

Immergleich Player Briefing and House Rules

This is a very particular game:

- There will be a pool of active players (8-10, ideally), there will be game sessions as and when (GM availability is probably the main constraint), and there is a city waiting to be explored.
- There is no plot. The story is about some people who went to Immergleich (or were born there) and happened to things or had things happen to them.
- By all means roleplay your character as you see them. But I'm not going to target your character's stories by e.g. setting up events that challenge their beliefs – you'll have to make your own stories using the world as you find it.
- I won't fudge die rolls, and I won't scale encounters to the party. You'll need to learn about the city and its dangers, and make sound judgements.
- I will, however, strive to make it possible to read situations, to learn the nature (and risk level) of different areas, and to know when you're getting into real trouble.
- The campaign will run for as long as it does. There won't likely be an explicit "end".

No return from the dead

The clerical spells Raise Dead and Resurrection do not exist in this setting. There is basically no way to come back once you're actually dead. It *is* possible to cheat death, but any such method needs to be in place before you die.

Rationale: I like character death and the consequent finiteness of character lives. I want to see turnover of characters. I want death to be the end for both the menial and the mighty. (There are also metaphysical implications

which make such spells fit awkwardly with the setting.)

Hit points progress differently

Hit points by class are thus:

Class	1 st Level	Per extra level
Alchemist	6	1
Cleric	7+1d2	1d2
Fighter	10	2
Magician	6	1
Thief	7+1d2	1d2

Rationale: LotFP characters start with hardly any hp and gain them rapidly, while most damage is static. This means that higher-level fights are lower risk (of a surprising PC drop) and take longer — a dull combination. This change compensates somewhat.

Con applies a percentage to hp

Each point of positive Con adds 10 percentiles to your base hp score. Each point of negative Con subtracts 10 percentiles. Round to nearest.

E.g. 11 base hp and +1 Con means you have 12.1 = 12 hp. 15 base and -1 Con means you have 13.5 = 14hp.

0 hp and down

At 0 to -3 hp, unconscious but stable. Wake up naturally in d6 hours or instantly if magically healed. If not magically healed, severely impaired until heal naturally to 1 hp.

At -4 hp and down, roll on table below:

d6	State	Recovery
1	Dead	-
2	Bleeding out – unconscious or semi-conscious, will die in d10 minutes	Surgical treatment or powerful healing magic (3 rd level or better) will bump to unconscious but stable.
3	Dying – unconscious or semi-conscious, will die in d6 days	Weak healing magic has 50% chance of bumping to unconscious but stable. If that fails, need surgical treatment or powerful healing magic (as above).
4	Permanent injury – unconscious but stable, lose / lose function in (50-50) one random body part	Very powerful healing magic (5 th level or better) or advanced surgical treatment to regain.
5	Permanent attribute loss – unconscious but stable, lose 2 from one random attribute	(as result above)
6	Unconscious but stable	(as rules for 0 to -3 hp)

Rationale: Default LotFP rule is brutal and rather bland, while mainstream D&D rules (2-5e) are less brutal but still bland. The above less brutal than LotFP and more interesting than either. It also creates reason to engage with doubtful allies like the Hospital and senior priests.

Attributes are their modifiers

Immergleich uses the traditional D&D attribute line, but only describes them by their modifiers. E.g. “Con +2”. The “value” and the “modifier” are thus the same thing.

Rationale: the 3-18 values are very rarely used in game, and every extra number on the character sheet is a bit more to distract us.

Attribute checks

Rolled as 2d6 plus your attribute value. Results are trinary (success/success but/fail and) against fixed target ranges (10+/7-9/6-).

If your Background is particularly appropriate to a check (GM adjudicates), you get a +1.

Saving Throws

We’re now using the 5e model –

- Saves are by attribute (e.g. “Con save”)
- Rolled as D20 + attribute mod + (if your class is good at it) a skill bonus (+2/3/4 at level 1/5/9)
- Target number varies by source of threat (10-15 is typical)

Saves by class:

Class	Saves
Alchemist	Int, Con
Magician	Int, Wis
Cleric	Wis, Con
Fighter	Str, Con
Thief	Dex, Cha

Reaction Rolls

Rolled as 2D6+CHA, and the GM is very likely to add additional modifiers based on the situation.

Skills

LotFP-style skills don't exist. In place of their extra skill points, Thieves get special abilities (see under "Changes to Thieves", later).

Rationale: skills were mostly for thieves anyway, and it was confusing to have both attribute checks and skill checks (using different dice and rules).

Spellcasting

- Spell memorisation is gone – everyone chooses spells at the time of casting.
- Spell save DC is 10 + (relevant attribute)
 - Attribute modifier is Int for Magicians and Wis for Clerics
 - A caster of 5th level gets an extra +1
- Magicians learn 2 two new spells at each new level, chosen by the player from those of any level they can cast

Backgrounds

Where did you come from? What have you done? Beyond those given by your class, what are your skills? You get to choose a Background for your PC, which can be any single trade or occupation name, which captures this. When you attempt a task that your Background gives you expertise in, you get a bonus (unless you'd get a bonus anyway because of your class).

A mechanically-useful background is one that complements your class, giving you expertise (and thus a bonus on an attribute check) where your class would not.

The game assumes that level 1 characters are net broke, apart from their initial money allocation, and do not have access to significant local resources. So if you define a background that implies such (e.g. "Merchant Adventurer") then it is implicit that you have fallen on hard times at the point you enter the game.

Examples — scholar, mercenary, blacksmith, prostitute, noble, sculptor, chef, travelling tinker, farmer, galley slave, ...

Combat miscellany

- Initiative is rolled per-combat
 - (*Rationale:* LotFP actually doesn't say when it's rolled, and this way is simple and quick) and ties are broken by re-rolling.
- If you throw an area-effect weapon and miss, then it goes in a d8 random direction (1 = north) by d12 feet
 - (*Rationale:* how do you "just miss" with a 5' radius bomb?)
- When you are surprised (or similar) and "lose your dex modifier", you only lose any positive part — if your dex is negative, you keep it.
 - (*Rationale:* you don't get less clumsy when you're surprised)
- When you use a missile weapon while you're in melee, it's always at Disadvantage

Inventory rules – carrying things

Most things are as LotFP default. Except money.

Carrying money

In safe situations (e.g. most of the city most of the time):

- No inventory slots spent on money – you're carrying only a few coins
- One inventory slot spent on money – you're carrying as much as you need (up to your total wealth), and we'll hand-wave the details

In dangerous situations (e.g. underground):

- GM can demand you allocate slots to exact money – one slot per 100 coins or fraction

Healing

Attribute damage is normally healed at 1pt per downtime rest. However, that doesn't start until you take at least a few hours and a non-trivial expense (GM will judge that) on a Refresh Event appropriate to the attribute in question. E.g.

- Con – Something physically recuperative
- Wis – Reflect, seek advice
- Cha – Party, celebrate, feast, get wasted

Changes to classes

Changes to Thieves

In place of skills, thieves get to choose special abilities from the list below. Get 2 at first level then 1 at each further level. Where there are levels within abilities, you always have to buy 1 before buying 2.

Backstab I

If they don't know you're there, your first strike is +2 to hit against their surprise AC and does x3 damage.

Backstab II

(pre-requisite: Backstab I)

Your backstab does x5 damage.

But something in your demeanour changes... perhaps one can see death in your eyes. For one Dark Omen point, the GM can make any NPC irrationally suspicious of you for the rest of the day.

Climbing

If a normal person could make a climb at risk, you can do it without. If a normal person could never hope to, maybe you can with a roll.

Citycraft

You know the built environment like the inside of your own eye. When rolling to find a way to navigate the city quickly (or stealthily), treat 6- as simple failure, 7-9 as a good success, and 10+ as an exceptional success (E.g. plunge down a chimney into a busy soup kitchen and

reappear seconds later from a window six streets away).

Disguise

Most people can impersonate a generic of a type, at risk, but are never likely to fool those who know a specific individual. You can pass as a type and no-one will be *sure* you're not, and have chance to fool people that you're someone they know – at least briefly.

Fingersmith

For a normal person, picking a pocket needs 10+ not to be caught. For you, that's 7+. On a 10+, they'll never even be sure it was robbery.

Other swift-fingered trickery follows the same model.

Sewercraft

You know the sewers like you know your own bowels. Make one navigation roll for your whole journey, rather than the usual one per district.

Stealth I

You are preternaturally quiet and somehow indistinct. No need to roll when an ordinary person could reasonably hide or sneak. Get a chance to roll when they would have no chance, as long as there is some shadow or distraction you can exploit.

If you have Backstab as well, then you can try that in melee — 2d6+dex, 7+ it works, 10+ they don't get a free reaction attack. 6- you waste your action. One success per target per combat — they'll see you coming next time.

Stealth II

You bring your own shadow, in the form of a bound spirit that follows you everywhere. Stealth in plain sight as if in deep shadow, and in deep shadow as in the darkest night.

But the spirit is restive —GM can spend a Dark Omen at any time to have the spirit do something unfortunate in keeping with its idiom.

Tinkering

Most people can't pick a lock, or disarm a finely-constructed trap without setting it off. You have a chance to.

Modified spell lists

Watch out – a few spells don't exist, or have been renamed as part of significant changes.

Cleric I

1. Bless
2. Command
3. Cure Light Wounds*
4. Know Humanity
5. Invisibility to Undead*
6. Protection from Non-Humans
7. Purify Food & Drink*
8. Remove Fear*
9. Sanctuary
10. Turn Undead

Modified spells

MAGIC AURA*

Magic-User level I

Duration: 24 hours

Range: Touch

This spell makes an object seem mysterious, esoteric, magical, unnerving. This is apparent to everybody, and it appears magical to *Detect Magic* and similar spells. A wizard or priest who hands-on examines it gets a one-time INT save to see through the illusion.

The reverse of this spell, *Obscure Aura*, hides the magic aura of a legitimate magical item. A Magic-User casting *Detect Magic* and actually handling the item is permitted an INT save to see the magical aura of the item.

SPEAK WITH DEAD

Magic-User level 3

Duration: See Below

Range: 10'

This spell reanimates a lips and tongue of a corpse, reinstantiating a mind of sorts from the traces left in the body by the long habitation of

the spirit. The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any) – it knows nothing of what (if anything) has happened to its spirit after death. Answers are often brief, cryptic, or repetitive, but generally are truthful as the corpse no longer has any stake in matters.

The spell works only if:

- The corpse is human
- The head, or at least the mouth, is intact and present
- The corpse is not, and has never been, undead (NB for the duration of the spell it *is* undead, and thus it is impossible to cast the spell on it a second time)

The spell allows a base of three questions. If the death occurred more than a day ago, one less question can be asked, and of more than a year, again one less question can be asked.

After the final question is answered, the corpse slumps back into permanent silence.

New spells

KNOW HUMANITY

Cleric level I

Duration: Instantaneous

Range: Line of sight

The caster discovers the general type of any creatures or intelligences within their line of sight, according to the following classes:

- Human
- Near-human (e.g. crossbreeds of humans with other species, humans with significant chimeric modification)
- Nonhuman (e.g. other species, synthetic intelligences, undead) (NB the spell makes these apparent by not detecting them at all, so if they are not obviously "alive" the caster will get no clue that they are)
- Alien (things not stable in the material world e.g. godforms, demons)

LESSER GEAS

Magic-User level 4

Duration: Until service completed (but max 30 days)

Range: Touch

Save: Magic for no effect

Target must perform one well-defined task for the wizard. Can be an action right now, or can be a longer-term goal. Directly suicidal tasks are not allowed, and the task must be plausibly completable, but almost anything else is fair game.

If the target tries to spend time and effort on something not directly relevant to the task, they may suffer Disadvantage on any related roll – GM's call exactly when, max of 3 times in any one day.

Compulsion ends when duration is up, or when task is completed.

PROTECTION FROM NONHUMANS

Cleric level 1

Duration: 1 Round/level

Range: Touch

The target gains a resistance to any creature that Know Humanity would class as "Nonhuman" or "Alien".

Such creatures take $-(\text{caster level})$ to hit the target, and the target gets $+(\text{caster level})$ to save (where allowed) against any effect they cause. Additionally, the target gets a save against any Magic-User spells cast by such creatures even when the spell does not normally grant a save (success means half effect if that has an obvious interpretation, otherwise no effect).

PROTECTION FROM NONHUMANS, 10' RADIUS

Cleric level 4

Duration: 1 Round/level

Range: 0

As Protection from Nonhumans, but effects all humans and near-humans in a 10' radius about the caster.

Fortune Telling

Many ways to do this but general mechanism is:

1. Fortune teller rolls $2d6+(\text{relevant stat mod; usually Wisdom})$
 - a. 10+ gain a Foresight point
 - b. 7-9 gain a Foresight point, but the GM gets a Bad Omen
 - c. 6- GM gets a Bad Omen
2. The specific prediction or omen is initially not described – it is left unstated in the fiction
3. Player can spend a Foresight point to gain Advantage on any roll; they must narrate at that point the specific prediction was that they received
4. GM can spend a Bad Omen to give a PC Disadvantage on any roll; they must narrate at that point the specific bad omen that was given

Prevalence:

- Unless otherwise noted, there is a 1 in 10 chance that any given NPC has some means of fortune telling that works for them (the generally cannot teach this to others reliably)
- PCs do not have such unless learned in game or granted by a class ability

Rationale: fortune telling is a fun thing, but I have no interest in prophecies, fate etc, and they don't fit into the setting's metaphysics anyway (which is pretty strictly cause-forward, not result-back). Keeping details of predictions hidden until they are enacted lets us have our cake and stick into our cakeholes.

Wishes

Tiny Little Wishes are much like Foresight points – you make the wish to gain Advantage on any roll. Choose the wish when it's time for the roll.

Downtime (Immergleich Downtime System II)

Downtime means —

- You loosen your control of your character and we step back to a more abstract view of the game world
- Time passes – GM determines, but it's usually about a week
- You get some free effects, depending on your situation and class
- You may take one explicit “downtime action”
- Your enemies, abstract and concrete, improve their position
 - If the GM has less than 3 Dark Omen points, they refresh to 3; if they already have 3 or more, they gain one
 - The GM may have NPCs take significant actions unopposed

Free effects

- **Healing** —
 - If you are at half hp or above, heal to full hp
 - If you have attribute damage and have started the healing process (during uptime), recover 1 point in one attribute
- **Shopping** — buy or sell any number of common items
- **Alchemist making** — if you are an Alchemist, you get some free makepoints – see your class description

Downtime actions

- **Bed rest** —
 - Heal to full hp, regardless of how low your hp are
 - If you have attribute damage and have started the healing process (during uptime), recover 2 points in one attribute or 1 in each of two
- **Buy uncommon or rare items**
 - You can freely buy or sell any number of uncommon or rare items

- **Carousing/partying/socialising/entertaining** —
 - Describe where and what you are doing
 - Pay some money – think in multiples of 10sp
 - GM adjudicates adequacy given what you are doing and who you are trying to entertain/impress/get to know
 - Make a 2d6 Cha roll
 - Take a +I if you have (access to) special food and drink, interesting people, somewhere to host
 - 7+ means you make friends, or gain an abstract *influence point* to spend later
 - 9- means you make enemies, or the wrong kind of allies
- **Get a job** —
 - Decide what the character will be doing (needs to be something in which they have an appreciable professional skill, or they're not going to make above subsistence anyway)
 - Roll 2d6+(most relevant stat mod):
 - 10+ make (level) sp/day
 - 7-9 make (level) sp/day but a complication accrues
 - 6- no profit, and a complication accrues
 - One PC may assist another – most qualified PC rolls with +I.
 - On 7+, they share the profit
 - On 9- they get caught up in the complication.
- **Making** —
 - If you have significant crafting skills (e.g. as the Alchemist does) you can use this action to generate makepoints
- **Research** —

- Say where your (trying to) study and what they're looking for
- Ignore any likely costs or fees, unless extreme or specialist
- Roll 2d6+Int
 - 10+ they find what they're looking for (or, at least, a lead to another source that can tell them, or convincing evidence that their desired knowledge is not to be found in books)
 - 7-9 as above, but a key detail is missing
 - 6- they don't find the knowledge, and something else bad happens
- **Trade rare items** —
 - Buy and sell any number of rare or very rare items
- *(more to follow, including scavenging, rumour-mongering, and passive-aggressive wheedling)*

XP awards

Level	xp needed	Extra benefits
1	0	-
2	30	-
3	75	Gain 1 attribute point
4	140	-
5	210	+3 (rather than +2) to class saves +1 to all save DCs against effects you cause.
6	300	Gain 1 attribute point

Levels above 6 nominally exist, but cannot be reached by ordinary xp. To reach them, you need to become something more than human. This is not currently possible for PCs.

Category	Event	Value
Discovery	Discover a significant new thing (new to the whole player-base). E.g a strange house, small underworld area, regular black market, significant new NPC, new monster type, ...	8
	Discover a significant new fact (new to the whole player-base) about an already-known thing. E.g. a shady relationship of a major NPC, connection from one underworld area to another, the reason for some group existing.	4
Recovery	Retrieve an unusual and interesting item from outside the normal human realm (that includes from noble houses and secret cults)	4
	Retrieve a powerful or valuable treasure “ “ “	8
	<i>Either of two above, but from completely outside the human realm (e.g. from the underworld or from completely nonhuman creatures)</i>	+50%
Economy	Set a goal (from the job list, from a third party, or self-defined) and make significant progress on it	4
	“ “ “ ... and complete it (for one goal/task, either this or “progress” in any one session)	8
	Make significant (for your lifestyle) income by clever means	8
	Locate and disseminate a new natural resource deposit	10
Community	Make a new ally or friend who is likely to be able to aid you significantly in future	8
	Give significant aid to an existing “ “ “	8
	<i>Either of two above, but for a minor ally who can only aid you modestly</i>	-50%
	Bring a large (100+ human-equivalent) group into the watch treaty	60
Other (awarded per-player)	Play in a session	4
	Survive a serious combat encounter	1
	Be voted “most valuable player” at end of session (‘r’ is any remainder after shared xp is divided)	2 + r

Karmic flow: If a character dies in a session, XP gained *that session* pass to the player's next new character.

Alchemist – class

Creation and basic progression

- HP, attack, saves as wizard
- XP progression – normal
- No armour or weapon restrictions

Alchemy (making) rules

Making capability:

- If downtime
 - 3 free makepoints per downtime
 - 3 extra makepoints if you take the Making action
 - Counts as normal risk; can raise it to high risk and count your level as one higher
- If uptime
 - 1 makepoint per full day at a cost of 5sp/level for materials
 - Can reduce your effective level to reduce the cost
 - Counts as high risk

To make a thing:

- Choose what recipe i.e. product and ingredients
- Calculate its stats *given your level*
- If normal risk
 - Success is automatic – pay the costs and get the thing
- If high risk
 - Roll 2d6+int once for each recipe you're making in this period – if you fail (6-) mark the item(s) made as Bad, then roll on the Bad Mixture table *when you first use one of them*

Bad Mixture:

1. Alternate recipe – luckily, one can get the desired result the right way, or your way
2. Massive effect – double the most important parameter (damage, radius...)
3. Reverse effect – does the opposite of what you intend
4. Another effect – GM randomly selects an effect (perhaps by rolling on the recipe list, but it's their call)
5. It's Alive! – a spirit has got into the thing, and it makes a reasonable executive decision
6. Twice – the effect happens. Then d6*d6 rounds later, it happens again.

Product List

In the table below, ‘-’ means “default”. A raw number in the Ingredients column is the number of makepoints per item. An asterisk in the Ingredients column denotes non-consumables. “Bad fail” is not currently used directly by the rules, but remains lurking in the background as a menacing possibility.

Lvl	Product	Ingredients	Bad fail
1	Acid bomb	1	-
	Grey bomb	1	-
	Smoke bomb	1	-
	Activated Geode	6, 1 quartz geode	Cloud of moths
3	Black Bomb	1	-
	Scatterbomb	1, payload	-
	Weapon gel	1, payload	-
	Hallucinogenic Effervescence	5	Hallucinations for d6 days – disadvantage on any task that requires concentration
	War Glue	1	d6*10 sp of equipment fouled
	Blood Syphon	6	Alchemist contaminated – Wrongspider stem cells
	Oil of Spiritual Pain	3	-
	Shining Geode	6, 1 Activated Geode*	Conflagration of moths
	Meat Part	2, one body part (head, torso, arm, leg or hand) with intact muscles	Part goes rogue, hilarity ensues.
	Wiremind	6, 100sp good quality wire*	50% default bad fail, 50% mind appears to work just fine
5	Ultraglue	1	Glued to your own equipment
	Stable bomb case	1	-
	Blood Pump	6, Blood Syphon*	Alchemist contaminated – Wrongspider stem cells
	Brain Syphon	12, 4 ounces of goblin meninges, Wrongspider Egg*, Nautlius Eye*.	Alchemist contaminated – Wrongspider stem cells
	Meatmind	6, 10sp good quality wire*, mostly intact human brain which is alive at start of process	Mind appears to work just fine

Notes on products

$(x + y/lvl)$ means x if your effective level matches the recipe level, and $+y$ per level beyond that. If an product says “effect as <some other product>” it’s the level of the current recipe that counts here.

Bombs

Acid bomb – $(d6 + \text{die size}/\text{level})$ damage to target each round for 3 rounds

Grey bomb – $(d10 + \text{die size}/\text{level})$ damage to everything in a 5ft radius

Smoke bomb – 10ft radius smoke cloud for 2d3 rounds

Black bomb – as grey bomb, but explodes when a condition is met that a small child could understand (e.g. “when a large man is near you” or “when it gets dark tonight”)

Crawlbomb – as a black bomb, but glistening, spongy and worm-like and can crawl at 10’/rnd. Takes two instructions – one for how to move, one for when to detonate. If it crawls half a mile without detonating, it “dies” and become inert. Leaves an oily trail behind it.

Scatterbomb – Scatters a substance in a 5ft radius. Not usually enough to do significant damage unless substance is exceptionally potent or target is very vulnerable to it. (If creating a scatter version of a single-target bomb, default is half normal damage)

Stable bomb case – Encases an otherwise unstable substance (e.g. Hallucinogenic Effervescence) in a bomb case that will only break (and thus release the substance) on a solid impact.

Glues

War Glue – Add to any lightweight item and you can stick it to a target. It take 3 rounds to pull the item off. Works even if thrown (tho if the attack roll is a natural 1, you stick it to yourself). Good for one use.

Ultraglue – Like warglue, but hardens in one round into a resin that will take 1 turn to cut off. Removing it from flesh will do d6 damage. Throwing fumble as for War Glue.

Exploration aids

Activated Geode – Unique to the creator, usable by no-one else. Helps you find alchemical goods underground (etc), which helps your income. Downside – certain dangerous things are attracted to it. First you get moths, then you get bigger moths... Tho some of those things are alchemically valuable, so just sitting underground playing with your geode is a way to mine certain things. Reusable.

Shining Geode – As Activated Geode, but find more ingredient types, attract more potent creatures. Reusable

Oils

Oil of Spiritual Pain – Applied to a weapon, or five projectiles, makes it count as magical for 10 rounds.

Medical Equipment

Blood Syphon – Take one turn to syphon 1d4 hp from one person to another. Must take all the hp you roll (but capped at max for recipient). Any disease or poison active in the source is of course applied to the recipient. Reusable.

Blood Pump – As Blood Syphon, but 1d8 hp is transferred

Brain Syphon – Allows the transfer of a brain from one living body to another. Process never goes entirely well.

Constructs

“... Useless flesh such as breasts, penis, and testicles can safely be excised. Cork the anus. ...” – Montius, *Liber Golem*

Meat Part – a body part (head, torso, arm, leg or hand) suitably processed so as to be controllable by any electrically charged synthetic mind.

Wiremind – A synthetic mind that relays an operators commands to the attached body parts. The operator’s control device attaches to the mind by wires. The mind is made of wires. Everything is wires. 1 in 6 chance on each action under stress (e.g. any combat action) that it completely fucks it up.

Meatmind – A synthetic mind that has an animal intelligence and can understand simple commands. 1 in 6 chance on taking any damage (or similar stress) that it goes uncontrollably apeshit for d6 rounds. Made of brain. And some wires.

Blue mind (level 7) – A synthetic mind like an Int 4 person. Understands simple commands reliably, but 1 in 6 chance of muddling up any multipart instruction (e.g. "... then ..." or "...unless..."). Made of brain and other things. Has wires, but fewer than lesser minds.

White mind (level 9) – A synthetic mind like an Int 10 person. Understands most commands, but prone to feels and views and goals of its own. It may or may not share such with its master. Made of home-grown brain tissue. No wires – real nerves. Lovely.

"Other Things"

Hallucinogenic Effervescence — A bubbling mixture that emits hallucinogenic vapours. Anyone exposed to the vapours is incapacitated by visions for d6+3 (save Poison for half) rounds. By default, is unstable – must be encased in something else to be transported and deployed anywhere other than the open vessel it was cooked in.

Weapon Gel — Allows blade venom, holy water or similar to stay on a weapon for 24 hours (or until used).

Notes on ingredients

Wrongspider Egg – Gently glowing fleshy ball, typically around 5 inches across. Produced by Wrongspiders (both sexes) after mating. Not clear what would hatch (especially if mate was human); fortunately Wrongspiders never seem to know how to incubate them, so they stay dormant. Generally not available, can sell to alchemists for about 100sp.

PC-run Gangs

The organisation power scale:

oCR	Scale	Approx size (people)	Examples
1-2	Street gang	6	Toughs ruling a few streets
3-4	District power		District watch; the three-way split of the Queen's old gang
5-6	City-wide power		The Queen's old gang; a minor noble house
7-8	Major power		Major noble house

Orgs can have modifiers for specialism e.g. "+I social, -I tactical"

Getting a gang

Steps:

1. In play, recruit a few thugs and use them on a job
2. Use the *Recruit for your Gang* downtime move:
 - a. Pre-req — must be level 4, otherwise no-one is going to respect you
 - b. Roll 2d6+CHA, +I if your level is 6 or higher
 - i. 10+ — your gang goes from nothing to Tiny, or up one half-size beyond that
 - ii. 7-9 — as 10+, but your gang becomes Unhappy
 - iii. 6 — something bad happens e.g. your recruitment draws the attention of a rival gang

3. A new gang has a Quality of zero and is size Tiny.

Maintaining a gang

At the start of each session, roll 2d6+CHA:

- 10+ — everything is fine
- 7-9 — your gang is useful this session, but has a problem that needs to be resolved in play
- 6- — your gang is Unhappy until resolved in play

Using a gang

- **Gang Work** — When you send your gang out this uptime to make money, roll +Quality
 - 10+ — make 1d6 × (5/10/20/40 for size t/s/m/l)
 - 7-9 — as 10+, but they draw attention of the law or a rival group (typically, a Wanted event for the gang itself with oCR 1/2/4/6 by gang size)
 - 6- — no take, and heat comes down right now
- **Gang War** — When you send your gang out to physically attack another organisation (perhaps just to do harm, perhaps as cover for some other action), roll +Quality
 - 10+ they fight like beasts — -1 to enemy tCR
 - 7-9 they fight ok
 - 6- something goes badly wrong
- **You Work for Me** — When you try to force your gang to do something very dangerous, or something that they really don't want to do, roll +CHA:
 - 10+ — they do it
 - 7-9 — they do it, but are Unhappy until you do something to win their trust back
 - 6- — someone tries to replace you as leader

Possible gang traits

How do you get most of these?

- Disordered — must You Work for Me them to do anything at all. In

battles etc, enemy CR counts as 1 worse.

- Unhappy — no immediate effect, but if received a second time your gang becomes Disordered
- Weird-hardened — they don't make an ML check on first contact with monsters

Gang battles

Gang fights are handled, for now, by PCs fighting a microcosm of the whole battle:

- Party fights an encounter based on the attacker's CR level, modified for the gang size (tsml → -0123)
- Other modifiers for NPC gangs
 - +1 if they "go all in" (sacrifice their next uptime's action)
 - +1 if their leader or 2nd goes into the melee (properly, taking serious risk)
 - +1 if defending their home turf
 - +1 if fighting to survive
 - i.e. if defeat will take their gang to Destroyed.