Chelts
Suitable For: a banker, a grocer, a clerk, a manager of accounts, an engineer.
Appearance: slick black hair like a helmet, short pointed beard, neat silver spectacles, grey waistcoat.
Voice: carefully concealed lower-class accent, usually impeccable grammar, slow rolling tone.
Vice: Gluttony. Secretly hoards money to spend on lavish banquets all alone. Powerful sweet tooth. Had a hard, very strict upbringing.

Elizabeth Ubbolt
Suitable For: a schoolteacher, a governess, an obscure professional wizard
Appearance: long black hair neatly braided, scrubbed skin, deep wrinkles of concern.
Voice: quiet and professional, a soft murmur. Never dissents, but never shows approval either.
Vice: Envy of the upper class she obeys but can never join, channeled into rigidly correct behavior.

Wallace Walters
Suitable For: a factory owner, a life insurance broker, a prospective investor.
Appearance: unkempt tufts of brown hair beneath a dented hat. Stocky, middle-aged, placid. Keeps a notebook in his breast pocket.
Voice: roars orders to crowd of subordinates, cab drivers, urchins, etc. Never seems to stop walking.
Vice: Pride. Not in his appearance but in his works. Obsessive over details, new projects, improvements.

1d6	Noble Title	Exalted Role
1	Prince, Princess	Lord Mayor
2	Duke, Duchess	Dean
3	Count, Countess	Chancellor
4	Viscount, Viscountess	General
5	Baron, Baroness	Admiral
6	Baronet, Baronetess	Councilor
7	Lord, Lady	Treasurer
8	Sir, Madam	Archmage

UPPER CLASS

Gibsel Adams
Suitable For: a Minister, the head of an ancient family, the dean of Endon College.
Appearance: vanished chin, sneer, sharp nose, forest of eyebrows and pale green eyes. Ambles sedately.
Voice: clears his throat "hrreeck" before every statement. Articulate, even funny at times, but slow. Pro-noun-ces each syll-ab-le with gre-at del-i-ca-cy.
Vice: Wrath, via rigid obedience to the bloodier parts of hierarchy and tradition.

Alicia Shrevdy-Sallow
Suitable For: the power behind a Minister, a grand duchess, opera potentate.
Appearance: rail thin, skin like wax paper. Slow movements, crinkling brightly-coloured clothes.
Voice: so aristocratic her accent is practically foreign. "Eh wish et to be knewn..." Only her lips move, never her jaw.
Vice: Envy, via kicking over anthills, relationships, and political parties just to see what happens. Machiavellian cunning, Iago-like desires.

Reginald Craijne
Suitable For: an ambitious opposition Minister, a perfumed dandy, a gambling youth.
Appearance: sleek, short beard, long eyebrows blended with wrinkles, small glasses.
Voice: half-suppressing a chortle at all times. "I say." Pretends to be sanguine when losing; actually furious.
Vice: Greed, via gambling. Probably going to ruin the great house of Craijne one of these days.

Maria Lammerel
Suitable For: a daring young reformer, a society predator, a problem waiting to happen.
Appearance: exceptionally beautiful, like a painting come to life. Perfect blonde hair, glittering jewels, small wry smile.
Voice: slight drawl, likes to interrupt. "It would be ever so dreadful if..." Bursts of high laughter.
Vice: Lust. Prone to very unwise assignations with very interesting people.

Wexton Featherston-Smithe
Suitable For: a mark, a prince, a refined dandy, someone who needs to be convinced.
Appearance: slick brown-blonde hair and moustache, little blue eyes like two jewels, gaggle of teeth.
Voice: "A plumber? What on earth is that?" Always amused but never cracks a joke.
Vice: Hatred. Can never be convinced of positive things; believe all negative things.

THE MOB

Appearing: 1
HD: varies based on its Cause (pg. 115). A Mob's HP represents both its size and its willingness to keep rioting or protesting. Any attack that deals more than 3 lethal damage kills someone in the Mob and requires a Morale check (see below). Nonlethal damage still does HP damage to a Mob, but represents members being bloodied, knocked out, arrested, or driven off. When a Mob's HP reaches zero it disintegrates.
Appearance: a shouting, sweating crowd of people, mostly drawn from the Middle and Lower classes. Men, women, children, excitable dogs, and chickens. They may have unifying emblems (blue cockades, red ribbons, leeks, etc.). A Mob takes up part of a street, an entire street, several streets, or a square, depending on its size and ferocity.
Voice: shouting, chanting, roaring, singing songs.
Wants: to satisfy its Cause. In the absence of a strong reason not to, to run riot, have a good time, set some things on fire, and generally Show Those Bastards.
Intelligence: confused.
Armour: none. Any attack directed against the Mob automatically hits it.
Move: ½ normal but 2 directions at once. Can't race a person but can outflank them.
Morale: 8. The Mob must test Morale when:

- It is confronted with a number of armed authority figures (Coppers, soldiers, etc.) equal to its HD
- One of its members dies (it takes 3 or more lethal damage from a single source)
- It kills its first person.

Roll 2d6. If the result is over the Mob's Morale, the Mob disintegrates. Constituent members flee, drop weapons, give up, get arrested, or go into hiding. If the result is equal to or under the Mob's Morale, it becomes Bloodthirsty.

A Bloodthirsty Mob does not need to test Morale. The only way to stop it is to reduce its HP to zero.

A Drunken Mob can reroll Morale tests. It costs [HD]x10gp in cheap gin to get a Mob drunk for 1 hour.

A Mob can be both Bloodthirsty and Drunken. Demagogues, righteous causes, unrighteous causes, military leaders, preparation, illegal drugs, mind-control spells, and other tricks can increase or decrease the Mob's morale at the GM's discretion.

The presence of the Monarch reduces the Mob's Morale to 2 and requires an immediate Morale check, even if the mob is Bloodthirsty.

Damage: The Mob has a number of attacks equal to its HD (or current HP / 4 if damaged). With each attack, it can either:

- inflict 50gp worth of property damage to a nearby structure
- set something on fire
- make an attack roll against an adjacent person,
- dealing 1d6 lethal damage on a hit
- chant, wave flags, and shout

Mobs are not utterly murderous. Even a Bloodthirsty Mob won't kill more than 1 or 2 people a round. Instead, the Mob prefers to loot, smash, burn, bruise, humiliate, and generally run riot. The Mob assumes people are with it unless they make a serious attempt to oppose it, they look rich and worth robbing, or if they are part of the group against its Cause.

UPGRADING A MOB

A Mob can grow larger (effectively healing itself fully and gaining extra HD) by changing its Cause and attracting new members. It can only do this if it's had 1 hour of completely unchallenged rioting. Under normal circumstances, a mob has a 1-in-10 chance of upgrading per hour. Proper demagoguery, a city on edge, or free gin may increase this chance. Causes with more HD have wider appeal than causes with fewer HD. What starts as a political rally could easily turn into a riot against foreigners of all kinds, then grow again to a general orgy of violence and looting when unemployed and angry agricultural labourers join.

CAUSES

Causes define and divide Endon. Everyone has an opinion. The Poor and the Lower Class rarely can act on their convictions, but everyone in the Middle and Upper Classes are embroiled in one Cause or another.

If you need to know why a Mob has assembled, what the Newspapers (pg. 47) are talking about, or what an NPC's goals are, roll on the table on pg. 116).



1d4	Methods
1	**Lawful**. The Cause will be achieved by careful legislation and gradual change.
2	**Radical**. The Cause will be achieved by revolution, violence, or great upheaval.
3	**Conspiratorial**. The Cause will be achieved by a small and select group.
4	**Popular**. The Cause will be achieved by universal support and public appeals.

2d6	Causes	Mob HD	Mob HP
2	**Education**. Free and reformed schools will wipe out crime and immorality.	1	4
3	**Temperance**. Liquor is the cause of many social evils. It must be abominated.	1	4
4	**Coppers**. Who do they think they are anyway? Violent meddling thugs.	5	20
5	**Gumperts**. Endon Values, Harsh Penalties, and The Good Old Days. Colour is green.	10	40
6	**Crisis of the Day**. As promoted by the Newspapers. What is to be done?	15	60
7	**Employment**. These newfangled Innovations are ruining thousands of workers.	20	80
8	**Food Security**. Starvation and malnutrition are preventable.	15	60
9	**Bogs**. Lower Taxes, Endon Prosperity, and More Wars. Colour is blue.	10	40
10	**Votes**. Votes for men without property. Votes for women with property	5	20
11	**Animal Cruelty**. Better treatment of horses, dogs, and polymorphed beasts.	1	4
12	**Minimum Working Age**. 8 is far too young. 10 or even 12 might be acceptable.	1	4

THIEVES & URCHINS

THIEVES

Appearing: varies. Gangs can be 50 strong or more.
HD: 2 (8 HP)
Appearance: varies. See Table.
Voice: some work by threats, some by infiltration, some in complete silence and total security.
Wants: money. Filthy lucre. Heaps of cash.
Morality: usually non-violent. Violent crime attracts swarms of Coppers (pg. 40); theft has a lower priority.
Intelligence: usually uneducated but occasionally well-bred and well-connected. Surprising array of skills.
Armour: as leather (from frequent escapes).
Move: normal. Sometimes climb normal. Sometimes no penalty for moving through crowds.
Morale: 8.
Damage: 1d6 dagger.

Petty crime, pickpocketing, highway robbery, housebreaking, mugging, blackmail, fraud, extortion, and insurance fraud. The Poor and the Lower Class generally tolerate or even celebrate thieves; they've got very little worth stealing. Thieves who are caught will be charged with Theft (pg. 40). Notorious thieves and the leaders of gangs will invariably be executed.

1d10	This Gang of Thieves...
1	Sly-eyed young men and women in filthy rags. Lead by Spetham Dewitt, locksmith's apprentice.
2	"Crippled" beggars and "lame" soldiers. Lead by Old Bells, master of disguise.
3	Blank-faced servants with no fixed address. Lead by Sir Digby, disgraced lord-in-hiding.
4	Prostitutes by night, second-story-thieves by day. Lead by Cora Adora, cunning dissembler.
5	Tough scarred thugs with thin knives. Lead by Johan Wilde, corrupt thief-finder.
6	Disreputable high-spirited actors and actresses. Lead by Woxim, shadowy cross-dressing thespian.
7	Dense-limbed thumb-nosed carters and drovers. Lead by Addison Hex, cruel nightsoil-man.
8	Very young children with nimble fingers. Lead by Sally Walsh, wise withered crone.
9	Flamboyant highwaymen and pistoliers. Lead by Red Daniel Dray, folk hero and dandy.
10	Respectable shoplifting women in long dresses. Lead by Gertrude West, amoral blackmailer.



URCHINS

Appearing: varies. Clumps of 2d6.
HD: 0 (2 HP)
Appearance: children in rags. Usually filthy. See Table.
Voice: plaintive, squeaky, tired. Some urchins practice adorable accents or witty banter.
Wants: food, warmth, money, stability.
Morality: unlikely to know the difference between right and wrong, but very keen on what's worth money and what's worth a beating. Sometimes commit crimes just to get a warm place to sleep for the night.
Intelligence: usually uneducated but occasionally well-bred and well-connected. Surprising array of skills.
Armour: none. As chain if running or moving.
Move: normal. No penalty for moving through crowds, narrow spaces, or mud.
Morale: 8.
Damage: 1d2 punch. 10% chance of having a 1d4 dagger/club/fist-sized rock.

Orphans and the children of the very poor roam the streets of Endon. Some beg, sell small articles, commit petty crime, sweep street-crossings, turn acrobatics, or dig through tidal muck of Endon for saleable goods.

1d20	This Urchin is...	
1	Hana Redhand	Went to school briefly.
2	Toril	Works as a distractible guide.
3	Edith Kemp	On the edge of falling asleep.
4	"Tall Tom"	Carries a ruined umbrella.
5	Dina	Wants to be a wizard.
6	Perry Pint	Enormous floof of red hair.
7	Charlie Fletcher	Remarkably stupid.
8	Elon	Cheats at cards.
9	"Puddle"	Somehow immune to magic.
10	Nickolas	Instinctively obeys orders.
11	"Scoops"	Completely covered in mud.
12	Teresa Runcible	Hides in the Catacombs.
13	Craich Tailor	Smells of sour milk and grease.
14	John Stack	Eager to please.
15	Kora Farrier	Swears like a sailor.
16	Barry Bright	Knows the tricks of the river.
17	Lizzie Tharis	Haunted, wretched look.
18	"Feenie"	Sadistic and petty.
19	Trevar	Cherubic and plaintive.
20	Verna Wyrr	Musical virtuoso.

SCOUNDRELS

Even in Endon, where killing is frowned upon, few villainous figures are likely to survive contact with the PCs. Always have a backup or three. Kill one person and their lieutenant, rival, or vengeful lover will continue to make trouble. Anyone who survives first contact becomes a recurring villain (or potential ally). These Scoundrels could be backed by the Rivals and Villains on pp. 119–120. If you need stats, use the Thief stats on pg. 117.

1d20	First Name	Family Name	Appearance	Eccentricity
1	Agnes	Heaver	Soft doughy face, tiny eyes.	Moves in high society.
2	Pollyanna	Kalewigs	Battered hat and maroon tailcoat.	Leaves notes after every crime.
3	Charlotte	Greggs	Fingers covered in rings and charms.	Speaks in jargon, slang, and code.
4	Hamish	Silver	Immaculate fashionable clothes.	Really likes strangling people.
5	Simon	“the Stink”	One tooth, one milky eye.	Dying. Consumptive, pale.
6	Ellia	Shambley	Wears a false silver nose.	Cannot tolerate criticism.
7	Allan	Bant	Severe burns and facial scars.	Fears darkness, ghosts.
8	Antonia	Panter	In deep mourning. Lace, flowers.	Mute, stoic. Has an interpreter.
9	“Bandylegs”	Duchamps	Sagging layers of skin.	Patriotic persona.
10	Milly	Croaker	Forgettable, pedestrian face.	Surprising success at seduction.
11	Ellison	Haan	Peacock-bright clothing.	Illegitimate child of the Monarch.
12	Paul	Woodenstar	Shrouded in dust and ash.	Secretly charitable.
13	Tracy	Monk	Brawny, sturdy, and well-poised.	Completely immune to magic.
14	Alice	Fitz-Fry	Strange tattoos and rune-marks.	Deadeye shot with a pistol.
15	Piprel	Squeaker	Good looking under layers of grime.	Compulsion to try new drugs.
16	“Good Mrs.”	Fogg	Bloodstained butcher’s apron.	Pretensions to philosophy.
17	Jerimiah	Trentstone	Long carefully braided hair.	Shrieks when confronted.
18	Arthur	Blackrum	Nose broken a dozen times.	Utterly fearless, remorseless.
19	“Long”	Golt	Wire-thin, sharp and vicious.	Thinks everyone is lying.
20	Marie	Trivley	Ancient, bent, wheezing.	Sickeningly ambitious.

1d20	Schemes	Tools	Lair
1	Targeted elaborate heists.	Powerful shadowy backers.	Network of basements.
2	Illegal magic, low rates.	Illegal necromantic magic.	Unwholesome garret.
3	High-value jewel robberies.	Illegal mind-altering magic.	Disreputable gin den.
4	Prostitution of all sorts.	Illegal scrying magic.	Sprawling factory complex.
5	Pick-pocketing ring.	Crowds of adorable urchins.	Backstage at a penny theater.
6	Extortion and blackmail.	Intimidated or disgruntled servants.	Second floor of a warehouse.
7	Industrial sabotage.	Dangerous destructive magic.	Overgrown cemetery.
8	Robbing newcomers.	Elaborate disguises.	Boarded-up abandoned house.
9	Kidnap a Minister (pg. 53).	Meticulous plans and diagrams.	Rat-infested lodging house.
10	Fraud and false promises.	Disposable public figurehead.	Servant’s hall of a mansion.
11	Daring daylight robberies.	Popular support.	Patriotic beer hall.
12	Frivolous lawsuits.	Horde of highly trained minions.	Stolen house, owner captive.
13	Cog in the opium trade.	Connections everywhere.	Rickety suite of rooms.
14	High-interest loans.	Great big sacks of money.	Stalled construction works.
15	Stealing magical secrets.	Flattery, charisma, and lies.	Rotting ship tied to docks.
16	Smash-and-grab with arson.	Fast horses, anonymous carts.	Wizard’s irradiated sanctum.
17	Wholesale stolen food, grains.	Network of bribed street-sellers.	Gleaming new coaching inn.
18	Occasional assassinations.	High-powered magic wands.	Low-class apartment.
19	Scandal and rumour.	Forged letters, false seals.	Deep in the Catacombs (pg. 135).
20	Undermine a Cause (pg. 115).	Fanatical spies and informers.	The streets.

RIVALS & VILLAINS

These NPCs aren't referenced anywhere else in this book. They're useful as recurring foils, either by sabotaging the PCs and spoiling their plans or by spurring them to more ambitious and daring acts. Simply killing these NPCs won't be easy or profitable. PCs could also ally with them.

ARCH-CRIMINALS

James Russell
HD: 7 (30 HP)
Appearance: huge gorilla. Black fur, knuckle-walk, grey face, yellow eyes. Top hat and tattered coat.
Voice: sophisticated but two octaves too low. Like a train in the distance. Enormous sharp teeth.
Wants: to brutally dominate and coerce followers. To exult. To be the king of a new brick and mortar jungle.
Morality: very short fuse behind a genteel mask.
Intelligence: brilliant when calm; tactical when angry.
Armour: as chain. Reduces all physical damage by 1.
Move: 2×normal, climb normal.
Morale: 10.
Damage: 1d6 claw /1d6 claw /1d8 bite. If both claw attacks hit the same target, James can rend them for an additional 1d6 damage.

When an experiment in self-polymorph went awry, James Russel, formerly a modest if intemperate wizard, was trapped in the form of a hulking gorilla. Now he terrorizes Endon's underworld, accumulating a loyal gang of thieves and muggers. James doesn't have the attention span to come up with his own schemes but he'll happily take over the plans of others.

Anita and Lorraine Spenterfelt
HD: 3 (12 HP) each.
Appearance: identical twins. Bland, unkempt, dressed as washerwomen or embroiderers. Grey-blonde hair.
Voice: murmuring, finishing each other's sentences.
Wants: vast wealth and incomparable power.
Intelligence: neither brilliant or educated but very experienced and cagey.
Armour: as plate. 50% magic resistance. Immunity to mind-altering effects.
Move: normal.
Morale: 10.
Damage: 1d8 pistol/1d8 pistol.

Anita and Lorraine are twins, in a sense. They have one soul sharing two bodies. A single sharp mind with four arms, four eyes, and four legs. There's no range limit, but the twins don't like being more than a mile apart. They duck in and out of Endon's organized criminal underbelly, taking over gangs, leading daring raids, and then vanishing into obscurity.

NEFARIOUS NOBLES

Sybil Delton
HD: 2 (8 HP)
Appearance: cheerful, bustling, fashionable but very reserved. Age concealed by makeup, corsetry, and very subtle magic. Large lace bonnet.
Voice: musical, kind, cotton-wool soft. Soothing words for all occasions. Never visibly angry.
Wants: a cleaner, better world.
Morality: by her standards, highly principled.
Intelligence: not quick, but given time to think her plans and decisions are usually right.
Armour: none.
Move: normal.
Morale: 9.
Damage: none.

Endon's charities benefit from Sybil Delton's tireless work and deep pockets. Secretly, she slips sterility-causing poisons into her donated healing potions, ensures workhouse food provides minimal nutrition while satisfying hunger, and tries to remove "undesirable" elements from Endon's society.
In her view, overpopulation is the root cause of crime, poverty, unemployment, disease, and the slow degradation of moral society.

Lord Tarrigan-on-Burl
HD: 3 (12 HP)
Appearance: corpulent, gouty, archaic. Like a preserved cadaver in a funeral suit.
Voice: thick and mucusy. Rude to inferiors, saccharine to everyone else. Quotes poetry.
Wants: to satisfy a variety of depraved urges.
Morality: none. Sometimes feels guilty but it passes.
Intelligence: glazed over by years of falling off horses, strong drink, and political rallies, but there's still a drop of venom in his veins.
Armour: none.
Move: ½ normal.
Morale: 7.
Damage: none.

A scandal waiting to happen. Diseased in mind, body, and soul, Lord Tarrigan-on-Burl's mansion is a house of horrors. His surviving servants, complicit in his crimes, are terrified into unbreakable loyalty. Accidentally stumbling across his carriage while he's prowling for fresh victims might introduce the PCs to a very dangerous adversary. Lord Tarrigan-on-Burl will deploy his enormous wealth and influence to silence detractors. Many Ministers (pg. 53), implicated by friendship with him, will also move to ensure a scandal does not reach the papers.

SCHEMING WIZARDS

Lady Diana Melford
HD: 3 (12 HP)
Appearance: exceptionally, ethereally beautiful. Very well dressed, changes outfits every few hours.
Voice: drawling, refined, flirtatious, witty.
Wants: to rule Endon. To create a Magocracy.
Morality: people from the Upper Class who are on her side are tolerable. Everyone else is expendable.
Intelligence: ambitious, sharp, and manipulative.
Armour: none. 25% magic resistance.
Move: normal.
Morale: 12 but will falsify reactions.
Damage: 3d6+3 blade of force, killing word (Save or Die) for dire emergencies. Prefers the Coppers.
Other Spells: *misty step* (100' range *teleport* as a reaction), *mind shield* (cannot be mind-read or scryed), *hold person* (lock one person in place), *vision* (semi-accurate future prognostication).

Every few generations, some wizard comes up with the bright idea of ruling through magic. It never ends well. The personality traits and mental alterations required to be a wizard rarely overlap with day-to-day political acumen. Diana is a dreamer and a surprisingly powerful wizard. She wants to rule Endon. She's slowly gathering allies in the Upper Class. The PCs might be useful tools.

Ostelbert Fields
HD: 4 (16 HP)
Appearance: thin, shabby, scruffy. White beard, faded black coat, doctor's bag.
Voice: hissing whisper. Evasive.
Wants: wealth, dark magic, and leverage. Necromantic immortality.
Morality: deeply twisted.
Intelligence: sharp, but slightly fogged by years of experimental magic and long evenings of work.
Armour: none.
Move: normal.
Morale: 8
Damage: none.
Other Spells: *speak with dead, raise skeleton, raise zombie, raise crawling claw, vivify* (restore 1d6+1 HP to a wounded or diseased target), *trap soul, lesser restoration* (remove minor disease, curse, or limb loss).

A disgraced doctor turned back-alley necromancer, Ostelbert offers seances with departed loved ones (mostly falsified) or, for a hefty payment, raising the dead. With bandages, paint, plaster, wire, and glue he creates nearly harmless zombies for grieving parents or desperate aristocrats. He spends his money on opium and research into lichdom. He is fanatical about protecting his secret practices; anyone who crosses or threatens him will discover there's no limit to his capacity for vengeance.

Sir Henry Bracken
HD: 3 (12 HP)
Appearance: square jaw, deep wrinkles, short silver hair, dense moustache.
Voice: flat, practical, trustworthy.
Wants: enormous wealth, a permanent legacy.
Morality: industrial calculated brutality. Won't hurt people for fun; will hurt them for any other reason.
Intelligence: not brilliant but seasoned.
Armour: none. 25% magic resistance.
Move: normal.
Morale: 10.
Damage: 1d4 punch, 2d6 *wand of magic missile*.
Other Spells: none, but has access to an enormous magical library if a specific magical tool is needed.

Some industrial wizards rise on their own virtues. Henry Bracken rose due to other peoples' virtues. He's a peerless organizers, a financial tyrant, and a shameless promoter of his own (minor) improvements to magical industrial equipment. He will offer generous but dense contracts to promising wizards, then twist the terms (or outright ignore them) to claw back the rights to the innovation. False stories are leaked to newspapers, promising new vices are provided, and, if all else fails, anonymous toughs are sent to drive Henry's "partners" to disgrace and suicide.

Barbara Nessel
HD: 3 (12 HP)
Appearance: weatherproof coat, riding boots, unfashionable but practical dress.
Voice: commanding, sharp tone. Typewriter-quick.
Wants: fame and status.
Morality: never been truly tested. Probably not murderous but willing to bend all the rules.
Intelligence: well informed. Comes across as gullible. It's an act; she lets people lead her on.
Armour: none.
Move: normal.
Morale: 9
Damage: none.
Other Spells: *scry, alter writing, sleep, mass confusion, invisibility, zone of truth, dominate*.

A newspaper reporter with a dark secret, Barbara uses illegal spells to find information that wouldn't otherwise be accessible. She's careful to back up her legitimate stories with interviews, quotes, and plausible tales of secret informers and midnight escapades. Her fabricated stories tell people what they want to hear: villainous foreigners, incompetent ministers, scandalous minor nobility (never anyone with real influence or power), and secret cabals of wizards. She writes under pseudonyms, tips off other reporters, and uses bribes and flattery before spells. If she takes an interest in the PCs, positive coverage will eventually sour and darken. She will also happily misdirect suspicion towards other figures in Endon.

WRONGS & INJUSTICES

The entries on this table could be ways a PC has been wronged by a rival or villain. They could also be ways the PC, deliberately or accidentally, has wronged someone else.

1d50	
1	Sold an item that did not operate as promised. Refused a refund.
2	Made light of a political, social, or business disaster. Deliberately escalated when challenged.
3	Borrowed money, refused to repay. Documentation mysteriously vanished.
4	Accidentally killed a beloved pet. Promised compensation, never delivered.
5	Ancestors famously duelled. Children raised to maintain the feud at all costs.
6	Hired a friend or relative. Lax safety measures and ambitious plans left them crippled and impoverished.
7	Convinced a dying family patriarch to change their will at the last moment.
8	Twisted the mind and views of a close friend through subtle hints and vague aspersions.
9	Promised to denounce an unscrupulous mutual rival; took the rival's side instead.
10	Ensnared in a series of duels or brawls. Each time, the stakes and passions escalate.
11	Made generous loans, then called in all debts at once. Bankruptcy, degradation, madness swiftly followed.
12	Wormed their way into a position of trust, then absconded with funds, information, and other valuables.
13	Stole a story and passed it off as their own. Dined out on borrowed deeds for years.
14	A relative was accused of a minor crime, but vindictively sentenced to a horrible death as a warning to others.
15	Satirical character in their popular novel infuriates and exposes intimate secrets.
16	Cowardice or incompetence in war lead to disaster. Left for dead, along with the secret of that dreadful day.
17	Professional rival sabotaged a critical business deal. Total collapse. Business sold at a loss to rival's proxy.
18	Seduced and abandoned a relative, leaving only debt and disease behind.
19	Asked for help, then let the full force of the law fall upon duped accomplices.
20	Hired a close friend for a prominent position, only to humiliate and demean them into an early grave.
21	For sport, lured a naive relative into a life of vice.
22	Stole a family heirloom or memento. Was it kleptomania or cruelty?
23	Casually murdered a close relative. There's no proof, of course. All witnesses vanished years ago.
24	Inspired servants or close associates to revolt and abandon their duties.
25	Stole an inheritance through legal chicanery. All perfectly legitimate but deeply unscrupulous.
26	Devastating, quotable, and hilarious epigram reduced a lifetime's work to a joke.
27	Childhood bully, schoolhouse lout, or thuggish fellow apprentice. Never misses a chance to reminisce.
28	Ancestral lawsuit traps each new generation in the same ancient and notorious feud.
29	A strategic marriage turned sour. Hidden acts of cruelty and violence. A deathbed request to seek revenge.
30	Provided a despondent relative with poison and reasons to use it.
31	By-products of magical experimentation poisoned and warped a close friend.
32	Promised a safe investment. Fled with money, leaving a trail of ruined investors.
33	Received credit from the Monarch for work they stole from a relative.
34	Spread a truly diabolical rumour, forever soiling both name and reputation.
35	Used illegal spells to obtain a position of power and influence.
36	Blackmail. They hold critical evidence that could, if published, demolish dozens of careers.
37	Fell in love with the same person. They won by deceit, bribery, and forged letters.
38	Stole a business idea. Went on to great success; refuses to credit to all others.
39	Arson destroyed the family home. A mysterious cloaked figure was seen laughing as the flames spread.
40	Ungrateful apprentice, servant, or assistant plots the destruction of their former master.
41	Pushed a mob towards violence, then directed the violence at enemies and rivals.
42	Replaced life-saving medicine with ineffective substitutes. Relatives perished despite the efforts of physicians.
43	Former best friend or ally turned implacable rival. Cold, calculated insults and maneuvers.
44	Ambitious land acquisition program pushed vulnerable people from their homes.
45	Falsely arrests over a perceived offense. Forced innocent victims to adopt new names and professions.
46	A deviating night of sabotage perpetrated by ignorant pawns.
47	Wrote florid love letters, then anonymously published the cruelly edited replies.
48	Profusely promised assistance, then strung out replies as long as possible, slowly letting hope fade.
49	Used magic to turn a close relative into a rat, then released them into the sewers. Leaves taunting rat-traps.
50	Simple, primal hatred. No logic, no backstory, no possibility of compromise.

MENAGERIE



ELSEWHERE CREATURES

Appearing: ¤ 1 ¤¤ 1d6 ¤¤¤ 2d6. Can be all of the same type or all different types.
The **HD**, **Appearance**, **Voice**, **Move**, and **Damage** of Elsewhere Creatures varies widely. See the Table.
Wants: completely inscrutable. To observe, to devour, to change, to freeze; who can say?
Morality: none detectable.
Intelligence: mechanical.
Move: equivalent to fly normal.
Morale: 12 or 1d12 or 2d6.

Elsewhere Creatures come from... Elsewhere. Other worlds, other dimensions, other planes; it's unclear and a topic of wild speculation among fringe wizards. Classification is nearly impossible. They might be seed pods, angels, exploratory ships, or blind rampaging animals. They don't obey local physical laws.

Teleportation magic (pg. 25) can sometimes open Elsewhere Rifts or let Elsewhere Creatures slip in.

1d10	Size, HD, and Armour	Colour and Texture	Sounds Like
1	A rotting vole. 0 HD (1 HP). Armour as plate.	Stained glass, translucent and delicate.	An upturned beehive, buzzing furiously.
2	A squashed cabbage 1 HD (4 HP). Armour as plate.	Tangled metal, rusting, leaking oil.	Dead silence, seems to swallow other sounds.
3	A heap of shredded furniture. 2 HD (8 HP). Armour as chain.	Carved ivory or soapstone, glistening.	Muttering voices, chewing, licking lips.
4	A dying horse. 3 HD (12 HP) Armour as chain.	Sharp outline but no interior. A cut-out.	Grinding gears and shrieking metal.
5	A greasy cookstove. 4 HD (16 HP) Armour as leather.	Stacked china plates, scales, smooth.	Ice squeaking, nails on a chalkboard.
6	A smashed carriage. 5 HD (20 HP) Armour as leather.	Moth wings, powdery, dry.	High-pressure scream, like a kettle.
7	A boiled elephant. 10 HD (40 HP). No armour, 4 DR.	Wet flesh, fine hairs, grey veins.	Wheezing like a punctured lung.
8	A house. 20 HD (80 HP). Impossible to miss, 6 DR.	Oil-slick rainbow, flashing, glowing.	Thousands of scissors cutting through silk. Susurration.
9	A coin. 0 HD (1 HP). Armour as plate, 6 DR.	Grey ash mixed with glass marbles.	A single bass note, hits in the diaphragm.
10	A sheet. 2D plane, invisible side-on. 3 HD (12 HP). Armour as chain.	Cold brown earth, wet, crumbling.	An orchestra tuning. Sweeps, warbles, scratches, honks.

1d10	Moves Like	Attacks
1	A stop-motion film, all jerks and leaps.	Bumping into things slowly. No damage.
2	Blood or wax, dripping, oozing.	Slamming whip-like protrusions. HD # of melee attacks, 1d10 bludgeoning damage.
3	A bird with a broken wing, careening.	Spitting ball lightning. 30' range, 2d6 lightning damage, stunned for 1 round on a hit.
4	Foam, rising, expanding, sizzling.	Mirrored limbs appearing 10' away from the body. 1d6 melee attacks per round, 1d6 damage.
5	Boiling mud, wetly flapping.	Hissing sprays of blue-green flame. 30' cone, 2d6 fire damage, Save for 1/2 damage.
6	Mercury, sliding with weight.	Needle-sharp spikes of glass and ice. 1 melee attack, 1d8 damage.
7	A drunkard, toppling, staggering.	Fluorescent whips of liquid. 10' range, 1d6 attacks per round, 1 damage.
8	Grass waving in the wind, smooth.	Jets of stinking steam. 30' cloud, no damage, cannot see more than 5'.
9	Fire, racing upwards in peaks.	Hideous roaring energy beam. HD×1d6 damage, HD×10' line, 1 round to recharge.
10	Breaking glass or bones.	Roll again twice, potentially combining effects.

ELSEWHERE RIFTS

Elsewhere Rifts are portals to other worlds. They are typically ringed with white fog and octarine sparks. Creatures and objects can pass through a rift, though the world on the other side may be hazardous, toxic, or actively hostile. There's a rubbery forcefield across a rift. Objects require a little push to enter or exit.

Portals remain stable for ¤ 1 hour ¤¤ 1d6 hours ¤¤¤ 1d6 days. Exploring the "other side" is possible and occasionally rewarding. It can also strand explorers.

Read straight across for "sensible" rifts or roll for each column (6×d10s) for more unusual and esoteric worlds.



1d10	What You See	Atmosphere	Gravity and Weather
1	Blinding aurora of colour and dancing crystals. Impossible to gauge distance.	Dense but barely breathable. Asphyxiation in 3d6 minutes.	No gravity. Storms of sharp crystals oscillate up and down.
2	A dark void lit by blue-white stars.	None. Painful death in 1d4 rounds.	No gravity. Harsh unfiltered sunlight.
3	Dim view into a series of connected stone bubbles. Dim glowing red veins.	Breathable but very warm and dry. Like walking into a foundry.	4× normal gravity. Possible to crawl, nearly impossible to stand or walk.
4	Looking down into a forest of white ferns and spindly orchid-like trees.	Breathable but full of spores or small creatures. May cause lung-rot.	Slightly more than normal gravity. Constant rain of black hydrocarbons.
5	Irregular grid of green-blue hedges extends to the moonlit horizon.	Breathable but slightly lemon-scented. Cloying. Makes people sneeze.	Normal gravity. Warm wind, wisps of high dark grey clouds.
6	Dense tangle of impossibly large ruined buildings. Columns, streets.	Thin but breathable. Smells of burnt metal, ozone, and rotting milk.	Slightly less than normal gravity. Cold mildly acid rain.
7	Stacked ceramic bowls the size of counties. Mercury lakes and waterfalls.	Thick but breathable. Full of metallic fumes. Induces madness and disorientation.	2×normal gravity, exhausting to move or jump. Distant lightning storms.
8	Lightless depression filled with smooth spheres, sliding and clattering.	Thick but breathable High moisture. Smells of burning rubber.	Slightly less than normal gravity. Pockets with no gravity. Swirls of ash.
9	Murky air is actually a liquid. Shimmers like oil. Floating chunks of rock.	Water full of salt and iodine.	Normal but shifts directions every 1d6 minutes.
10	A vast plain of white sand, broken by jagged black towers like dry trees.	Thin but breathable. Smells of salt and chalk.	¾ normal gravity. Cold gusts of wind, streaks of dust.

1d10	Moving Things	Hazards	Loot
1	Entire region seems to shift and boil constantly like a stirred stew-pot.	Sizzling thin plates of glass cut through flesh but not bone.	Vorpal fragments seek blood and flesh.
2	Motes of dust and flakes of rock.	Painfully intense radiation causes nausea, blisters, and cancer.	None.
3	Drips of molten stone. Wire-thin lava rivers move like snakes.	Rolling burps of toxic and/or corrosive gas at ankle-height spewed from vents.	Gemstones as light as feathers, reflecting the sun of a distant world.
4	Wounded Elsewhere Creature (1/2 HP) drifts and tumbles.	Fern-like bone growths colonize any unwashed wounds, grow rapidly.	Blood-sap heals wounds, cures diseases.
5	1d6 Elsewhere Creatures cavorting.	Some surface are unexpectedly soft and sticky, can trap weapons, limbs.	Soft orbs full of impossibly powerful acid.
6	1d6 Elsewhere Creatures, at least 10× larger than normal, but in the distance.	Alarming groaning and rattling.	Fist-sized blue rocks that are always incredibly cold.
7	1 Elsewhere Creature nearby, bathing or covering itself in some sort of fluid.	Ambushed by 2d6 rapidly moving Elsewhere Creatures after 2 minutes.	Condensed fronds of rare metals (gold, silver, possibly platinum, orichalcum).
8	Terrain can crack open to reveal 2d6 Elsewhere Creatures.	Intermittent high-pitched shriek drives mortal creature to their knees with pain.	Coiled silver snail shells repeat anything spoken into them.
9	Streams of bubbles or vacuum-pockets.	Currents of wind, water, or invisible force move to separate explorers.	Rare twisted stone rods greatly enhance damaging spells and destructive magic.
10	1 Elsewhere Creature on a mindless patrol route.	Hidden cracks and fissures.	Black faintly warm stone that slowly sublimates into a hallucinogenic gas.

EXOTIC & NIGHTMARISH CREATURES

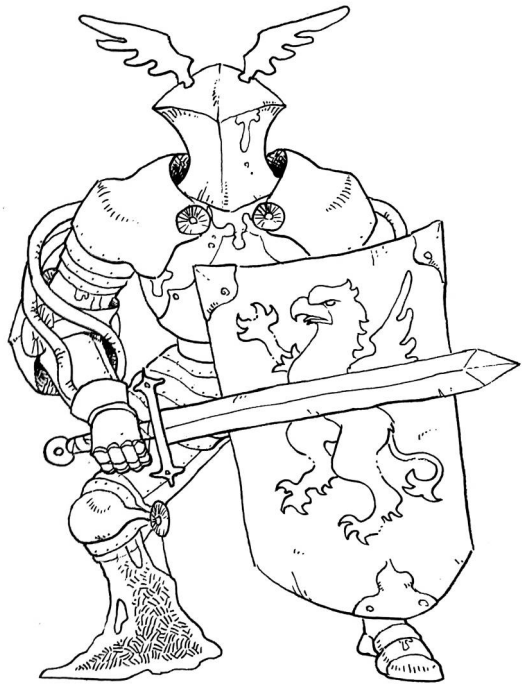
The Leonine Cartel (pg. 27) introduced polymorphed creatures to Endon. Exotic creatures are animals that could be found in menageries or dinner tables. Nightmarish Monsters are creatures drawn from the fevered imaginations of wizards. Stats for these creatures are not given in this book; improvise or use a manual of monsters.

1d50	Exotic Creatures	Nightmarish Creatures
1	Antelope	Baboon (except with 8 limbs and no fear)
2	Ape, Enormous	Ball of Flesh (10 screaming, drooling mouths)
3	Ape, Orange	Banshee (except thinking of the song resummons it)
4	Badger, Giant	Bat, Giant (except flies through walls, eats eyeballs)
5	Bat, Giant Fruit	Bear (except rubble-demolishing, unstoppable)
6	Bat, Vampire	Bird (except eyeless, featherless, and huge)
7	Bear, Brown	Brain Mole (except flying)
8	Bear, Polar	Camel (except carnivorous, corrosive spit and milk)
9	Boar, Savage	Cat (except very large and invulnerable)
10	Buffalo	Centipede, Giant (with fractal centipedes for legs)
11	Camel	Cerebral Parasite (fungal, sporulates)
12	Cheetah	Chimera (except mix 3 Exotic Creatures)
13	Crocodile	Crawling Claw (except it's a living person's hand)
14	Dolphin	Crow (except feathers are flayed skin)
15	Elephant	Doppelganger (can also *teleport*)
16	Fox, Arctic	Dryad (except thorns, brambles, and sharp fingers)
17	Frog, Giant	Earthworm, Giant (eats stone and flesh)
18	Frog. Tropical	Fairies (swarming, pulling out hair and teeth)
19	Giraffe	Frog (except huge and horribly soft, like bread dough)
20	Gorilla	Gelatinous Cube (supersonic)
21	Heron, Frilled	Ghost (of furniture, still drains life energy / XP)
22	Hippopotamus	Ghoul (2" high, same damage and effects. Swarms.)
23	Hyena	Giant (except spaghetti-limbed and very strong)
24	Iguana	Goblin (splits into 16 new goblins every full moon)
25	Jackal	Green Slime (except invisible)
26	Jaguar	Horse (carnivorous, child-eating)
27	Leopard	Horse (except snakes for legs, climbs very quickly)
28	Lion	Human (except leaking black oil and teeth)
29	Lizard, Enormous	Human (except with bird's legs, wings, shark teeth)
30	Lynx	Hydra, Goose (enough said)
31	Monkey, Hooting	Hydra, Infant-Headed (throws tantrums)
32	Oryx	Lamb (wool is sticky, clogs throats and coats hands)
33	Ostrich	Leech (except sucks out calcium from bones)
34	Owl, Screech	Mimic (also drains life energy / XP)
35	Owl, Snowy	Ogre (scissor-handed, iron-clad, screeching)
36	Parrot	Pig (explodes messily if frightened)
37	Peacock	Slug, Giant (the size of a cottage, spits corrosive slime)
38	Porcupine	Snail, Giant (except shoots deadly eye beams)
39	Rhinoceros	Snake, Giant (seemingly infinitely long)
40	Salamander, Giant	Spider, Giant (except always right behind the viewer)
41	Scorpion	Spider, Giant (except glass-spindle legs, glowing eyes)
42	Snake, Giant	Stag (except grasping arms for antlers)
43	Snake, Venomous	Tick, Giant (except reproduces in minutes)
44	Songbird, Resplendent	Toad (exudes hallucinogenic mist, 30' radius)
45	Tiger	Unicorn (except sadistic and very, very fast)
46	Toad, Desert	Werevegetable (half human half carrot)
47	Tortoise, Giant	Wolf (except smart enough to do calculus)
48	Vulture	Worms (burrow into skin, slither around)
49	Wolf, Tundra	Roll on the Exotic Creatures table, has a human face.
50	Zebra	Roll on the Elsewhere Creatures table (pg. 123)

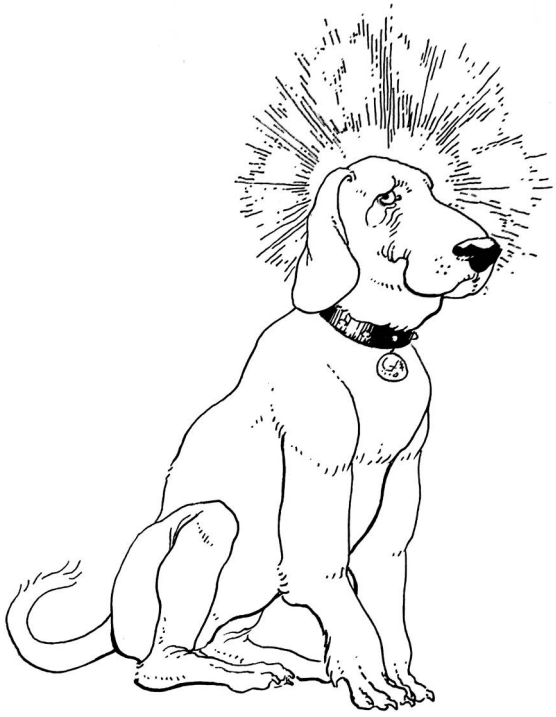
GEL KNIGHTS

Appearing: 1
HD: 4 (16 HP)
Appearance: a suit of antique plate armour sealed with rubber and solder.
Voice: silent. Perhaps some gurgling.
Wants: to be fed (unlock and open the helmet). To obey orders.
Morality: none.
Intelligence: dog-like.
Armour: as plate + shield.
Move: ½ normal, clankingly.
Morale: 12.
Damage: 1d8 sword/1d8 sword.

Strong, obedient, and sturdy, Gel Knights guard many stately homes and busy workshops. A specially imprinted blue-green slime is poured into a suit of armour, taught to obey orders, and fed regularly. The slime is harmless on its own but flings a suit of armour about with surprising strength and endless endurance.



MILD DOGS



Appearing: ¤ 1d6 ¤¤ 2d6 ¤¤¤ 3d6
HD: 0 (1 HP)
Appearance: a slobbery mutt with large, unnaturally sad eyes.
Voice: solemn wuffling.
Wants: to lick things, eat things, get rubs.
Morality: good dog.
Intelligence: uncomplicated.
Armour: none, but requires a Save to harm.
Move: normal.
Morale: 4.
Damage: 1d6 bite but only in dire emergencies.

Mild Dogs were originally bred as guard animals. They exude happiness, passivity, and calm in a 10' radius. Burglars sit down to pet them, all thoughts of theft and gain forgotten. Hardened murders might be able to resist. Creatures in a 10' radius of a Mild Dog must Save each round to do anything violent, selfish, or rude.

THE GHOST WHALE OF ENDON

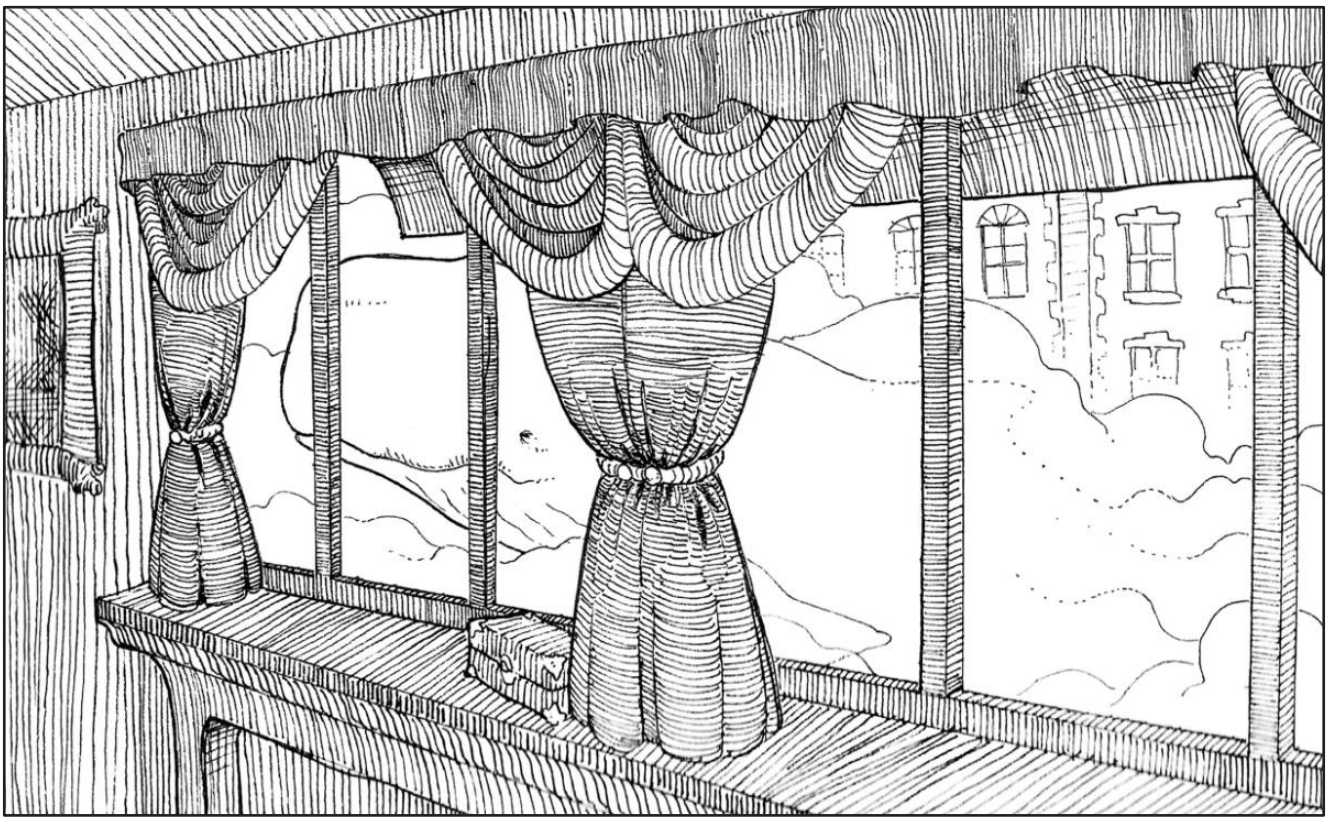
Appearing: 1 (unique)
HD: 7 (30 HP)
Appearance: cetacean ghost, a translucent outline paddling through fog and buildings.
Voice: mostly silent, but it howls sometimes.
Wants: friends, belly-rubs, krill.
Morality: a good dog... but not that good.
Intelligence: dim and deeply confused.
Armour: none. Requires magic weapons to hit. All the usual ghost immunities (charm, sleep, cold, etc.)
Move: 2×fly, swims through solid objects.
Morale: 6
Damage: 1d8 life-draining bite or whale howl.

The ghost whale's howl affects anything in a 50' cone in front of it. It starts as a low rumbling, then rises to a painful, oppressive shriek that bursts blood vessels, cracks skulls, and pulps eyeballs. It takes two rounds to reach full power. In the first round, anyone in the area of effect can try to flee the area. If they remain inside, they take 1 damage. In the second round, anyone in the area must Save or die. Typically the ghost whale only howls once a night.

Pigeons are not very bright. Their feeble little souls rarely survive being polymorphed into whales (pg. 125). But once, by accident, one of Bartelby's assistants polymorphed a stray dog. Dogs, as any professional wizard knows, have the greatest soul-to-mass ratio of any mammal. No sensible wizard would credit them as distant evolutionary relatives to whales, but it's true. Being a whale was, for the dog, a deeply confusing experience, so after death the dog-whale stuck around to see what the fuss was about.

The dog wasn't a particularly good dog in life but it wasn't vicious or spiteful either. It wants to chase carriages, sniff garbage, and fall asleep in front of the fire; all things made difficult by its spectral existence. It might be possible to tame it.

Treasure: 1d10lbs of *ambergris ectoplasm* (ghost whale barf). Like half-real solidified glowing air. Worth 200gp per lb to any wizard or perfumer in Endon. One of the few scents ghosts find pleasant.



SKELETONS

Appearing: 2d6
HD: 1 (4 HP)
Appearance: typically an animated humanoid skeleton. Skeletons Variants can be found on pp. 130–131. Results 1–50 are true undead, 51-100 are creatures masquerading as or visually similar to skeletons.
Voice: clacking.
Wants: to obey the primal motives they held in life. People aren't complicated. Murderous.
Morality: none.
Intelligence: flashes of intelligence but mostly incompetent, disorganized, and obsessive.
Armour: none. ½ damage from slashing and piercing weapons.
Move: normal.
Morale: 12
Damage: 1d6 weapon strike, claw, bludgeon, etc. Variant skeletons (pg. 130) may have different attacks.



SPEAKING RAT SOCIETY

Appearing: 1 swarm unless there's a critical meeting.
HD: 10 (40 HP)
Appearance: a swarm of rats. Some wear waistcoats, sashes, hats, helmets, belts, or dresses. Occupies one 10' square for every 10 HP remaining.
Voice: in a swarm, they can squeak out intelligible words one at a time. Alone, they can just squeak. Most can read and write.
Wants: to overthrow the Hated Overlords (humanity) and establish a society free from prejudice, poison, traps, and terriers.
Morality: kind to other rats. Machiavellian and manipulative to humans.
Intelligence: as smart as a crowd of people.
Armour: none. ½ damage from slashing and piercing weapons, full damage from bludgeoning, 2×damage from explosions or area-of-effect attacks.
Move: 2×normal in all directions at once.
Morale: 6.
Damage: 1d6 biting/clawing to any adjacent targets.

Rats have very similar souls to humans. Enchantments and transformations that work on them often translate well to full-scale production. Many of Endon's rats, soaked in magical radiation and altered by thousands of experiments, have grown more than a little strange.

They've organized committees, appointed leaders, and fomented plans. The objectives of the Society are, at the moment:

- Destroy all humans, cats, and dogs.
- Seize all food, soft fabrics, and shiny objects.
- Distribute them among all rats.

They're not entirely sure how to go about this, but they're smart enough to make deals with humans when it suits them. Bribed with food they make excellent spies and saboteurs, but they deeply desire humanity's extinction.

STRAY SPELLS



Appearing: ¤ 1 ¤¤ 1d6 ¤¤¤ 2d6
HD: 2 (8 HP)
Appearance: varies considerably. See table.
Voice: faint sizzling.
Wants: obscure, alien things, divorced from normal earthly biology.
Morality: none detectable.
Intelligence: inscrutable.
Armour: none, but reduces all non-magic damage to 1.
Move: fly normal (unless otherwise specified).
Morale: 12.
Damage: varies. See table.

Released from broken enchantments, miscasts, dead wizards, burnt spellbooks, and a thousand other magical accidents, spells saturate Endon. Most evaporate but a few find new homes.

As the Tempo increases, Stray Spells become more common. Some are harmless curiosities, swatted away by the Coppers or by passing wizards. Others rampage through the city wreaking havoc.

¤ Stray Spells only appear via the Random Encounter Table (pp. 16–18).

¤¤ Stray Spells can appear any time there's a magical disaster or a battle that lasts more than 4 rounds.

¤¤¤ Stray Spells can appear at any time, drifting over the city or burrowing through the stone. The GM should feel free to toss Stray Spells around with reckless abandon.

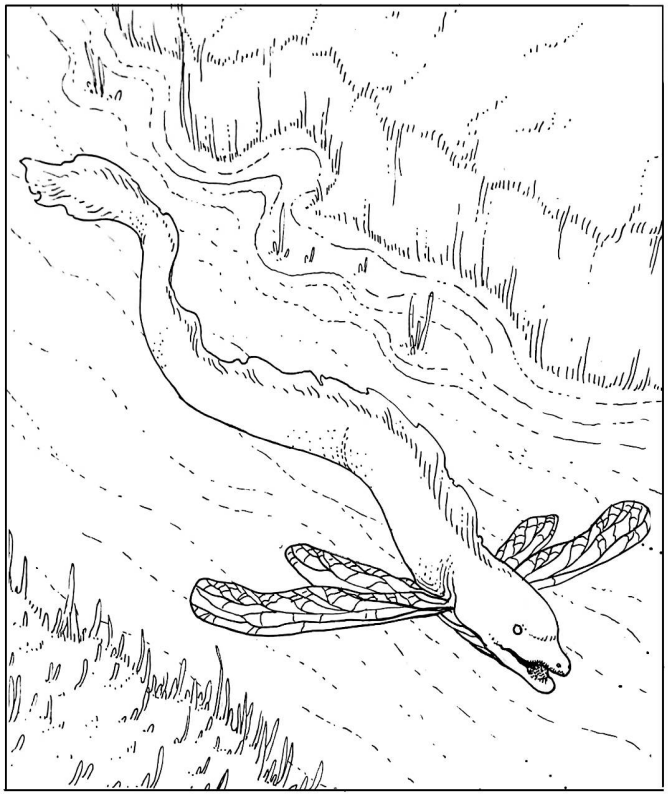
1d20	Stray Spells
1	Mobile oil stain coating 5×10' squares. Moving in it requires a Save not to fall prone.
2	Ricocheting ball of fire. Anyone struck takes 1d6 fire damage, must Save or ignite.
3	Flickering motes of light. Illuminates a 30' radius. Harmless.
4	Screeching magic arrow diving in and out of stone. Moves in straight lines. 1d6 damage.
5	Swarm of 3d6 loaf-sized floating stones. Gently push people and try to tip them over.
6	Floating claw made of invisible force. Grabs magic items (Strength 15), flings them 30'.
7	Silver-green needle darts like a fish. 50% to untie any rope or open any lock it sees.
8	Soft white cloud. Lands on a target's head. 50% chance to put them to sleep.
9	30' cube of masonry phases in and out of existence on alternate rounds.
10	Green sizzling orb slowly rolls along the ground like a snail. 1d6 acid damage.
11	Roving 30' cube of invisibility. Everything inside invisible, including to other things in the cube. Seems to love causing traffic accidents.
12	Newspaper fluttering like a butterfly. Explodes (2d6 damage, 10' radius) if read.
13	Illusionary glowing human figure. Often mistaken for a ghost. Murderers must Save vs Fear.
14	30' cube of black fog with purple edges. Anyone inside must Save vs Nausea.
15	Paving stones, floors, walls flex and move 10' upwards, as if disturbed by a giant worm.
16	30' cube of choking acidic mist. Deals 1 damage per round to everything inside it.
17	Floating glass orb. Offers a view into a random location within 1 mile. Roll 1d20+5 for location (pp. 9–12) if required.
18	Silent roving flickering illusion of a carriage, a horse, three urchins, and a small building all fused into one hideous amalgam. Flesh and mortar flow like wax.
19	Swarm of dancing grass, matchsticks, newspapers, and dead fish. Harmless.
20	Bright red point of light making horrible screeching noises. Drowns out all sound in a 20' radius. Causes headaches and mild nausea, otherwise harmless.

1D100 SKELETON VARIANTS

1d100	Type	Description
1	Regular Skeleton	Grabby hands.
2	Armed Skeleton	Sword and shield.
3	Armed Skeleton	Big rusty axe. Swings overhand.
4	Armed Skeleton	Spear and shield. Circles and stabs.
5	Armed Skeleton	Bow and arrows. Shockingly accurate.
6	Armoured Skeleton	Rusty horned helmet. Unusually tough.
7	Armoured Skeleton	Scraps of leather and chain. Traps and binds swords.
8	Armoured Skeleton	Full plate, hinged visor, sword, shield. Clang. Clang. Clang.
9	Valuable Skeleton	Gems in eye sockets.
10	Valuable Skeleton	Coated in gold foil.
11	Royal Skeleton	Wears a crown, carries a scepter, directs others.
12	Decorated Skeleton	Covered in brightly coloured paint. Smears easily.
13	Knight Skeleton	Skeleton with a sword on a skeleton horse.
14	Two-Headed Skeleton	Slightly smarter than average.
15	Four-Armed Skeleton	Additional attack. Lots of grappling.
16	Four-Armed Skeleton	With four curved swords. Like a blender.
17	Long Arm Skeleton	Attacks with whip-like many-jointed arms.
18	Ogre Skeleton	Thick skull. Big and dumb and mean.
19	Giant Skeleton	Crouched and bent. Way too fast for its size.
20	Gas Burst Skeleton	Hollow bones filled with toxic green fumes.
21	Dust Skeleton	Explodes into choking bone dust. Too easy to kill.
22	Floating Skelehead	Flying skull dragging a flail body.
23	Skeleton Jelly	Invulnerable skeleton coated in orange slime. Immune to everything.
24	Vitrified Skeleton	Blasted into cloudy glass and carbonized chunks.
25	Ash Skeleton	Coated in volcanic dust and stone.
26	Bloody Skeleton	Coated in blood and scraps of flesh.
27	Tar Skeleton	Coated in sticky pitch. Flammable at high temperatures only.
28	Fire Skeleton	On fire, somehow. Lobs fireballs and hops around.
29	Seductive Skeleton	Poses against wall, waggles hips suggestively.
30	Beehive Skeleton	Swarm of bees in the ribcage. Loud buzzing.
31	Hibernaculum Skeleton	Tangle of snakes in the ribcage and skull. Extra poison bite attacks.
32	Hibernaculum Skeleton	Cluster of bats in the ribcage and skull. They get in the way.
33	Droning Skeleton	Swarm of giant mosquitoes in the ribcage and skull.
34	Exo-Skeleton	Giant crab shell. Attack its weak spot.
35	Exo-Skeleton	Shed spider skin, coated in hair. Residual venom in the fangs.
36	Dog Skeleton	Bites and hunts. Could be tamed.
37	Bird Skeleton	Small. Tries to peck out eyes. Usually operates in flocks.
38	Horse Skeleton	Panics. Not smart, but very leggy.
39	Giant Fish Skeleton	Maw full of sharp teeth. Hops and flops.
40	Giant Snake Skeleton	Skitters on ribcage legs.
41	Nesting Skeleton	Skeleton with another smaller skeleton inside, etc.
42	Inverted Skeleton	Walks on hands, kicks victims in the face.
43	Ball Skeleton	Fifty skeletons mashed together. Crawls and rolls.
44	Wheel Skeleton	Comes out of nowhere, rolls at a blistering pace, runs people over.
45	Skelecopter	Spinning knife-edged arms let the skeleton fly.

46	Explosive Punch Skeleton	Fires one arm like a primitive gunpowder missile.
47	Ribcage Maw Skeleton	Tries to bite people to death with its chest.
48	Ghost Skeleton	Poltergeist manipulating bones. Floaty and wobbly.
49	Dancing Skeleton	Will try to dance with the living. May pull their arms off.
50	Fossil Dinosaur	Stuck halfway into the walls.
51	Painted Human	Skinny person in black and white paint. Realistic.
52	Disguised Human	Person in very deceptive black and white clothing.
53	Disguised Human	Person in black clothing with a skeleton tied to it.
54	Disguised Human	Person in skeleton armour.
55	Incredibly Old Human	Nearly transparent skin, stringy hair, knobbly fingers.
56	Cursed Human	Cursed by a witch to look like a skeleton. Can only say “Ack”.
57	Wereskeleton	Human by day, skeleton by the light of the moon.
58	Cloth Skeleton	Animated by painted spells.
59	Paper Skeleton	Folded from one sheet of enchanted paper.
60	Chalk Skeleton	Carved and articulated golem. Squeaky and dusty.
61	Straw Skeleton	Tightly wound straw limbed golem. Rustic.
62	Wood Skeleton	Carved and articulated golem. Brass hinges.
63	Clockwork Skeleton	Controlled by springs, wires,and a golem brain.
64	Wall Skeleton	2D cutout, slides along walls, takes over humanoid shadow.
65	Ooze Skeleton	Bones motivated by transparent jelly.
66	Plant Skeleton	Bones motivated by parasitic vines.
67	Rat War-Engine	Skeleton controlled by Speaking Rats (pg. 128) with pulleys and levers.
68	Mimic Skeleton	Just another bizarre mimic disguise.
69	Puppet Skeleton	Controlled from another room by nearly invisible wires.
70	Puppet Skeleton	Controlled by a reclusive telekinetic wizard hiding nearby..
71	Illusory Skeleton	Stop-motion, projected via a magic gem lantern.
72	Illusory Skeleton	Realistic, but projected on a flat plane. Flickers between viewers.
73	Illusory Skeleton	Magic projects an image of viewer’s skeleton. All actions are mirrored.
74	Worm Skeleton	Bones motivated by flesh-eating red worms.
75	Delusion Skeleton	Created by a spell. Only exists in the target’s mind.
76	Delusion Skeleton	Hallucinogenic dust from a rare plant makes victims see skeletons.
77	Goblin Skeleton	Too stupid to know it’s undead, sneaky enough to get away with it.
78	Skeleton Bird	Thin wading bird camouflaged as a hunched-over skeleton.
79	Skeleton Bird	Feathers and legs make a convincing illusion
80	Infernal Skeleton	Summoned from somewhere hot. Sulphurous, daemonic. Tiny horns.
81	Angelic Skeleton	Halo, wings, ragged white robes. Not good with small talk.
82	Ivory Skeleton	Incredibly valuable if captured undamaged. Easy to crack.
83	Stone Skeleton	Golem carved from white marble. Beautiful. Loves to pose.
84	Ice Skeleton	Summoned from somewhere cold, forced into this shape.
85	Smoke Skeleton	Enchanted grey fog, forced into this shape.
86	Insect Skeleton	Stick-like Catacomb insect camouflaged as a skeleton.
87	Rope Skeleton	Made of enchanted white rope, carefully knotted and coiled.
88	Glassflesh Creature	Clear living tissue surrounding a coincidentally humanoid skeleton.
89	Skeleton Lure	Huge anglerfish creature with wobbly skeleton lure.
90	Skeleton Hermit Crab	Skull-shaped crab manipulates other bones with spindly legs.
91	Skeleton Hermit Crab	Each bone is home to one small crab. They work together.
92	Inflatable Skeleton	Special bladder deployed by a small turtle. Scares away predators.
93	Bony Lizard	Armour plated in white. Skull looks very odd in profile.
94	Disguised Dryad	Hidden inside of bones so people leave it alone.
95	Lead Skeleton	White lead golem. Dense but soft. Toxic in large doses.
96	Wax Skeleton	Candle golem with a macabre shape. Flammable.
97	Paper Mache Skeleton	Enchanted and full of delicious hard candy. Candy may be cursed.
98	Rogue Anatomy Model	Clay organs inside an enchanted clay skeleton. Obeys commands.
99	Octopus Skeleton	Controlled by thin mutated terrestrial octopus. Skittish.
100	Glass Skeleton	Enchanted artistry. Can use to deduce potion effects.

THAUMOVORIC EELS



Appearing: ¤ 1d6 ¤¤ 2d6 ¤¤¤ 3d6
HD: 4 (16 HP)
Appearance: shimmering rainbow-coloured eel with small wings instead of fins. Large and quick.
Voice: shrieks the pentatonic scale.
Wants: to eat spells and magic items.
Morality: animal brutality.
Intelligence: fishy.
Armour: as leather. Immune to magic of any kind. Magic damage heals instead.
Move: fly 2×normal.
Morale: 8
Damage: 1d4 bite. Thaumovoric Eels can make called shots on magic items, wands, spellbooks, or wizard's heads. On a hit, they absorb 1d6 magic charges or 1 spell or 1 enchantment. High-level spells or enchantments may get a Save.

Thaumorvic Eels flit along the River Burl (1, pg. 9). Perhaps they were once simple river-eels twisted by magical radiation. Perhaps they were imported from some far-off land of flying serpents and vine-covered pyramids. Perhaps a wizard made them to spite a rival.

Their flesh tastes appalling, but eating it reduces all incoming magic damage by 1 for 1 hour.

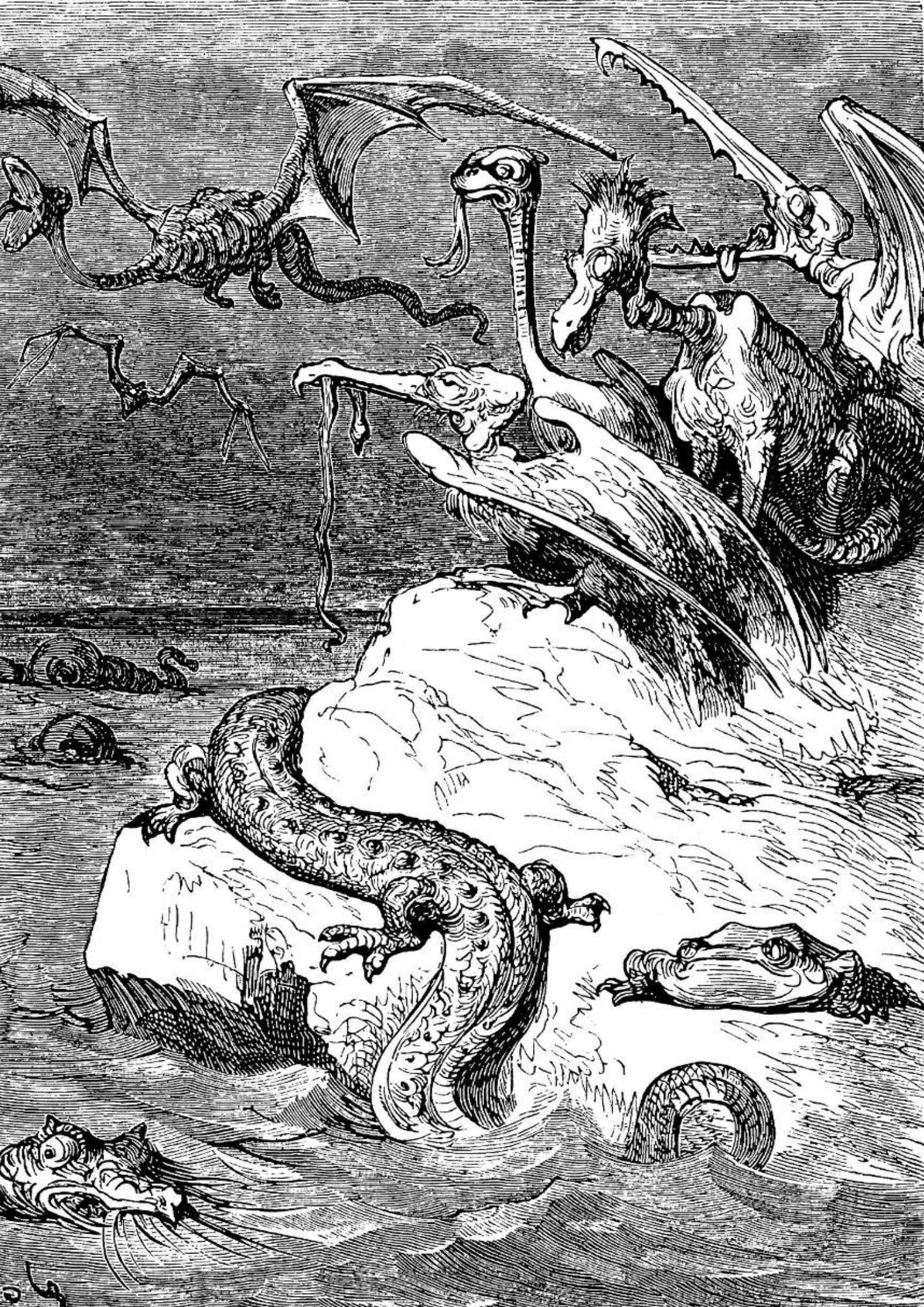
TUNNEL TROLLS

Appearing: ¤ 1 ¤¤ 1d6 ¤¤¤ 2d6
HD: 7 (28 HP)
Appearance: hulking warty humanoid covered in clay. Grey-green, shambling, glowing red eyes.
Voice: deep groans.
Wants: to eat delicious soft flesh.
Morality: moderately vindictive.
Intelligence: dim but full of cunning and guile.
Armour: as chain.
Move: normal. Can climb or squeeze through small gaps with startling ease.
Morale: 10.
Damage: 1d8 claw/1d8 claw/1d12 bite.

Tunnel Trolls regenerate 3 HP per round. The individual parts of a Tunnel Troll will continue to fight and live even if severed, sometimes growing into new trolls over several hours. Acid, fire, or very strong magic prevents regeneration.

Some say the Catacombs of Endon (pg. 135) are full of trolls. This is a slight exaggeration, but there certainly are a lot of them down there. Experiments in biomancy, badly brewed potions, or the mad schemes of wizards can produce more trolls. Some are tragic, some are endemic, all are ravenous.

1d10	Troll Variants
1	**Stonehide**. Takes ½ damage from slashing and piercing weapons.
2	**Rubberized**. Takes ½ damage from bludgeoning weapons.
3	**Two-Headed**. Extra bite attack, immune to mind-altering effects.
4	**Spellbelcher**. Once per day, spew a 30' cone. 2d6 magic damage, Save to Dodge.
5	**Mind-Reading**. Resembles a caricature of the viewer's enemy or rival.
6	**Four Armed**. Extra claw attack, loves to grapple and tear people apart.
7	**Bilespewer**. Once per day, spew a 50' line. 2d6 acid damage, Save to Dodge.
8	**Flammable**. If lit on fire, bursts spectacularly and moistly after 1d6 rounds.
9	**Bloodsniffer**. Huge fleshy nose. Can track a target anywhere, will always seek revenge.
10	**Amphibious**. Swim normal, breathes underwater. Webbed hands and feet.



DUNGEONS



THE CATACOMBS

First, find a way in. Graveyards, basements, and excavations all provide access routes. Old Endon Cemetery (9, pg. 10) and the Auld Grey Cathedral (10, pg. 10) and contain well-known entry points.

The Catacombs can be explored like a classic dungeon with randomly generated rooms. Maps are provided on pg. 136. Make print copies, cut them out, and use them as tiles. Alternatively, describe the locations using classic grid squares or abstract distances.

Roll d10+Depth for Locations. The GM can roll for Details and Complications at their discretion. The GM should also feel free to add new rooms, connecting tunnels, etc. To randomly join up rooms, roll 1d4 if required.

Roll for Encounters every time the players move into a new room. Roll 1d12 if they are travelling cautiously and spending time searching. They may get an Omen before an Encounter. Roll 2d6 if they are moving incautiously, fleeing, or hurrying.

Stairs (in 3. Ladder Shaft, 5. Mine, and 13. Fungal Sprawl) indicate clear methods of ascent or descent. The GM should feel free to introduce other methods. The Catacombs are not level; accidentally changing Depth is possible.

The Catacombs are vast, ancient, and unmapped. Cave-ins, new excavations, and magical radiation constantly alter their layout. Nearly any traditional dungeon can be placed in the Catacombs.

1d10+Depth	Locations	Details	Complications
1	Basements	Constant Drip of Water	Unstable Rocks and Passages
2	Crypt	Tangle of Roots	Bad Air or Fog
3	Ladder Shaft	Crushed and Crumpled	Crumbling and Unstable
4	Ossuary	Scrawls and Scratchings	Concealed Drops or Pits
5	Mine	Trash Heap	Very Slippery Clay
6	Pipe Maze	Thumping, Churning, Rushing	Strong Sewer-Stink
7	Pumping Station	Dead Explorers	Tidal Flooding
8	River	Soggy Brick and Stone	Trapped or Disguised
9	Stormwater Drains	Immaculately Maintained	Sharp Iron or Bone Spikes
10	Sunken Pool	Tilted and Distorted Floor	Vertical not Horizontal
11	Gallery	Pulverized Bone Layer	Grinding Gears, Spinning Shafts
12	Stone Circle	Strong Ambient Magic	Burning Gas-Flare
13	Fungal Sprawl	Treasure Hoard	Induces Nausea and Madness
14	Temple	Unusually Warm or Cold	Ferociously Defended
15	Sump	Impossible Geometry	Distorts Spells and Enchantments

1d12 (Cautious) 2d6 (Incautious)	Omen	Encounter
1	Filtered sounds of city traffic.	Possible **exit** to another part of Endon (1d10+5, pp. 9–12).
2	Buzzing flies, smell of rot.	Waterlogged **corpse** buried in the sludge.
3	Quiet high-pitched conversation.	A swarm of the **Speaking Rat Society** (pg. 128).
4	Chalk marks, climbing ropes.	A gang of 2d6 **thieves** and their lair.
5	Slither, flicker of colour.	¤ 1d6 ¤¤ 2d6 ¤¤¤ 3d6 **Thaumoviric Eels** (pg. 132).
6	Click of bone on bone.	1 **Skeleton** (pg. 128) clambering, stumbling.
7	Rattle and flicker and thump.	2d6 **Skeletons** (pg. 128) roaming, grasping at life.
8	Groans, mubling, heavy tread.	¤ 1 ¤¤ 1d6 ¤¤¤ 2d6 **Tunnel Trolls** searching for a meal.
9	Quiet tones, rude words.	2d6 **urchins**, lost, playing, or hiding.
10	Sizzle of steam and raw magic.	¤ 1 ¤¤ 1d6 ¤¤¤ 2d6 **Stray Spells** blundering, fizzing, drifting.
11	Faint reflection of magic.	1d4 **Minor Magic Items** (pp. 93–96), 1d10×10gp.
12	Gleam of gold.	1 **Magic Weapon** (pp. 99–102), 1d20×10gp.

LOCATION DETAILS

1. Basements
Endon is built on a marsh; buildings slowly sink. Brickwork, old rotting boards, possible access into rooms above, possibly inhabited by squatters, thieves, urchins, or rats.

2. Crypts
The ancient dead were buried in vast stone tombs. Alcoves full of bones. Rotting shrouds. Loose spells seek convenient containers; skeletons once held souls. Sometimes they rattle or sizzle. Most valuables looted, but some grave goods might remain in deeper areas.

3. Ladder Shaft
Sunk as part of some new or ancient project. Winding stone stairs, clean iron rungs. Clips for lanterns or holes for torches. Good place for a trap or ambush.

4. Ossuary
Mass grave, channel pit, ancient monastic morbid devotional construction. Densely stacked bones in columns, rows, and heaps. Rats and spiders.

5. Mine
Dug for lead, clay, coal, or iron. Ancient, cramped, follows the seam and bend of long-extinct riches. Wooden beams, toxic water.

6. Pipe Maze
Knot of wooden, iron, copper, and stone pipes. All leaking, washing away soil and eroding stone.

7. Pumping Station
Machines to keep Endon from flooding, keep water flowing, drain a mine, or move sewage. Primordial water-screws, new steam-engines (with crews), golem-lifts, etc.

8. River
Rushing water or sewage. Treacherous to cross. Grates, pipes, sluice-ways. Bridges if you're lucky.

9. Stormwater Drains
Slick channels from the surface to carry away rainwater and prevent constant flooding. Natural fissures, angled channels, or huge new pipes. Might be possible to climb up with equipment, but likely to pass through a few other chambers on the way.

10. Sunken Pool
Lake of fetid water. Strange fish or amphibians. Possibly glimmer of gold or washed-out treasure.

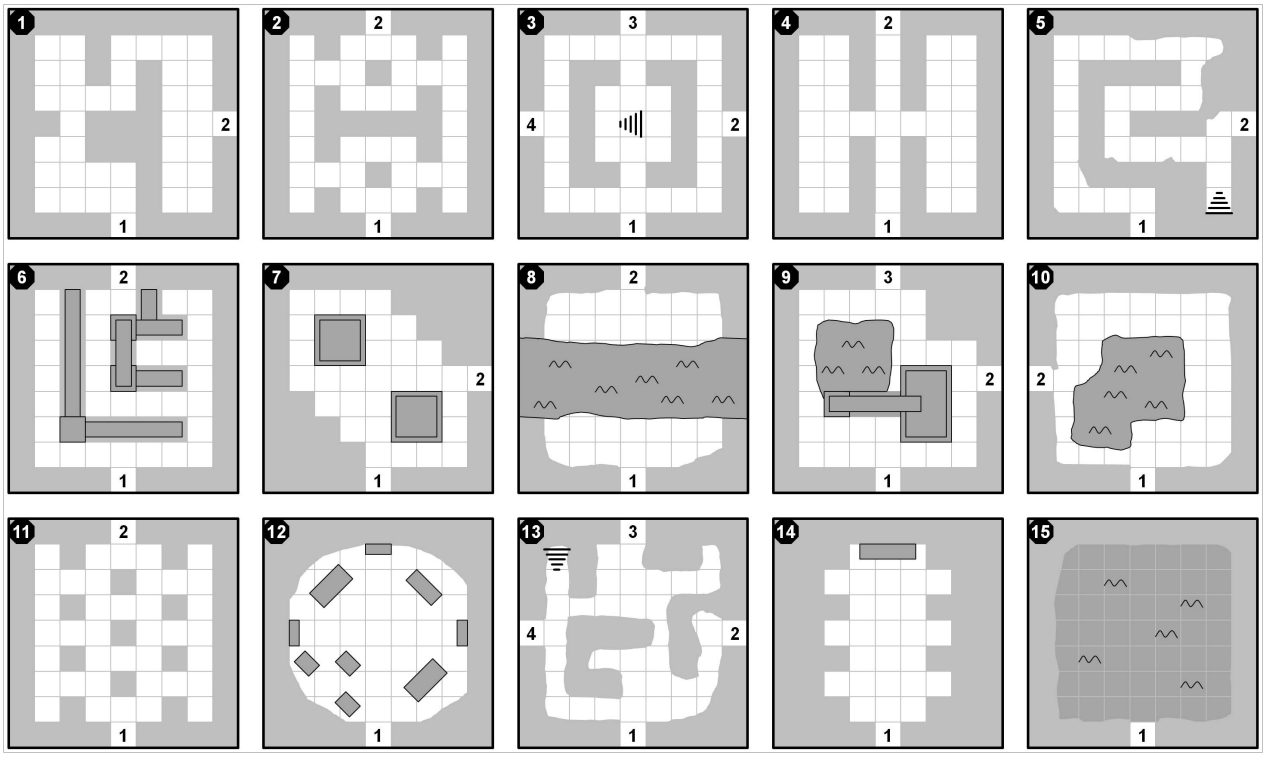
11. Gallery
Mined-out area. Stone columns, polished, rough, or natural. Unnatural order in a chaotic region. Possibly some worn mosaics or inscriptions.

12. Stone Circle
Built by antediluvian wizards to focus or channel magic energy. Remnants may hold spells, secrets, or residual power.

13. Fungal Sprawl
Rich layer of silt and organic matter covered in puffy white fungus filaments, grey-blue mushrooms, insects.

14. Temple
Primitive stone structure dedicated to some half-forgotten god or powerful intercessionary figure. Worn statues, rough paintings, ancient tiles. Possibly hidden.

15. Sump
Everything that can be washed away ends up down here. Murder victims, vital clues, gold, magical radiation, old shoes; it all winds up in a sump.



THE BELLS OF ST. BRISTOW

Last night, someone stole three bronze bells from the church of St. Bristow. The local priest, Father Micklewhite, has offered a small reward of 100gp for their return. The Coppers promised to investigate but everyone knows they rarely solve property crimes. They didn't even look around.

The church is small and decrepit. The stone bell tower is a local landmark and the sound of its bells binds the community together, even if they rarely attend services. A few residents have gathered outside the church.

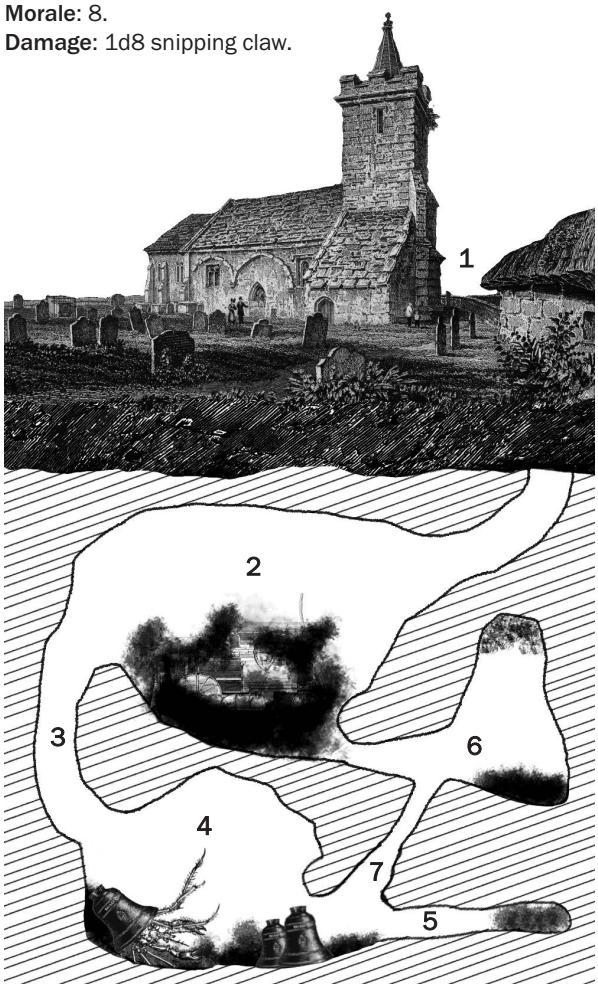
Father Micklewhite, infirm priest: "A terrible business. Must have been a whole gang of rascals."

Mrs. Windsor, skeptical nurse: "Wizards, I have no doubt, melting the bells down for copper or using 'em as cauldrums."

Lance Bisby, excitable reporter: "The thieves must have used some sort of flyin' machine."

David Dire, costermonger: "Nobody from 'round here would dare touch those bells, I'll tell you that much."

Bell Hermit Crab
HD: 4 (16 HP)
Appearance: red crab in a bronze bell. Too many hairy legs. Oval eyes on independent eyestalks. Whiskers.
Voice: chattering, clicking mouthparts.
Wants: to eat food, grow fat, lay eggs.
Morality: uncomplicated.
Intelligence: instinctual.
Armour: as plate + shield. If tipped over, legs have armour as leather. If pulled out, body has no armour.
Move: normal.
Morale: 8.
Damage: 1d8 snipping claw.



CLUES

Each bell weighed at least 400lbs.

One of the church's windows was broken. The window is large enough for a horse to fit through.

There are scrape marks down the inside of the bell tower, as if the bells were lowered, but no scrape marks inside the church itself.

The ropes and bars holding the bells were mangled, not cut.

One of the mausoleums in the church graveyard also was broken open.

Father Micklewhite is shocked by all of this.

1. The Mausoleum

The Family Ramsey's. Iron door mangled, possibly opened from the inside. Contains 3 broken coffins, no bodies, and a large damp tunnel leading downwards.

2. Trash Heap

Pots, buckets, barrels, wheelbarrows, bone, rags, and mud. Searching reveals 30' rusted iron chain,
3 dented but usable swords, 10gp in loose change, and the tunnel to 7.

3. Drop

Muddy tunnel down. Climbing down the clay and wet earth is not difficult. Climbing up takes time. Roots, rivulets of water.

4. Crab Lair

Large chamber. 1' of murky water at the bottom.
3 bells visible. Each contains a Bell Hermit Crab.
Will wake up if anyone steps in the water. If awoken, will move around rooms 1-6 (roll 1d6) searching for delicious intruders.

5. New Excavation

Partially completed tunnel. Contains old wood planks, muck-covered jewelry worth 30gp and a Minor Magic Item.

6. Egg Chamber

Thick layer of rotting corpses excavated from graveyard.

High up, cluster of 12 Bell Hermit Crab eggs. 50gp in grave gems and trinkets. Father Micklewhite will want them back.

7. Ancient Pipe

A narrow squeeze but possible to climb. Segmented stone.

The caves will slowly flood if it begins to rain (Weather in Endon, pg. 15). The crabs can breathe underwater.

THE BIGGEST ASPIDISTRA IN THE WORLD

George Smitherby purchased a potted aspidistra (a small waxy-leafed decorative plant) from a disreputable wizard. He brought it home, watered it carefully, and was astonished when it grew 200' high overnight.

George, his wife Doris Smitherby, their maid Celia, and their schnauzer Wuffles, are trapped in the ruins of their house at the top of the plant. Their neighbors have raised a reward of 200gp for anyone who can rescue the Smitherbys and a further 300gp for anyone who can remove the plant without causing further property damage.

CLIMBING THE STALK

The stalk is like an giant impossibly thin palm tree. It can be climbed in 3 hrs with any equipment. It sways alarmingly and is flammable. Combat on the stalk is difficult. Unless tied, any hit that deals 3 or more damage may knock a combatant off. The crowd below will shout useless advice, scream, and sing patriotic songs as the PCs climb.

The leaves of the giant aspidistra are large, waxy, and slightly rippled. They are easy to climb unless it's raining. (Weather in Endon, pg. 15).

1. Giant Wasp Nest

Whatever magic caused the aspidistra to grow also affected several creatures, including 15 giant wasps the size of gerbils. They have 1 HP, are tricky to hit, and sting for 1d6 damage. They desire sugar (there's some in the kitchen), paper (wallpaper or newspaper), or tasty human flesh.

2. Giant Spider Lair

A funnel of soft fibres. Not sticky. If the giant spider has not been previously encountered it will be here. The lair contains one dead and desiccated giant wasp, bits of wood, and shiny silverware worth 5gp.

3. Entangled Balloon

The PCs aren't the first people to attempt to rescue the Smitherbys.

Eliza Green, aerialist and explorer, ascended in her silk balloon. Unfortunately, she crashed into the plant and is now dangling in her basket. She has a magic flame-generator, 30' of rope, a grappling hook, and a dagger. Grateful for rescue; still wants a share of the reward. It's possible to repair the balloon with spider silk and bedsheets.

4. Broken Leaf

It's difficult to see from a distance but this leaf is torn. Anyone crossing or climbing it has a 1-in-6 chance of tearing the leaf further. Save to hang on.

5. Wuffles and the Aphid

Wuffles, the Smitherbys' elderly schnauzer, is barking at a giant green aphid. The aphid is harmless and baffled. The Smitherbys won't leave without their dog.

6. The Smitherbys' House

Two story, tan plaster with brick and false stone decoration. Ground floor is mostly ruined. Broken glass, scraps of floorboards, sap-stained wallpaper. Parlour at the front, kitchen at the back. Central stairs lead to two bedrooms. One has George and Doris. The other one has Celia who is trying to pretend everything is completely normal. There is 40gp worth of jewellery stored in the bedrooms. George also has 10gp in cash in his pockets but refuses to pay "on principle".

George Smitherby is grey, paunchy, and irritable. He's got no patience for wizards (especially now), foreigners, women in revealing clothing, cats, children, and spicy food. He tries to take control by shouting. Doris Smitherby is thin, pale, and stuttering. Her friends (not many) say she's a sheep in sheep's clothing. She's been trying to get George to calm down. Celia is young, obedient to shouted orders, and terrified of heights. In a crisis she freezes and shuts her eyes or does something wildly unhelpful. Getting the three of them (and Wuffles) down the aspidistra should be an exercise in diplomacy.

1d6	Random Encounters
1	One **giant spider** the size of a horse. Very venomous, not very clever.
2	1d6 **giant wasps** the size of gerbils in search of sugar, paper, or flesh.
3	1d3 **giant stinkbeetles** the size of housecats. Can spray horrible caustic liquid if threatened (1d6 damage, 30' cone).
4	3d100 **giant green aphids** the size of bowling balls. Harmless, kind of cute.
5	**Falling debris**. Save to dodge or take 1d6 damage.
6	**Gust of strong wind**. May push explorers close to the edge of a leaf, drive away giant wasps.

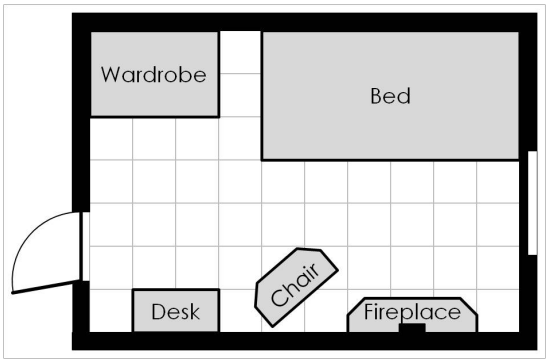


GENERIC DWELLINGS

Lodging-House Room

The Poor (pg. 49) and the Lower Class (pg. 50).

Square = 1'

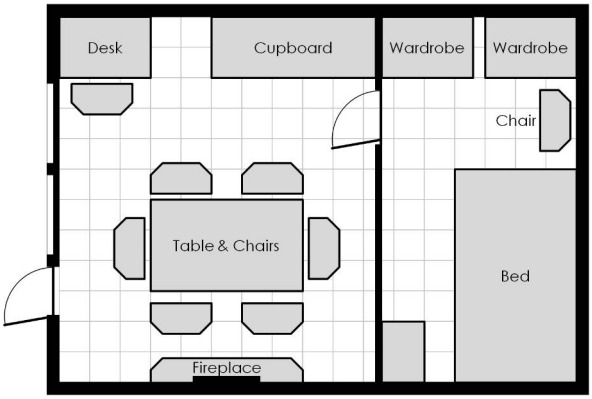


1d10	Lodging House Eccentricities
1	Landlord eavesdrops on all conversations.
2	Shift bed use; one lodger always sleeping.
3	Badly peeling wallpaper. Nailed in areas.
4	Drainpipe runs diagonally through room.
5	At the top of nigh-endless stairs.
6	Several levels below ground.
7	Part of a sprawling complex.
8	Neighbor dying of a noisome disease.
9	Swarms of small children underfoot.
10	Depressingly spartan.

Apartment / Row House

Lower Class (pg. 50)

Square = 1'

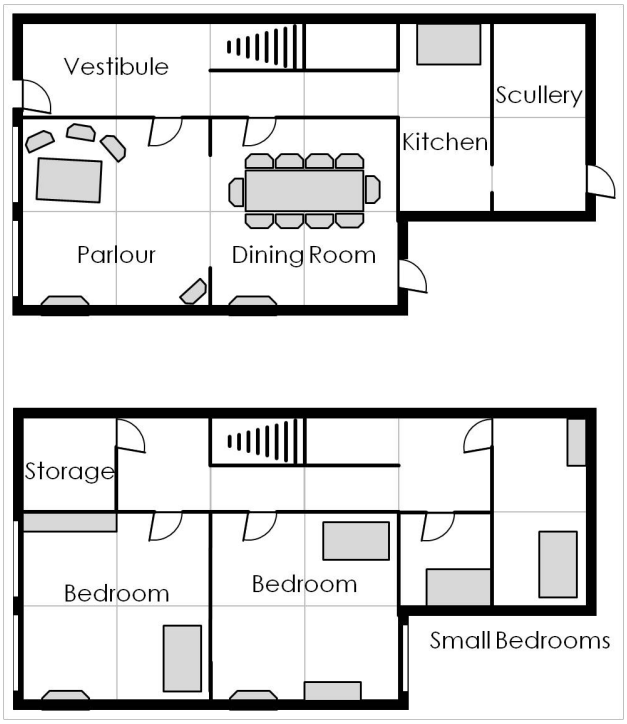


1d10	Apartment / Row House Eccentricities
1	Bricks coated in thick white paint.
2	Wardrobes contain stolen goods.
3	Elderly cackling relative in corner.
4	Rats arrive and depart on a schedule.
5	Bedroom is a loft accessible by ladder.
6	Enormous portrait of the Monarch.
7	Mantelpiece covered in china dolls.
8	Constant alarming noises from neighbours.
9	Subsidence slowly tipping house sideways.
10	Swelteringly hot or intolerably cold.

Townhouse

Middle Class (pg. 51)

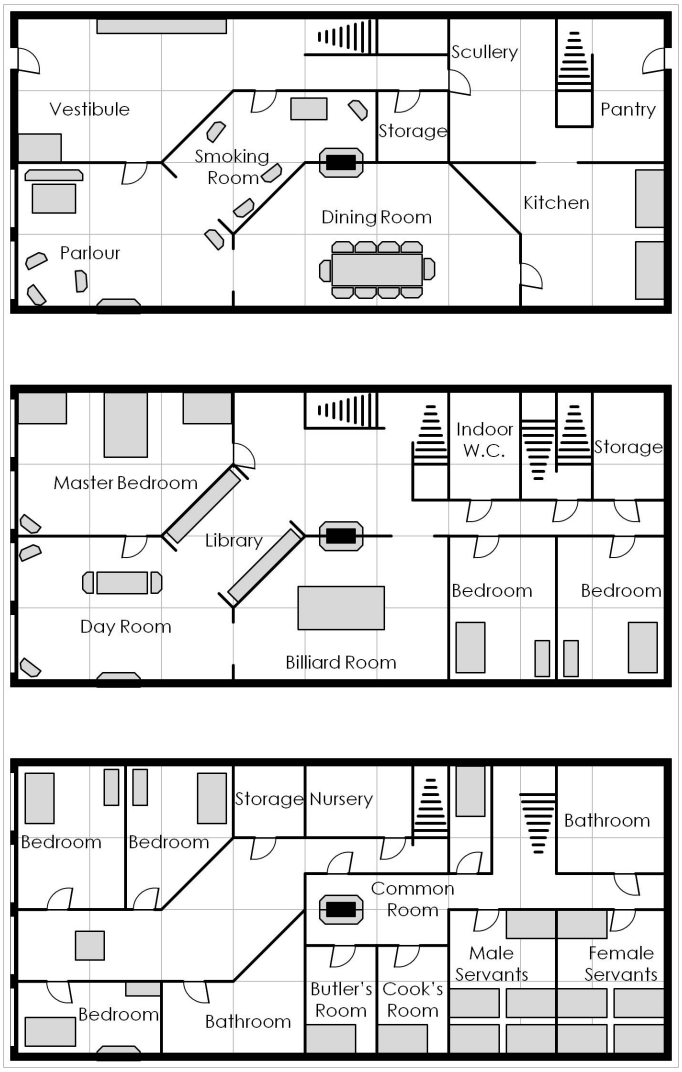
Square = 10'



1d20	Townhouse Eccentricities
1	Squabbling servants in the back rooms.
2	Dingy and mysteriously tinted yellow.
3	Gaudy and unfashionable.
4	Surfaces covered in doilies and china.
5	Exotic houseplants on display.
6	Scrubbed and polished beyond belief.
7	Poorly and sparsely furnished.
8	Smells of delicious food and spices.
9	Ancient mother-in-law in parlour.
10	Tasteful paintings and panelling.
11	Shamefully overgrown garden.
12	Precocious child constantly interrupts.
13	Exuberantly patriotic flags and paintings.
14	Kitchen full of latest (malfunctioning) tools.
15	Palpable air of domestic loathing.
16	Newly installed indoor water closet.
17	Amateur magic workshop in back garden.
18	Hastily concealed shameful secret.
19	Antique furniture under dust cloths.
20	Bad-tempered, vengeful, indestructible cat.

Large Townhouse
Upper Class (pg. 52)

Square = 10'



1d20	Large Townhouse Eccentricities
1	Corner lot; windows on one side as well.
2	Servants twittering and peeking.
3	New pipes gurgle and clang.
4	Exotic art from Foreign Parts.
5	Cause (pg. 115) meets daily in parlour.
6	Billiard table covered in magic detritus.
7	Heaps of calling cards on vestibule table.
8	Remarkably crooked and unlevel.
9	Library of theoretical magic texts.
10	Exquisite but temperamental chef.
11	Vibrantly coloured but tasteful paint.
12	No books or reading material in house.
13	Glowering portraits of ancestors.
14	Legions of liveried footmen.
15	Untrustworthy servants offer to sell trinkets.
16	Flowers in every room.
17	Owner keeps eccentric hours.
18	Owner loathes visitors, foreigners, children.
19	Drifts of throw cushions and small chairs.
20	Bellicose and pampered child.

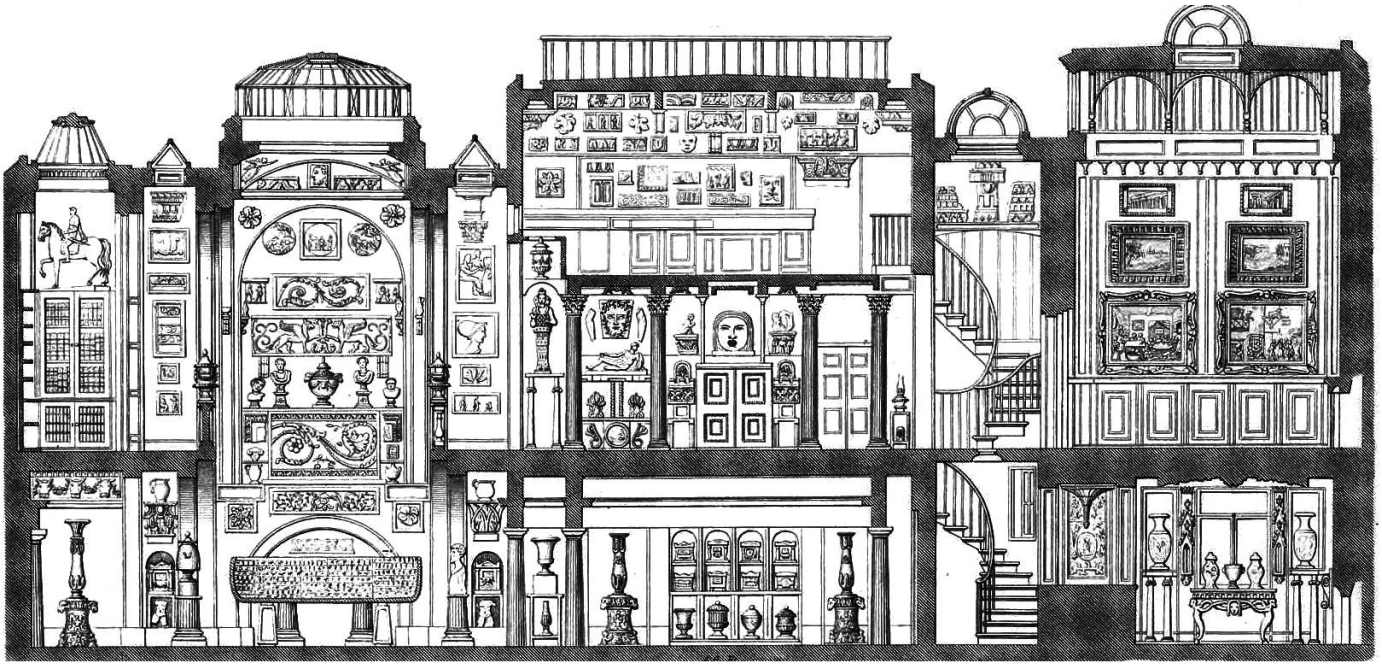
1d10	Guards, Guards!
1	1 ancient servant with a blunderbuss.
2	1d6 burly footmen with candlesticks, forks.
3	2d6 servants, noisily panicking.
4	No response. Roll again in a few rounds.
5	1 trained Exotic Creature (pg. 125).
6	1d6 badly trained Exotic Creatures (pg. 125).
7	1d6 clanking Gel Knights (pg. 126).
8	1 slobbery Mild Dog (pg. 126).
9	Pack of 2d6 Mild Dogs (pg. 126).
10	1 wide-eyed maid with a Minor Magic Weapon (pg. 98).



WONDER-MANSION GENERATOR

Rich and eccentric nobles and wizards build collections of curiosities. Current fashion calls for obscure natural wonders, ancient relics, art of all kinds, and truly unique trinkets. Magic items are considered gaudy; a true vunderkabineter relies on the taste of the curator and the whims of Nature. This table can be used to supplement the Generic Dwellings on pp. 139–140. Prices listed reflect quick sales, fences, or idle speculation. True collectors will pay 2×as much.

1d20	Contents	Complications
1	**Stuffed Reptiles**. Hung on silver wires. Worth 20gp total.	Dusty and ludicrously flammable.
2	**Preserved Shellfish**. Dried and mounted high on the walls. Worthless.	Guarded by elderly butler with a whistle.
3	**Giant Stone Heads**. Impossible to move. 1d4 each worth 300gp.	Rickety worm-eaten floorboards.
4	**Dried Sea-Creature**. Supposedly improves conjugal skill. Worth 150gp.	Item is toxic; use gloves.
5	**Landscape Paintings**. Obscure but tasteful. 1d6 worth 100gp each.	At the top of a tower.
6	**Still-Life Paintings**. By forgotten masters. 1d4 worth 300gp each.	Trapped with poison darts.
7	**Unicorn Horn**. Cures any curses afflicting virgins. Worth 1,000gp.	In a spider-filled basement.
8	**Coral**. In fans, brains, barrels, rills, eggs, and heaps. Worth 20gp total.	Delicate and breakable.
9	**Ancient Miniatures**. Of emperors long dead. 2d6 worth 30gp each.	Stored in fragile glass cases.
10	**Wooden Weapons**. Shark-tooth saw-blades. Worth 10gp total.	Hidden sharp edges draw blood.
11	**Antlers**. Gnarled and heavy. 1d6 choice pieces worth 20gp each.	Shape is hard to conceal.
12	**Sarcophagus**. Contains a mummy. Animated by any magic within 30'. Case worth 40gp, mummy worth 300gp (but toxic dust rots and spoils).	Cursed by ancient blood-magic. Stealing item transfers curse.
13	**Rare Minerals**. Some glow, some glitter, some are coloured like frozen sunlight, some look like frozen plants. 1d4 worth 30gp each.	Astonishingly heavy.
14	**Curiosities in Jars**. Deformed births, two-headed snakes, masses of teeth and hair. 1d6 worth 100gp each, 200gp to a necromancer.	Close proximity induces nightmares, nausea, tinnitus.
15	**Celestial Globe**. Star patterns in silver and gold, silver stand, elaborate clockwork movements. Worth 1,000gp.	Unique and famous. Identifiable as the property of the owner.
16	**Daring Nude Painting**. Oh, that kind of curiosity. Worth 100gp but owning it may be a moral crime.	Vulnerable to moisture or heat.
17	**Dried Ferns**. Pressed between glass plates. From all over the world. Labels in spidery handwriting. Worth 50gp total.	2d6 nearby servants cataloguing and arguing.
18	**Primordial Stone Carving**. Enhances spell damage by +1d6. If a 6 is rolled, explodes. 3d6 damage, 30' radius, Save for half. Worth 100gp.	Other thieves and rogues seek this item and are unlikely to pay for it.
19	**Dragon's Egg**. Dense, serrated. A fake, but a very good one. Worth 2,000gp or 10gp if exposed as false.	Item is worthless without a corresponding item or certificate.
20	**Rare Furs**. White bears, black fish, silver-grey-green snakes. 1d4 pelts worth 100gp each.	Powerful, almost overwhelming odour. Gets worse if wet.



APPENDICES



REASONS TO VISIT ENDON

GENERIC REASONS

- Buy the latest fashions.
- Buy the most potent weapons.
- Meet the most elegant, refined, beautiful, seductive, poetic, educated, etc., people.
- Meet people from any part of the world.
- Sell magic items for the most money.
- Get leads on the most profitable ventures.

REASONS BY CLASS

Alchemists/Artificers/Tinkerers

1. Your skills are in high demand in Endon.
2. Your obscure traditions might provide new insights.
3. Your projects could take an enormous leap forward by standing on Endon's shoulders.
4. A mentor, tutor, or ally has asked for a report on state-of-the art magical industry.

Barbarians/Warlords

1. Endon has the best swords.
2. If you play your cards right the people of Endon will treat you like a foreign prince.
3. It's a good idea to scout a city before you raise a horde and burn it to the ground.
4. All the comforts of the world can be bought in Endon.

Bards

1. It's not just a city, it's the city! The Big Gryphon! The City That Sleeps With One Eye Open! If you can make it there, you can make it anywhere.
2. Your style of music might become fashionable.
3. Perhaps you could infiltrate the Monarch's social set and find a royal patron.
4. Enchanted instruments and music are underdeveloped in Endon.

Clerics/Exorcists/Mystics

1. You received a divine apocalyptic vision. The details were fuzzy but Endon was definitely involved.
2. Endon is largely without faith. You could make many converts.
3. Holy books have a lot to say about cities that aspire to godlike powers. Someone ought to warn them.
4. A senior religious figure from your order was invited to participate in an ecumenical debate on necromancy. You were sent instead.

Druids

1. The balance between nature and civilization has gone to hell, and Endon is to blame. You're sure it will all end in tears.
2. The unhappy spirits of rare animals are drifting across the land. How did they get here?
3. Some wizards dug up your order's ancient standings stones and carted them away to use as magic-resistant gravel. Get revenge.
4. If there's one place a new kind of urban druid could emerge, it's Endon.

Fighters

1. Endon's army is notoriously professional. Joining them, even on paper, would enhance your reputation.
2. For a price, wizards in Endon will forge custom weapons of awe-inspiring power.
3. A local ruler, worried about a rising power, asked you to send reports on Endon's progress.
4. It's never too early to work on a comfortable genteel retirement.

Monks

1. Where better to test your detachment from material wealth than the wealthiest city in the world?
2. Some eccentric wizards believe the human body is capable of unconscious spellcasting.
3. Endon is twisting the hidden fabric of fate. Something momentous will happen here.
4. Your order has ancient and powerful enemies. Could they be hiding in Endon?



Paladins

1. Something is wrong with the system. Endon prospers; her people suffer. Right wrongs.
2. You received direct divine orders. Something will happen in Endon. Not right away, but soon. Stand by for further instructions.
3. Powers in opposition to your faith seek to use Endon's prosperity for their own purposes. Thwart them.
4. Charity goes far in Endon, yet Endon's power could raise the living standards of the whole world.

Rangers

1. Rare animals and their handlers are fashionable in Endon.
2. Your quarry hides in the most turbulent city in the world.
3. If you need a very specific kind of weapon or poison, Endon can supply it.
4. The spells you learn are rarely studied or industrialized. Perhaps there's an opportunity to revolutionize a field.

Sorcerers

1. Paltry wizards and bookworm mages have no idea what true power is. You can show them.
2. Endon's industries are slowly drawing raw magic out of the rest of the world and dumping it into the local environment. Sorcerers feel it first.
3. The air in Endon is saturated with raw magic. Your abilities may be enhanced.
4. You are a living and stable magic battery. You can find employment anywhere.

Thieves/Rogues/Assassins

1. There's a lot to steal in the richest city in the world.
2. Assassinations are unfashionable in Endon but someone will always want someone dead.
3. Using the minor magic items Endon produces in unexpected ways could make someone very wealthy.
4. It's a good idea to make contact with potential buyers before you raid a tomb or dungeon.

Warlocks

1. You are drawn to power; Endon is very powerful. Any need can be satisfied.
2. Many desperate or ambitious souls in Endon can resist anything but temptation.
3. Your patron may want to nudge Endon towards a spectacular end or steer it away from an unripe apocalypse.
4. If you regret your pact, the key to breaking it may lie in Endon.

Wizards/Magic-Users

The reasons should be obvious, but just in case:

1. Study at Loxdon College, now the most famous magic university in the world.
2. Learn peerless spells, breed new ones, or conduct magic experiments.
3. Develop entirely new magical industries.
4. Become famous or infamous.

1D20 GENERIC PLOT HOOKS

1d20	
1	**The Fogwalker Gang**. Mysterious and impossible burglaries during dense fog. Thieves or something stranger?
2	**Locked Up**. Someone has been unjustly imprisoned or committed to an asylum. Who dares rescue them?
3	**The Great Stock Jobbery**. Schemers inflate the share price of the *North Exploration Co.*, sell out quietly, pocket profits.
4	**Replacement Human Service**. Creatures from Elsewhere take over bodies, run them around like rented carriages.
5	**Toxic Torment**. Side-effects of magic waste dumped near a small neighborhood covered up by a cabal of wizards.
6	**Race-Fixing**. Consortium of racehorse-owners, bookies, and sponsors use subtle magic to steer race outcomes.
7	**Mack the Mangler Returns!** The infamous slasher is back... but if so, who was hanged and buried three years ago?
8	**The Stranger**. Rich foreign count with eccentric habits arrives, purchases vast mansion, never appears during the day.
9	**The Eidelberger Plot**. Disgrace the Monarch and replace him with another member of the House of Eidelberg.
10	**Entrapped**. Greasy elderly noble seeks to marry young naive ward, inherit vast fortune. Daring escapes required.
11	**Utopian Ideals**. An engineered magic plague designed to kill undesirables, subtly inserted into the gin supply.
12	**A City Held Hostage**. Mad genius builds a death ray, holds all of Endon hostage for big fat sacks of cash.
13	**Banking Crisis**. The Bank of the Realm made unwise loans to wizarding ventures. Government cover-up ensues.
14	**Corruption in the Coppers**. Famous thief-catcher is, in fact, a master thief. How high does the corruption go?
15	**True Alchemy**. Cunning wizards pretend to trickery and jargon to "turn" lead into gold, get investments in cash.
16	**Kidnapped**. Heir to vast fortune disappears; conspirators holed up in disused warehouse. Ransom in all the papers.
17	**The Endonian Candidate**. Villains use mind-altering magic to create untraceable assassins, gain political power.
18	**Exhibits Gone Awry**. Some newly summoned or created monster gets loose, rampages, finds a high spot and howls, etc.
19	**The Latest Hypnotic**. New drug hits the market, draining life and vitality. But draining it to where?
20	**Militant Government**. Disgraced general and troops plot to seize power, rule with true Endon values.

1D20 LECTURES AT LOXDON COLLEGE

1d20	Lecture Title	Contents
1	Detection of Invisible Planets	Lecturer trying to raise funds to build a mountain-sized telescope.
2	The Descent of Ferns	Tracing the genealogy of ferns from some ferns to... some other ferns.
3	Recent Advances in Sea Navigation	Delicate and valuable marine clock brought in; lecturer fears thieves.
4	Can Bees Be Trained To Do Needlepoint?	No. No it is not. The bandage-covered lecturer explains why.
5	Principles of Applied Extraplanar Geometry	Blackboard diagrams accidentally create an Elsewhere Rift (pg. 124).
6	Necromancy: A Misunderstood Field	Lecturer arrested ten minutes in; replacement lecture on tortoises.
7	The Revised History of Alchemy	Mention of gold or immortality drives the lecturer into a rage.
8	Extraction of Sunbeams from Cucumbers	Enormous bulky apparatus produces weak glow. Lecturer ecstatic.
9	On the Migration and Growth of Codfish	Lecturer argues with audience over minor point. Duel at dawn.
10	Life and Commerce on the Moon	Speculative but well illustrated. Moon-plants, moon-canals, etc.
11	Comparative Linguistic Studies	Lecturer is young, flirtatious, and very entertaining.
12	On the Extraction of Incense Oils	Misprinted “incense” instead of “insects”. Horrifying demonstrations.
13	Potential Applications of Bound Lightning	Demonstration goes spectacularly awry. Flee for your lives!
14	Advanced Thaumic Theory	Pure theoretical magic at a very high level. Utterly incomprehensible.
15	The Language of Whales	Uproarious laughter from the audience at the lecturer’s vocalizations.
16	A Study of Early Eldish Pottery	Audience dozes off; snores drown out increasingly frustrated lecturer.
17	Construction of Enormous Iron Structures	Lecturer focuses solely on the history of the rivet.
18	The Disgusting Customs of Foreign Parts	Incoherent vitriol. Very few facts of any kind.
19	Optical Theory and the Uses of Lenses	Dull math followed by a few rainbows. Lecturer hams it up.
20	Ynn Expedition Part 5—Casualty Figures	Boring charts sprinkled with harrowing tales, hints of great wealth.

1D20 PLAYS AND OPERAS

1d20	Title, Author, and Description	Acerbic Reviews
1	*Craving Constance* by Elliot van Bruges. Domestic entanglements galore.	“Provoking and unsuitable for the stage.”
2	*The Importance of Upright Bearing* by Robert Terwilider. An engineering farce.	“Nonsensical twittering and scampering.”
3	*The Fairie Child* by Barry Matthews. Crocodiles, piracy, murder, twee-ness.	“Artificially sweetened.”
4	*Sir Little Button-for-a-Hat* by Hariet Fledgeling. Biting ministerial satire.	“Treasonous when it is comprehensible.”
5	*The Unfortunate Rake* by Robert Terwilider. Witty depravity, some pratfalls.	“A slap in the face of all decent people.”
6	*Harold of Light* by Joe Cimrman. A modern morality play from Foreign Parts.	“Disgustingly foreign, yet moderately funny.”
7	*Oracular Spectacular* by John Richmond. Special effects galore.	“A whirl of costumes, sparks, and limbs.”
8	*Minced Oaths* by G. W. Hunt. A patriotic soldier’s tale of loyalty and justice.	“Doesn’t go far enough, in my opinion.”
9	*The Self-Made Man* by Shepherd Blaw. Brilliant biographical allegory.	“A monumental folly.”
10	*The Mirror of Society* by Bertrand Brinsley. The schemes of blackmailers.	“A loosely joined collection of invectives.”
11	*Stiel’s Riddle* by Paggliachi. A prince passes three tests to rescue a princess.	“Insipid greased strongmen in tights.”
12	*Clothar and Brunhild* by Derby Baconstick. The old classic love-story.	“We’ve seen it a thousand times now.”
13	*Michael the Spoon* by Joanna Sobsel. Comic inversion of noble manners.	“Makes lords no better than thieves.”
14	*Watterdamegunleiderspiel* by Bognor. An epic opera cycle in nineteen acts.	“The music is better than it sounds.”
15	*Cyrus of the Boreal* by Standor Martin. Romantic sonnets by moonlight.	“A man who could not make up his nose.”
16	*Symphonia Undomestica: An Opera in One Unnatural Act* by Peter Schnickely.	“A distressing cavalcade of wild noise.”
17	*Macklemore* by Derby Baconstick. The old classic violent revenge tragedy.	“Thrown together from discarded pieces.”
18	*Thrustus* by Ira Schopenhauer. A wizard makes a very sensible bargain.	“A play without a problem... or an ending.”
19	*The Elementalist* by Baron Lewellen. Sensual romantic horror.	“Who sets a play in the mountains anyway?”
20	*The Mimetronome* by S.W. Gulliver. Patter songs, dancing, puns.	“Snivelling and drivelling: altogether risible.”

INDEX

The man who publishes a book without an index ought to be damned 10 miles beyond hell, where the Devil himself cannot get for stinging nettles.

—John Baynes

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Here's a reasonably complete list of all the works I specifically consulted, read or reread, watched or rewatched, during the preparation of *Magical Industrial Revolution.* This list doesn't include works listed on the next page.

Nonfiction

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1800 Mechanical Movements, Devices and Appliances, Gardner D. Hiscox
Das Kapital, Karl Marx
Description of the House and Museum of Sir John Soane, Architect, John Soane
Extraordinary Popular Delusions and the Madness of Crowds, Charles Mackay
The Inner Ring, C. S. Lewis
London Labour and the London Poor, Henry Mayhew
London: The Biography, Peter Ackroyd
Occult Chemistry: Investigations by Clairvoyant Magnification into the Structure of the Atoms of the Periodic Table and Some Compounds, Annie Besant and C.W. Leadbeater
The Letters of Queen Victoria, 1837-1861
The March of Folly, Barbara W. Tuchman
The Rise and Fall of a Regency Dandy, T. A. J. Burnett
Vienna, 1814, David King
Wage Labour and Capital, Karl Marx

Fiction

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Bleak House, Charles Dickens
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Great Expectations, Charles Dickens
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Hard Times, Charles Dickens
Jane Eyre, Charlotte Brontë
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Ra, Sam Hughes
The Complete Saki, Saki (H. H. Munroe)
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The Complete Works of Oscar Wilde, Oscar Wilde
The Life and Opinions of Tristram Shandy, Gentleman, Laurence Sterne
Unsong, Scott Alexander

Films

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Bedknobs and Broomsticks, 1971
Chitty Chitty Bang Bang, 1968
Crimson Peak, 2015
Cromwell, 1970
Elizabeth, 1998
Elizabeth, the Golden Age, 2007
Gold Diggers of 1933, 1933
Gosford Park, 2001
Howl's Moving Castle, 2004
Master and Commander, the Far Side of the World, 2003
Modern Times, 1936
School for Scandal, 2009
The Adventure of Sherlock Holmes' Smarter Brother, 1975
The Critic, 1982
The Fall of the House of Usher, 1960
The Falls, 1980
The First Great Train Robbery, 1978
The Remains of the Day, 1993
The Ruling Class, 1972
The Wolfman, 2010
Trinity and Beyond, 1995
Zulu, 1964

Radio

Hancock's Half Hour, 1954-1961
Round the Horne, 1965-1968

TV Series

Blackadder, 1983-1989
Downton Abbey, Series 1 and 2, 2010-2011
Horatio Hornblower, 1998-2003
Jonathan Strange and Mr Norrell, 2015
Parade's End, 2012
Penny Dreadful, 2014-2016
The entire Noel Coward BBC television play collection (particularly *Hay Fever* & *The Vortex*), 1980s
Witness for the Prosecution, 2016

RPG Blogs & Modules

Against the Wicked City, Joseph Manola
Augmented Reality, The Holistic City Kit For Cyberpunk Games, Paul D Gallagher
Fever-Dreaming Marlinko, Chris Kutalik, Robert Parker
Goblin Punch, Arnold Kemp
In Cörpathium, Logan Knight
Infinigrad, Michael Raston
Into the Odd, Chris McDowall
The Kerberos Club, Benjamin Baugh
The Trilemma Adventures, Michael Prescott
Umberwell: Blackened Be Thy Name, Jack Shear
Xanathar's Guide to Everything, Wizards of the Coast

Internet Things

KingJamesProgramming.tumblr.com
The Revolutions Podcast
The History Blog
Futility Closet
Girl Genius, Phil & Kaja Foglio
Victorianweb.org

INSPIRATIONAL MEDIA

This section provides a chance for a book's author to look ridiculous by listing The Wrong Things, ignoring Pivotal Works, etc. If you have other recommendations, feel free to leave them in a review or comment.

NON-FICTION

The Proud Tower — Barbara W. Tuchman
A series of essays on the world just before the First World War. The vignettes, especially the first section on the aristocrats of the United Kingdom, are full of gameable content.

What Jane Austen Ate and Charles Dickens Knew— Daniel Pool
If you're familiar with Victorian conventions and terms, this book will mostly be useless. If you're not, it's an invaluable resource and reference guide.

FICTION

The Flashman Papers — George Macdonald Fraser
Flashman is a utterly horrible person constantly dragged, against his will, into various historical and near-historical intrigues, disasters, and schemes.

Martin Chuzzlewit — Charles Dickens
All of Dickens' stories provide endless streams of description, gameable detail, and amusing turns of phrase. Aside from the grasping schemes in Martin Chuzzlewit, I'd recommend the riotous confusion of Barnaby Rudge or the industrial tirades in Hard Times. Most of his books have film or television adaptations.

Going Postal — Terry Pratchett
The Discworld series meshes well with the content in Magical Industrial Revolution. If you're looking for a place to start Going Postal is probably the closest in tone and scope to the content of this book. Starting with Moving Pictures also works.

FILMS

Barry Lyndon — 1975
A proper cunning scheme, a cast of rogues, and costumes you can study for days.

Brotherhood of the Wolf — 2001
Yes it's set in rural France during the 18th century but come on! Conspiracies! Hunting parties! Kung-fu!

The Draughtsman's Contract — 1982
Beautifully shot, decadently scripted, and set to a score by Michael Nyman.

From Hell — 2001
A grim and foggy portrait of London with Jack the Ripper on the loose.

League of Extraordinary Gentlemen — 2003
A proper riot of references, this film, for all its flaws, matches the exuberance of Endon. Sherlock Holmes—2009 and S.H: A Game of Shadows—2011 could be considered sequels, or at least thematic cousins.

The Libertine — 2004
Everything not covered in dense yellow fog is covered in mud, white lead makeup, or syphilitic sores.

Love & Friendship — 2016
Of all the modern costume dramas, *Love and Friendship* contains the most easily transplantable characters.

Steamboy — 2004
Mad inventions, railway chases, and a world in the grip of a revolution. The plot could happen in Endon with minimal adaptation.

Young Frankenstein — 1974
"Together, you and I are going to make the greatest single contribution to science since the creation of fire!"

RADIO

The Goon Show — BBC
Silly voices can be a useful tool for GMs, and the sinful rhythm-type nonsense of the Goon Show will no doubt inspire many Endonian plots. It's essentially music-hall comedy sped up and laced with sound effects.

RPG SETTINGS AND SYSTEMS

GURPS Goblins — Malcolm Dale and Klaude Thomas
Georgian goblins in a slightly twisted version of real-world London. There's almost too much information in this book, from table manners to the nature of original sin.

The Kerebos Club — Benjamin Baugh
A super-natural and super-heroic take on the Victorian era, full of steampunk tropes, daring heroes, and historical esoterica. The book is set in a slightly twisted real-world London (again).

RPG ADVENTURES

The adventures below should bolt on to this book without any significant issues.

Gardens of Ynn — Emmy Allen
An eerie Alice-in-Wonderland plane of hedges, courtyards, and creeping dread. Ynn could be connected to Endon in hundreds of ways. It's a very versatile book.

City State of the Invincible Overlord — Judges Guild
The great grandfather of all D&D city modules still holds up well today. You could easily mash Endon's wizards and Innovations with the City-State's more traditional D&D-type urban violence and adventuring.

The Trilemma Adventures — Michael Prescott
An enormous selection of free one- or two-page dungeons, withz glorious art and unique twists. They're very useful for emergency adventure fodder.

I SEARCH THE BODY

1d100	The Poor	1d20
1	**Nothing but lint.**	1
2	Astonishing **pile of rags** worth 5cp. Where were they keeping them all?	2
3	**Tin whistle**. Shrill and irritating if played by an unskilled musician.	3
4	Cat-sized sack full of **springs**, **wires**, and bent **gears**. Worthless.	4
5	**Map** leading to an entrance to the Catacomb (pg. 135–136).	5
6	**Newspapers** from the last three days, stuffed inside clothing for insulation and protection from beatings.	6
7	Five heavy **brass cabinet knobs**. If polished, they could be mistaken for gold. Worth 1sp total.	7
8	Three bottles of **ginger beer**. Stale.	8
9	**Pair of scissors**, **5' of twine**, and a **cork** in one pocket. In the other, a **very unhappy kitten**.	9
10	**Paper fan**. Cheaply made, printed with cheerful floral pattern. Worth 1cp.	10
11	**Meat pie** carefully wrapped in wax paper. Still warm.	11
12	Three pieces of **fried fish** wrapped in an old newspaper. Cold and oily.	12
13	Three **torches**. They smell faintly of pine resin. Worth 1cp each.	13
14	Three **cups**, three **balls**, and a tiny **folding table**. Useful for street chicanery.	14
15	**Directions** to a hoard of goods in a random location in Endon (1d20+5, pg. 14).	15
16	A badly damaged **Minor Magic Item** (1d100, pg. 93–96)**.** 50% chance to work one more time.	16
17	**1cp** in the heel of their shoe.	17
18	**1d10cp**, stored in a purse made from greasy rags.	18
19	**1d20sp**, carefully stacked and encased in brown paper.	19
20	**1d20gp** in a leather wallet that probably didn't belong to the corpse.	20
	Lower Class	**1d20**
21	**Triangular token** entitling the bearer to 15oz (3cp worth) of gin at a hidden, untaxed gin-den.	1
22	Nine **apples**. Each one has a bite taken out of it.	2
23	**Tin lunch-box** containing a half-eaten sandwich and an empty bottle of beer.	3
24	**Claw hammer** and a packet of twenty **nails**. Worth 2sp total.	4
25	**Screw-top tin** full of tea. Bitter, adulterated with dried grass. Worth 2cp.	5
26	**Penny Dreadful** (1d20, pg. 47). Lurid woodcuts.	6
27	**Newspaper cuttings** concering the PCs, their schemes, or something they have recently discussed.	7
28	Deck **playing cards**. Well-folded, slightly stained, soft like cloth.	8
29	**Razor hat**. Sharpened pennies sewn into cap. 1d4 damage, can be thrown. Worth 5cp.	9
30	**Crowbar** (worth 3sp) and **50' of rope** (3sp).	10
31	**Instructions** for making dangerously good fruit punch (blackberries, cherries, lemonade, and a *lot* of gin.)	11
32	4lbs of **cheese** wrapped in waxed paper and tied with twine. Worth 2sp total.	12
33	**Lantern** (worth 1sp) and a flask of **lamp oil** (2cp).	13
34	**Enchanted beauty mark**. A mole. Smells of rosewater. When attached to a face, grants +1 Charisma.	14
35	**Brass belt buckle** shaped like a cog-flower. Worth 2cp.	15
36	Sharp **knife**. Blade blackened and handle wrapped with a leather cord. Worth 1sp.	16
37	Unclaimed **betting slips** for a recent horse race. Worth 1d6cp, but on a 6, worth 1d10gp instead.	17
38	Gnarled, spiked, intimidating **magic wand**. A prop; a bluff. Does nothing but spark.	18
39	**1d6sp** in loose change, lightly coated in crumbs, grease, and bits of fluff.	19
40	**2d6gp** in an envelope marked "Final Loan Instalment", with the bank's address.	20
	Middle Class	**1d20**
41	**Manuscript** of an unpublished play. Moderately funny, slightly scandalous. Worth 1d20gp.	1
42	**Hand mirror**, small pot of blemish-concealing **cream**, **handkerchief**. Worth 1sp total.	2
43	**Guide** to the paintings at a now-closed exhibition. Worthless.	3
44	**Catalogue** of recent improvements in weaving equipment. Worth 1sp.	4
45	A **bar of soap** (worth 3cp), a **hand towel** (1cp), and a **razor** (5sp).	5
46	A **course of drugs**. Might cure an ailment, might not. Worth 1gp	6
47	Sturdy **work boots**. Shiny, unscuffed. They must be new. Worth 4sp.	7
48	Poor-quality modern **novel**. Utter drivel. Author seems to be obsessed with statues. Worth 5cp.	8
49	2d6 **tickets** (worth 1sp each) to a random play (1d20, pg. 145).	9
50	Prototype **fog-mask**. Leather straps, glass eyepieces, filter. Ineffective and cumbersome.	10

	Middle Class cont'd.	
51	**Letter** of complaint to "Enasir, Enasir & Sons" regarding the quality of copper they delivered.	11
52	**Paintbrush**, three **pots of paint**, and a waterlogged **sketchbook**.	12
53	Ring of 2d10 iron **keys**. What do they unlock? A warehouse, a safe, a secret passage, a laboratory?	13
54	**Pamphlet** on a new exotic creature (1d50, pg. 125) in the Royal Menagerie at the Long Mall (25, pg. 12).	14
55	Packet of thirty **enchanted seeds**. They grow into carrots after 1hr in soil when provided with direct sunlight.	15
56	**Book** of lurid pornography imported from Foreign Parts. Illustrated with great care. Worth 5sp.	16
57	**Pamphlets** for a Cause (2d6, pg. 115), in neatly tied bundles.	17
58	2d6 **Magic Potions** (1d20, pg. 97) in labelled glass bottles.	18
59	**1d10gp** in small change, stored in a dozen different pouches and pockets.	19
60	**2d20gp** in mixed coins and bills, stored in a leather wallet.	20
	Upper Class	**1d20**
61	Monogrammed silk **handkerchief**. Initials "M.I.J." Worth 5sp.	1
62	Jar full of **pickled whelks** and a magnificent silver **whelk-fork**. Worth 1gp total.	2
63	**Locket** containing the magically animated portrait the family's deceased dog. Worth 1gp.	3
64	A pair of **duelling pistols**. Ivory handles, sleek lines, one shot each. Worth 10gp total.	4
65	**Draft law** to be put before Parliament soon. Increases the tariff on gin. Worth at least 200gp to smugglers.	5
66	**Enchanted tinted eyeglasses**. Allow the wearer to see through clothing up to 2" thick. Oh dear.	6
67	**Flask** of brandy. Silver, engraved with corpse's initials. Worth 1gp.	7
68	**Letter** professing undying love to a random noble (1d100, pg. 111). Florid prose, faint tear stains.	8
69	**Deed** to a run-down house on the edge of the city. Worth 1,000gp.	9
70	Cracked **gold locket** containing a blurry portrait and a lock of hair. Worth 2gp.	10
71	**Gold pocketwatch** worth 20gp. Enchanted to show sun, moon, tides, and zodiac signs. Sizzles occasionally.	11
72	Unsent **letter** reads "They are coming for me. I fear it is too late. Protect Esme and our secret."	12
73	A **Minor Magic Item** (1d100, pp. 93–96) in a velvet bag.	13
74	A **Minor Magic Weapon** (1d20, pg. 98), carefully concealed somewhere on the corpse.	14
75	A **Magic Weapon (**1d100, pp. 99–102) and a license to carry it.	15
76	**Ticket** for an ascent in Mr. Temifuge's hot air balloon at the Long Mall (25, pg. 12).	16
77	**Jewellery** worth 300gp. Emerald earrings, a diamond brooch, two small gold pins.	17
78	2d6 **invitations** to a masquerade ball held by a random noble (1d100, pg. 111).	18
79	**2d20gp** in gold coins, sealed with wax in unmarked paper envelopes.	19
80	**1d10×100gp** in bank drafts, paper money, and other notes.	20
	Unusual	**1d20**
81	**Glowing blue jar** labelled "Condensed Lightning". 10' radius, 3d6 lightning damage if broken.	1
82	**Notebook** of secrets pertaining to the current stage of a random Innovation (1d8, pp. 20–37).	2
83	**Letter** containing truly shocking statements about a random wizard (1d100, pp. 111–112).	3
84	An **occultum flake**. Glassy, massless, like looks like smoked glass. Worth 100gp to wizard.	4
85	Cunningly disguised Sensible **Magical Prosthetic** (pg. 103).	5
86	**Spellbook** containing 1d6 random spells (pp. 83–86), esoteric notes, and crushed flies.	6
87	**Red powder** in a vial. Ingesting it inflicts X-thropy. Full moon; morph into an Exotic Creature (1d50, pg. 125).	7
88	Throwable **gunpowder bomb** worth 5sp. Literature in pocket implicates a Cause (2d6, pg. 115).	8
89	Sealed **letter** directing Sir Reginald Gribbs to visit Degby & Sons law office to collect a 200gp inheritance.	9
90	**Magic scroll** containing a random spell (pg. 83). Looks as though it was torn from a spellbook.	10
91	**Magic wand** containing a random spell (pg. 83). Two charges remain. Brass handle, polished mahogany.	11
92	Small hoard of 2d6 **Minor Magic Items** (1d100, pp. 93–96) in an unmarked wooden case.	12
93	**Royal signet ring and 2d10gp.** The corpse belongs to a member of the Monarch's family.	13
94	A bundle of **enciphered papers**. Secrets stolen by a foreign spy or the scribbling of a lunatic?	14
95	**Purple powder** in a vial. Ingesting it inflicts a Magical Disease (1d20, pg. 44).	15
96	Bottle of **deadly poison**. Black, thick glass, marked with three skulls. One use.	16
97	Grey-green **egg**. Warm. Hatches into a Nightmarish Creatures (1d50, pg. 125) in 12hrs.	17
98	**Ministerial documents** in a sealed red envelope. Their contents could unleash a Scandal (1d10, pg. 54).	18
99	**Yellow powder** in a vial. Touch it and teleport to a random location in Endon (1d20+5, pg. 14). One use.	19
100	**Copper badge** (pg. 40). Was the corpse an undercover informant? Off-duty? Or a light-fingered thief?	20

PRE-SESSION CHECKLIST

Stage	1 Miles' Moving Miracles (pp. 21–22)	2 Room to Live (pp. 23–24)	3 A World Without Roads (pp. 25–26)	4 True Polymorph (pp. 27–28)	5 A Peaceful City (pp. 29–30)	6 Conjured Workforce (pp. 31–32)	7 Coal & Iron (pp. 33–34)	8 The Power of Creation (pp. 35–36)	Tempo
1	X	X	X	X	X	X	X	X	¤
2									¤
3									¤¤
4									¤¤¤
5									¤¤¤
6									END

INNOVATIONS

Every Season (or year, or game session, if you want a quicker game), roll 1d6 for each Innovation. If the number is greater than the Innovation's current stage, advance that Innovation by one Stage.

BEFORE EACH SESSION

A few minutes before the session starts:

1. Breathe. Centre yourself.
2. If required, roll to advance each Innovation.
3. Read the entry for the current stage of each Innovation. Think of how the Innovation might affect the session.
4. Think of how the Innovation might affect the session.
5. Flip through this book to help you remember where each section is. The Table of Contents and the Solve My Problems sheet (pg. 152) will help.
6. Imagine Endon. Think of the streets, the alleys, the fog, the cries of street-sellers and the thrum of magical industry. Draw on vague memories of London from films and books.

TIPS AND TRICKS

- Write in this book.
- The players might be interested in things you don't care about. Follow their lead. Feed them hints. Listen and reward their wild speculation.
- Don't force engagements. Drop hints. Give suggestions if necessary, but let the players—and the dice—steer.
- Tell players about traps, dangers, and potential problems. The interesting part of the game isn't finding the danger, it's the choices the players make to overcome it.
- Similarly, give groups (not individual players) weird dangerous overpowered stuff. The gameplay that results as the consequence of their choices is much more interesting than the choices they make to get the stuff.
- If all else fails, roll some dice, look at them thoughtfully, flip to a random page, put your finger on a random word, and treat it as the spark that lights a fire of inspiration.

TEMPO

Tempo represents the general pace of life and magical innovation in Endon.

The Tempo starts at 1 (¤).
All Innovations are Stage 3 or above: Tempo is 2 (¤¤).
All Innovations are Stage 4 or above: Tempo is 3 (¤¤¤).

QUICK HINTS FOR CITIES

Preface every description with something urban.

Noise

The clatter of hooves on cobbles. Cries of street-sellers. Thumping machines. Sizzling magic. Barking dogs. Music spills from doorways. Distant laughter. Bells. A bellowed argument. The city is a whirlwind, a symphony, a diabolical roaring and hammering.

Movement

Fluttering sheets on washing lines. Horses and harnesses. Flickering sparks of magic. Coils of smoke. A heaving ocean of caps and cloaks. Crates hoisted into attics. Crowds of geese herded by drovers. Steam from doorways. Sprinting urchins.

Smells

Freshly baked bread. Rotting vegetables. Blood. Stale beer. Sawdust. Ozone. Oil. Coal dust. Dense smoke. Ginger. Flowers. Sweat. Medicinal herbs. Sewage.

Incongruity

A small child pushes an towering handcart. A dog yelps, chased by a rat. A wizard in a silk robe argues with a dust-coated labourer. A new warehouse rises next to a rotting wreck. Fish-sellers camp next to potion-sellers.

Magical Industry

As the tempo increases...

Wizards in red robes and conical hats, wearing goggles, carrying books, debating in the street, drawing chalk diagrams on the walls, smoking strange herbs. Iron and copper engines on carts. Glassware protruding through slate tiles. Whizzing sparks. A clanking steam-engine in the distance. Screech of a steam-whistle. Constant thrum of magic. Blue tinge of ozone. Unnatural noises in the night. Purple-green octarine slicks on water and stone. Swarms of bubbles rise from a chimney. A swarm of iron girders self-assemble into a new building. It rains upwards. Newspapers move; some speak.

SOLVE MY PROBLEMS SHEET

Where can we buy magic items?

- Try a Reputable Firm (pg. 89) or a Disreputable Wizard. (pg. 90)
- Check out the shops in Haymarket Square (6, pg. 9).

Where can we sell magic items?

- If the item or spell is common, chances are nobody wants to buy it.
- If it's uncommon or rare, see a Reputable Firm (pg. 89) or a Disreputable Wizard (pg. 90).

I'm wounded! How do I get healed?

- What can you afford? (pg. 43)
- Head to Blumsworth Hospital (24, pg. 12).
- If the limb comes off, buy a prosthetic (pg. 103).

What can I do with all this money?

- Check out the Price List (pp. 65–66).
- Invest in some Magical Industrial Equipment (pp. 71–73).
- Buy a house or a warehouse (pg. 139).
- Commit one of the Eight Deadly Sins; go Carousing (pp. 61–62).
- Just make sure you don't catch a Magical Disease (pg. 44).

I've done something illegal.

- The Coppers (pg. 40) might show up soon.
- Justice in Endon is swift (pg. 39). Perhaps a trial at the Grim Bailol (14, pg. 11)?

Who's in charge here?

- The Monarch, Harold II, of course (pg. 55).
- The Prime Minister, and the other Ministers (pg. 53), run Endon on a day-to-day basis.

I need an expert.

- Check out Loxdon College (19, pg. 12).
- Some industrial wizards hang out near Needle Circus (22, pg. 12).
- Perhaps what you really need is a Scoundrel (pg. 118).

What cool stuff is going on?

- All sorts of Innovations (pp. 20–37).
- Did you hear that Rumour (pp. 107–110)?
- A Generic Plot (pg. 144) Is afoot!

What's my motivation?

- You want to be free! You want to be free to do what you want to do! And you want to get loaded! And you want to have a good time!
- Alternatively, maybe you have a Reason to Visit Endon (pp. 143–144).
- Tired of people sneering at you? Find a way to join the Middle or Upper Class (pp. 51–52).
- Or solve one of the Unsolved Problems of Magic (pg. 91).

Where can I hire minions?

- Ask around. Endon is full of displaced or out-of-work people. Rates are listed on the Price Sheet (pp. 65–66).
- If you need serious firepower, consider finding friends in the Army (pg. 42).
- For a true henchperson, ally with a Scoundrel (pg. 118).

Why do these things always happen to me?

- Have you been ensnared by a Villain's plot (pg.144)?
- Perhaps you inflicted a Wrong or Injustice (pg. 121).

