



## WHO ARE YOU?

You have banded together to **explore the hidden places of the world**, in search of wealth, glory and power. Most often, this is found through the discovery of more *Arcanum* - magic items.

Success means the promise of further wealth, the ear of notable individuals, fame. Defeat means a brutal death, unsung and unremembered.

## HOW DO YOU PLAY?

You create your characters by rolling a few six-sided dice (d6).

The GM describes the area, and what (if anything) is threatening your party. Then they ask “what do you do?”

You describe your actions. If you attempt something risky, you’ll need to roll a twenty-sided die (1d20) to make a save.

The game is intended to move quickly.

If all the party dies, or you escape (with or without treasure!) the session is usually over.

## TIPS FOR SURVIVAL

- Your enemies are powerful and will kill you. If you can’t beat it, *run*.
- Use everything you have. Even the useless stuff.
- Saying “I don’t know” is OK.
- Ask the GM for ideas if you need to.
- When you attack, you just straight-up roll damage. (Remember: so do your enemies.)

# STARTER PACKAGES

Match your highest Ability Score against your Hit Points to find your starting package.

	1HP	2HP	3HP	4HP	5HP	6HP
<b>3-9</b>	Stiletto (d6) Pistol (d6) Tin Hat (+1a) Sense nearby monsters	Musket (d6+1) Blade (d6) Flashbang Sense nearby Arcana	Musket (d6+1) Club (d6) Immunity to heat & cold	Pistol (d6) Knife (d6) Telepathy (if target fails v.WIL)	Blunderbuss (d6+1) Axe (d6) Wolf (STR9, d6) Dreams show hidden places	Musket (d6+1) Axe (d6) Flashbang Iron Limb <i>Arcanum</i>
	Rifle (d6+1) Bayonet (d6) Oil Lamp <i>Arcanum</i>	Musket (d6+1) Axe (d6) Cat (STR9, d6) <i>Arcanum</i>	Musket (d6+1) Safety Goggles <i>Arcanum</i>	Broadsword (d6+1) Pistol (d6) 2 Acid (d6) <i>Arcanum</i>	Pistol Brace (d6+1) Blade (d6) Grappling Hook <i>Arcanum</i>	Rifle (d6+1) Mace (d6) Bulldog (STR9, d6) Poison
<b>10</b>	Rifle (d6+1) Gorget (+1a) Panther (STR9, d6) <i>Arcanum</i>	Axe (d6) Pistol (d6) Bolt-Cutters <i>Arcanum</i>	Musket (d6+1) Mallet, Marbles Fancy Hat <i>Arcanum</i>	Musket (d6+1) Bayonet (d6) FOX (STR9, d6)	Machete (d6) 2 Pistols (d6+1) Talking Parrot Never Sleeps	Mallet (d6) 1 Bomb (2d6/ radius) 1 Rocket (2d6) Night-vision
	Hammer (d6) 3 Throwing Knives (d6) <i>Arcanum</i>	Musket (d6+1) Breastplate (+1a) <i>Arcanum</i>	Pick-Axe (d6) Manacles <i>Arcanum</i>	Pistol (d6) Toxin-Immune 1 Rocket (2d6)	Crossbow (d6+1) Baton (d6) Acid (d6) Slightly magnetic	Maul (d6+1) Dagger (d6) Chain
<b>11</b>	Pistol (d6) Ether, Poison <i>Arcanum</i>	Blade (d6) Pistol (d6) Buckler (+1a)	Pistol (d6) Smoke-bomb Owl (STR9, d6) Shovel	Musket (d6+1) Portable Ram Game Set	Bolt-Cutters Blunderbuss (d6+1) Fiddle	Longaxe (d6+1) Rum 1 Bomb (2d6/ radius)
	Cane (d6) Acid (d6) Spyglass <i>Arcanum</i>	Pistol (d6) Blade (d6) Smoke-bomb Small bell	Crossbow (d6+1) 3 Throwing Knives (d6) Fire Oil	Pistol (d6) Saw Animal Trap Spyglass	Pistol (d6) Grease Hand Drill Drum	Dagger (d6) Fire Oil Mirror
<b>12</b>	2 Pistols (d6+1) Canary Ether	Longaxe (d6+1) Ferret (STR9, d6) Fire Oil	Mallet (d6) Ether Crowbar Flute	Bow (d6) Knife (d6) 1 Rocket (2d6) Fire Oil	2 Blades (d6+1) Spyglass Missing Eye	Pistol (d6) Knife (d6) 1 Bomb (2d6/ radius) Saw
	Musket (d6+1) Pocket-watch 1 Bomb (2d6/ radius)	Staff (d6+1) Tongs Glue	Axe (d6) Net Fire Oil Burnt Face	Pistol (d6) Whip (d6) Cigars Missing eye	Pistol (d6) Acid (d6) Dog Repellent Prosthetic Hand	Pistol (d6) 1 Bomb (2d6/ radius) Shovel Glowing Eyes
<b>13</b>	Pike (d6+1) Fake Pistol Artificial lung	Pistol (d6) Net Peg-leg Trumpet	Truncheon (d6) Crowbar, Paint Wheezing lungs	Musket (d6+1) Accordion No nose	2 Blades (d6+1) Ugly as sin	Staff (d6+1) 3 Throwing Knives (d6)
	Blade (d6) Rifle (d6+1) Mute	Pistol (d6) Grease, Hacksaw One Arm	Pistol (d6) Cigars, Poison Wanted man	Blade (d6) Shield (+1a) Can't read	Blade (d6) Vodka Dressed in rags Gambling Debts	Billy-club (d6) Pigeon Disfigured

# ARCANUM (D66)

Roll 2d6: the first dice is tens, the second units.

If making a character, match your homeland against your total to find it's appearance.

## 1: VOID

1. Teleport short distances.
2. Always know where an object of affection is.
3. Shrink something to miniature form.
4. Peek 3 seconds into the future.
5. Surround with black mist. Mist obscures line-of-sight.
6. Stop time for a while.

## 2: BODY

1. Understand all language.
2. Heal faster.
3. Climb walls, like a spider.
4. Go without sleep or food.
5. Putrefy: STR SAVE or -d6 STR.
6. Command: WIL SAVE or "drop", "flee" or "halt".

## 3: FIRE

1. Make own body white-hot.
2. Never-ending torch.
3. Make them turn on their allies. (WIL SAVE)
4. Heat ray: 2d6 damage.
5. Cause a nearby source of fire to explode.
6. Summon infernal (STR 10, 2d6 damage, vulnerable to water.)

## 4: NATURE

1. Always know the weather.
2. Summon bees (STR 5, 2d6).
3. Sap: DEX SAVE or stuck for a bit. Not flammable.
4. Shield of wind and leaves. (Armour 2 but vulnerable to fire.)
5. Command animals (your size or smaller).
6. Create a huge web (DEX SAVE to break free).

## 5: METALS

1. Fool's golden touch (turn anything to pyrite, slowly. Living creatures get a WIL SAVE.)
2. Steelskin (+1 armour.)
3. Gain sustenance from metals.
4. Master of magnetism.
5. Seal or unlock any metal door. Doesn't work on wood.

## 6: DEATH

1. Show them their doom. (-d6 WIL.)
2. Blind them. (DEX SAVE or they're *impaired*.)
3. Chill their soul. (STR SAVE or -2d6 WIL.)
4. Make them forget what's important. (WIL SAVE)
5. Turn their blood to salt. (STR SAVE)
6. Re-roll *critical damage* saves.

## WHAT IT LOOKS LIKE (2D6)

	FROM CHALCEDON	FROM MIRKASA	FROM UMBERTO	FROM GREEN SCAR
2	Child's toy	Silver face-mask	Dusty songbook	Wooden carving
3	Corroded mechanism	Gnomish gizmo	Bag of runes	Glass eye
4	Fanciful watch	Iron gauntlet	Puzzle cube	Perfect pearl
5	Gaseous censer	Broken sword	Jewelled earring	Preserved leaf
6	Complex pistol	Supernatural equation	Golden bangle	Small frog
7	Antique goggles	Religious symbol	Chattering familiar	Golden idol
8	Leather cap	Baroque cane	Burning sigil	Animal-themed tattoo
9	Beeping remote control	Fine pipe	Small drum	Bone pendant
10	Some kind of bell	Enchanted cape	Barbed dagger	Bone flute
11	Vial of black liquid	Wooden doll	Complex hand gesture	Forgotten word
12	Quartz shell	Witches' fingerbone	Silken turban	Shrunken head

# SERIOUS INJURIES (D66)

*If your character has an ability score reduced to zero, but is not killed outright, they are removed from play. After the session, roll on this table to discover the full extent of their injuries. If they survive, they can return to the field following a full rest.*

*Unless otherwise stated, all ability score changes are permanent.*

## 11-16: DEAD

The character is dead, their body and equipment lost.

## 21: MULTIPLE INJURIES

Roll a further D3 times on this list. Re-roll any *Dead, Multiple Injuries, Captured* or *Full Recovery* results.

## 22: CHEST WOUND

-D3 HP, to a minimum of 1.

## 23: LEG WOUND

-D6 DEX. Can no longer run.

## 24: ARM WOUND

-D6 STR. Won't win any arm-wrestling contests.

## 25: HEAD WOUND

-D6 WIL. Often forgets things, like the name of their mother.

## 26: LOST AN EYE

Attacks with missile weapons are always *Impaired*. Determine which eye at random. If both eyes are lost, the character is blind and should be retired from play.

## 31: PARTIALLY DEAFENED

Hand-to-hand attacks against the character are always *Enhanced*.

## 32: SHELL SHOCK

-D6 WIL. Must pass a WIL SAVE before entering scary spaces.

## 33: HAND INJURY

-D6 DEX. Must pass a DEX SAVE before dealing damage with hand-held weapons.

## 34-36 LINGERING COUGH

-D6 STR. At the start of each session, the GM rolls 1d6. Keep the die on the table. The GM can "spend" a point at any time; when they do, pass a STR SAVE or your character is wracked with coughs for about a minute. When the last point is spent, remove the die from the table.

## 41-55: FULL RECOVERY

After a full rest, the character suffers no further negative effects.

## 56: BITTER ENMITY

The character hates all creatures of the same type that caused it's injury (e.g. "robots" or "spiders".) If it's type is unclear, the character hates all creatures belonging to the same faction (e.g. "the shadow council" or "the beasts beneath the mountain"). If this is still unclear, the character hates a random inanimate object of the GM's choosing from the last encounter (e.g. "guns" or "puzzle-boxes".) Attacks against the source of their hatred are *Enhanced*.

If the character is in proximity to the source of it's hatred they must pass a WIL SAVE or do nothing but attack until it (or they) are destroyed.

## 61-63: LOST

The character makes it back to civilisation, but loses all their weapons and equipment along the way except for a knife (d6 damage.)

## 64: HORRIBLE SCARS

Weaker opponents must pass a WIL SAVE before they can attack you.

## 65: IMPRESSIVE SCARS

When you purchase something in town, SAVE VS WIL. On a pass, it's half-price. On a fail, they're too scared to serve you.

## 66: SURVIVES AGAINST THE ODDS

After a full rest, gain +D6 HP.

# HOMELANDS

## CHALCEDON, THE BRONZE EMPIRE

**Names:** Augustus, Brent, Cole, Derrial, Ebony, Felicity, Gabriella, Hope

**Clothes/Look:** (pick one) Soot-stained clothes, fancy tie, wire spectacles, mud-stained boots

*Come, sir. You seem a reasonable sort. Can't we take tea and resolve our differences amicably?*

*Oh, this? This is just my etheric resonator. Remarkable device. This one is purely for ceremony, you understand. Were you aware our soldiers field larger versions? No? I'd be happy to arrange a demonstration. Why, we could do one right here next week, if you were so inclined. Or if we were.*

*Before we became an empire, my people suffered centuries of bloodshed and poverty. Surely you do not wish to suffer the same?*

## MIRKASA, THE BLEAK TAIGA

**Names:** Astrid, Brigitte, Kela, Eovald, Fenrir, Gunnar, Harald

**Clothes/Look:** (pick one) stoic expression, battered armour, wolfpelt, wooly boots

*Our forests are dark and the winters harsh, but we face them without fear. For ours is the will of Mirka, the fire that burns through the long, cold nights. She saved this land from those who would corrupt it and we keep it safe til Her return.*

*Do not believe the whispers of fools. The gnomes have embraced our faith, and their secrets of 'elektrickery' have brought prosperity to our lands. Our allies help us purge heresy and damnation from the lands! Who shall feel our fury next?*

## UMBERTO, THE IRON DESERT

**Names:** Adar, Behroud, Shadi, Darius, Ezra, Fariba, Ghela, Hala

**Clothes/Look:** (pick one) a scent of spices, silken headscarf, wry grin, dainty slippers

*Our people have a saying: when the gods breathed life into the world, they held it aloft by Umberto to do so.*

*The deserts are unforgiving, mysterious and beautiful. But such a land breeds untold treasures; many are the souls who wish to claim them.*

*Other nations say we have the eyes of devils and carry the whispers of demons in our hearts. We say: if Umberto missed the breath of the gods, then surely it alone has felt their touch.*

## THE GREEN SCAR, THE RUINED JUNGLE

**Names:** Ardra, Bufo, Calder, Devi, Epona, Gaja-gati, Hakari, Khannah

**Clothes/Look:** (pick one) distant stare, tribal tattoos, leather harness, bare feet

*There used to be so many that called this place home. Now we are few. Too few to keep it safe. You came with iron ships and paper scrolls. You took our trees for firewood, drained our magics for your dark designs. We thought the jungle's power would keep us safe. We were wrong.*

*Now our lands are ash, our people scattered. Many have travelled into your world and taken what is left of our gods with them. We pray there is salvation enough to undo what has been wrought.*

*You have unleashed a storm upon your so-called perfect world. Who can say what happens next?*