

GOZR Text Document

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This is the GOZR text-only reference document. It contains all the same information, though in some places rules have been re-worded and clarified. Where the game book is a bombastic visual splat, this is just a wall of text. There is no middle ground. Enjoy.

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BEGIN!

Angry sky bleeds upon a fallen world.
Sky wyrms hunt meat. Fallen towers radiate fading spells.
Pretty ones rot in the dirt, lost. The gooz rise.

This is an adventure roleplaying game in which you play weirdos called gooz in a broken future world. The long-dead pretty people left ruins to explore where you may steal great riches or discover ways to save the earth.

(whichever comes first)

To play, you need 2-6 players and dice. One player, the Goozmaster (GM), orchestrates the world with its many weird monsters, electric wizards, and sinister robots.

A million years ago the pretty ones made gooz to serve them. You were ugly. You were less than scum. Riff-raff. Pests. Dirty, dinky, degenerates. Yet the angry earth cast off the pretties while sparing gooz to live. WHY?

This game is set in a far distant future on an unnamed dying world where ugly gooz struggle to survive and prosper. The world is dying because of the arrogance and missteps of the pretty ones... an undefined long dead people. The world is in ruins, there are robots, there are wizards, there are dinosaurs. The sky is often red, purple, or green. Gooz are not inherently good or evil, but they are inherently gnarly.

DICE

Use the standard array of d4-d6-d8-d10-d12-d20.

D66 means roll two d6s and read one of them as 1s and the other as 10s. So a result of 2 and 5 would be read as 25.

For d44, d88, etc, use the same logic as d66.

ROLLING VS. PICKING

Unless otherwise noted, players should always roll on tables rather than picking a result. Some tables, such as treasure tables, contain items that vary widely in power and scope. The player who rolls a wee pop gun might be a little irritated if the player next to them simply chooses a bazooka. Roll for stuff unless you are explicitly invited to choose.

1. CHARACTER CREATION

In this game everyone plays a gooz. Gooz are ugly goons of various colors and sizes who have strange ears. To make your gooz, roll or choose based on the following options.

1.1. ACTION CLASSES (page 2)

There are 3 Action Classes (AC). Each has a target number that must be rolled on 1d20 in order to succeed in actions related to the category. Therefore the lower your AC, the better you are at that category.

Assign the numbers 8, 10, and 14 to the three AC categories as you see fit.

The categories are:

Cunning: Stealth, charisma, deception, thievery.

Magic: Knowledge, arcane aptitude.

Prowess: Fighting, running, jumping, athletics, action.

Therefore if you want a warrior, make your Prowess 8. If you want a wizard, make your Magic 8. If you want a scoundrel, make your Cunning 8.

1.2. HIT POINTS (page 2)

Hit Points (HP) is how much damage you can take. If you fall to zero or less, you must choose between death or debasement. Roll for your HP.

d6	Hit Points
1	15
2	16
3	17
4	18
5	19
6	20

HP can be gained or lost in various ways during play or when you “level up”.

1.3. DEFENSE (page 2)

Defense is subtracted from damage. Damage that is left over goes against Hit Points. If you are hit, you will take at least 1 HP of damage even if your Defense is high enough to absorb it all.

Roll for armor. Armor is added to Defense.

d6	Armor
1-3	None (roll 2 wpns)
4-5	Light (+1 Def)
6	Light + Shield

1.4. GOOZ (page 2)

GOOZ are “meta” points that you can use to do awesome shit. You have 5 GOOZ. These are the six things you can do by spending GOOZ. Each one costs 1 GOOZ.

- 1- Do a cool stunt, such as leaping through a small opening to grab something or disarming someone.
- 2- Steal the initiative so you can attack before an enemy.
- 3- Automatically succeed on a die roll.
- 4- Ask for and receive 1 unknown fact from the GM about the current setting or situation.
- 5- Take an extra action on your turn.
- 6- Add 1 small fact to the game story. For example, “That guard’s sword isn’t oiled and will stick in the scabbard.”

1.5. WEAPONS (page 2)

Roll for your starting weapon.

d10	Weapon	Dmg/Notes
1	Dirk	1d4+1
2	Flamberge	1d6+1
3	Nasty flail	2d4
4	Falx	2d4
5	Bad axe	1d6+1
6	Butterfly knife	1d4
7	Pistol	2d4, 6 shots 1d4+1, 18
8	Bow	arrows
9	Barb whip	1d4
10	Balderdasher	2d6+2, 2 shots

A dirk is basically a short sword. A flamberge is a sword with a cool wavy blade. A falx is a curved sword with the edge on the inside of the curve. A balderdasher is a fat gun similar to a musket or blunderbuss.

1.6. MONEY (page 2)

Money: 4 clinks (C) = 1 tosser (T)

A clink is a small coin and the coins clink in your pocket. A tosser is a big coin because they can be tossed. These coins bear the likenesses of pretty ones or powerful gooz magistrates, merchants, or wizards. It almost doesn’t matter what’s on them. They are typically made of brass, copper, or tin. Any coin made of silver, gold, or orichalc will be worth 1d6 times as many tossers.

When you find coins, roll 1d6. On a roll of 1, the coins are silver, gold, and/or orichalc.

d6	Money
1	1d6 C
2	1d6 T

3	2d6 T
4	3d6 T
5	4d6 T
6	Roll twice

1.7. BLOOD (page 2)

What color is your blood? It only matters for evil magic and for wicked descriptions of your inevitable suffering.

d6	Blood
1	Red
2	Green
3	Blue
4	Purple
5	Orange
6	Yellow

1.8. SKIN, HAIR, EYES (page 2)

What color is your skin? Hair? Eyes? Roll if you like or make it up.

d12	Skin/Hair/Eyes
1	Olive
2	Umber
3	Plum
4	Gray
5	Teal
6	Silver
7	Lavender
8	Eggshell
9	Gold
10	Maroon
11	Coral
12	Pink

1.9. PRONOUNS (page 2)

What are your pronouns? Roll if you like.

d4	Pronouns
1	She/Her
2	He/Him
3	They/Them
4	Something else

1.10. HAIR STYLE (page 2)

What kind of hair do you actually have? Roll if you like. Maybe that hair color you rolled for is

irrelevant (many gooz are bald).

d20	Hair Type
1-9	None
10	Short
11	Mohawk
12	Curly
13	Straight
14	Flowing
15	Animated
16	Crested
17	Long
18	Thin
19	Big
20	Spiked

1.11. TALENT (page 2 and 4-5)

What is your talent? Roll for it. Talents are described in the next section.

d20	Talent
1	Eye Beam
2	Agile
3	Magic Power
4	Slayer
5	3rd Eye
6	Alchemy
7	Hawkeye
8	Mech
9	Psionic
10	Sneak
11	Extra Arm
12	Willpower
13	Hexer
14	Fool
15	Strong
16	Learned
17	Nature
18	Cutie
19	Tough
20	Arcane Luck

1.12. NEEDS AND DEEDS (page 2)

What is your need? What was your last deed? Tell it like it is. Just a little bit of character building. Optional. Something to brag about at the drinking house.

1.13. LUCKY SYMBOL (page 2)

What is your lucky symbol? Roll or pick. Once per day, if you rub, kiss, or rattle your symbol (necklace, ring, belt buckle, whatever), you get Lucky on your next dice roll (Lucky means +2 and each additional luck is +1).

d20	Lucky Symbol
1	Tree
2	Apple
3	Skull
4	Clover
5	Star
6	Mug
7	Sun
8	Blade
9	Bird
10	Cat
11	Fire
12	Wolf
13	Rat
14	Moon
15	Storm
16	Wyrms
17	Knot
18	Flower
19	Jewel
20	Fish

1.14. WIZARD? (page 2 and 31)

Are you a wizard? If yes, go to the wizard section and check it out. If no, go to the Level Up section and immediately Level Up.

Note: There are no levels in this game. The term Level Up simply means gaining benefits due to surviving adventures.

If you are not a wizard, you might still know a “vulgar” spell (common magic). Roll 1d6.

d6	Do you know a vulgar spell?
1	No, and you can never learn any.
2-4	No
5	You know 1 vulgar spell.
6	You know 1d3 vulgar spells.

1.15. BACKGROUND (page 3)

What is your background? Roll for it or pick one. You decide what it means. Perhaps you are Lucky when dealing with things related to your background.

d66	Backgrounds
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11	Vermin Catcher
12	Teacher
13	Nurse
14	Guard
15	Burglar
16	Vendor
21	Glassblower
22	Metalworker
23	Gambler
24	Huckster
25	Fortuneteller
26	Leathermaster
31	Potter
32	Preacher
33	Lawdoer
34	Brewer
35	Bard
36	Waiter
41	Fisher
42	Builder
43	Winemaker
44	Sailor
45	Soldier
46	Animal Trainer
51	Fashioneer
52	Foodmaker
53	Hunter
54	Word Worrier
55	Armorer
56	Woodworker
61	Wyverner
62	Beggar
63	Living Statue
64	Keymaster
65	Astrologer
66	Joke Teller

1.16. OTHER ATTIRE (page 3)

You may also be wearing (roll a few times if you like)...

d20	Also Wearing
1	Body wrap
2	Crude loincloth
3	Noisy outfit
4	Funny hat
5	Cloak + hood
6	Crazy costume
7	Silken garment

8	Nice boots
9	Fur coat
10	Skirt
11	Plaid pants
12	Thong
13	Tattered
14	Leather jacket
15	Fancy pants
16	Gloves
17	Robe
18	Bandana
19	Denim
20	Rags

1.17. OTHER POSSESSIONS (page 3)

And you have other possessions (roll 3 times).

d88 OTHER POSSESSIONS

11	Oil flask
12	10 iron spikes
13	Hammer
14	Magnet
15	Leather pants
16	Pointy hat
18	Bronze knife
21	Bullets
22	Diamond
23	3d6 tossers
24	Heroic figurine
25	Jar of marbles
26	Sack of rice
27	Shot horn
28	4 darts
31	Eye of newt
32	Feathered cap
33	Fine wine
34	Tooth necklace
35	Toy soldiers
36	Awesome belt
37	Bucket of lard
38	Blanket
41	Wrench
42	Healing balm
43	Rope
44	Grappling hook
45	Crow bar
46	6d6 clinks
47	Gourd

48	Chain
51	Jug of moonshine
52	Machete
53	Cult symbol
54	Shrunken head
55	Spring water
56	Weird sphere
57	Slime
58	Jerky
61	Animal mask
62	Ship in bottle
63	Orange imp
64	Sack of salt
65	Rucksack
66	Blowgun
67	Pyramid puzzle
68	Dragon scales
71	Glue
72	Bronze shield
73	Spiked gloves
74	Hard candy
75	Silver bullets
76	Orichalc
77	Lamp
78	Fruit
81	Brass knuckles
82	Tent
83	Climbing gear
84	Lockpick kit
85	Lock + key
86	Bird
87	Silver dagger
88	Spiral horn

1.18. EARS (page 3)

What kind of ears do you have? Roll or choose.

d10	EARS
1-3	Rounds
4	Pointies
5	Squares
6	Droopies
7	Petals
8	Tubes
9	Benders
10	Piggies

2. TALENTS

2.1. EYE BEAM (page 4)

You can fire a weird beam from your freakin' eyes (or mouth, if you prefer). The range is Nearby and requires a Prowess roll to hit. You must choose to deal 1d6 points of damage or cause a special effect based on your beam type. Roll for your beam type.

d6	Beam Type
1	Zot! Laser (cuts through stuff)
2	Plasma (burns and melts)
3	Voip! (teleport target to Nearby)
4	Psych (mind influence)
5	Sonic (break things with sound)
6	Arrows (holds target in place)

2.2. AGILE (page 4)

You are Lucky at leaping, climbing, dancing, and defending. Etc.

2.3. MAGIC POWER (page 4)

You have a magical power. Make a Magic roll to use it (if appropriate).

Roll 1d12 for your power.

d6	Magic Power
1-2	1 vulgar spell, 3/day use, 0 cost.
3-4	Trivial reality alteration*.
5	Lucky on Magic rolls.
6	Invisibility! (see below)
7	Levitate up to 10' from surface.
8	Shape shift (shape only, not powers)
9	You are fireproof or coldproof**.
10	Mistform***.
11	Detect Nearby magic.
12	Summon!****

* Trivial Reality Alteration example: "That staircase has one extra step." or "The walls are blue in this room."

** Fireproof/Coldproof: Choose between the two or you can split the difference and have all damage from each reduced by half.

*** Mistform: +6 Defense, cannot touch or attack. Flow, float, billow, pass through tiny holes.

**** Summon: Call 1d6 creatures to aid you. They arrive 1d10 minutes later and will leave 1d6x10 minutes later, or on command. They will aid as they can. They will fight but may flee.

2.4. SLAYER (page 4)

You deal +1 damage per hit and you Critical Hit on a natural roll of 19-20. You are a badass.

2.5. 3RD EYE (page 4)

You gain +1 to Magic rolls per round of concentration. You are Lucky on spotting hidden and invisible things.

2.6. ALCHEMY (page 4)

You can make funky potions. You are Lucky at identifying and resisting the effects of potions and chemicals. You can create potions, elixirs, and trivial balms with some time and money.

You begin possessing 1d4 random potions of your own concoction. Roll 1d8 for your potion types.

d8	Potions
1	Invisibility
2	Mistform
3	Speed
4	Strength
5	Shape change
6	Monstrous
7	Breathless
8	Shrink/Grow

2.7. HAWKEYE (page 4)

You are a sharp shot. You are Lucky on missile attacks. If you hit, you can do a trick shot instead of dealing damage (cut a rope, knock something down, etc.).

2.8. MECH (page 4)

You are a mechanic and engineer. You are Lucky on all rolls related to the understanding and use of weird devices. You can build and repair devices with proper tools and time.

2.9. PSIONIC (page 4)

You have mental powers. Range is Nearby. Choose Magic or Cunning as your AC to roll against (permanent choice). You take 1 HP of damage each time you use your power. You must concentrate to use the power, so if you are being distracted it might require an Unlucky roll (-2).

Roll 1d4 to determine your Psionic power.

d4	Psionic Power
1	Mind Control
2	Telekinesis
3	Second Sight
4	Telepathy

Mind Control: Target will do most trivial things you ask, but will not do crazy or freaky shit. You can attempt to control multiple targets and each additional target is a -1 to your die roll.

Telekinesis: Move objects with your mind. Small objects are easy. Person sized objects are an Unlucky roll (-2). Bigger stuff is -5 to the roll.

Second Sight: Get 1 fact from the GM per successful attempt. Each additional attempt after the first within the same use is a -2 penalty to the roll.

Telepathy: Read Nearby minds and project your thoughts.

2.10. SNEAK (page 4)

You are Lucky when sneaking around and hiding. You are Lucky at finding traps, hidden doors, and treasure.

2.11. EXTRA ARM (page 4)

You can do whatever seems possible with a third arm. You get 1 additional attack each round but you are Unlucky on that roll and of course it can't be with the weapons you are holding in other hands.

2.12. WILLPOWER (page 4)

You are mentally strong, Lucky at resisting mind control and torture and hunger, etc. You can ignore pain and fatigue with concentration.

2.13. HEXER (page 5)

You can hex a Nearby target by making a Magic roll and spending 1 HP. Very creepy. The margin of your success (your roll minus Magic AC) should be referenced on the hex table. You can select any result within that range. For example, if you need a 10 to use Magic and you roll a 15 then your margin of success is 5. You can choose any hex result between 1 and 5.

d10	Target of Hex...
1	Has -1 to Action rolls 1d6x10 minutes.
2	Blinded 1d6 rounds.
3	Forgets recent events for 1d6 hours.
4	Bleeds! 1D6 Real Dmg!
5	Mute 1d6 hours.
6	Unlucky for 1d6x10 minutes.
7	Fails 1d6 Action rolls of your choice.
8	Crippled by doubt, can't act for 1d6x10 min.
9	Allies abandon them.
10	No devices or magic works for them today.

2.14. FOOL (page 5)

Bumble your way to legend! For any action you undertake you may choose to make a Fool's Roll. You are Lucky on the roll... but if you fail it is automatically a FUMBLE and if you succeed it is only an

ugly accident. No one looks cool as a fool.

2.15. STRONG (page 5)

You got muscles. Roll 1d6 and refer to the table. The bonus indicated is added to your melee damage, attempts to break or lift stuff, and it expands your Carry Slots.

d6	STRONG
1-3	+1
4	+2
	+1 each time you are hit, but lose
5	+1 each round thereafter.
6	Hercugoozian! +3

2.16. LEARNED SUBJECT (page 5)

You are real smart about one thing. Kind of a geek about it. Roll for it.

d10	Learned Subject
1	Construction
2	History
3	Food/drink
4	Cultures
5	Wizards
6	Treasure
7	Monsters
8	Tech
9	Powers That Be
10	Roll for 2!

2.17. NATURE (page 5)

You are at home in the wilds. You are Lucky at hunting, survival, and natural lore.

2.18. CUTIE! (page 5)

You are a dish. A doll. A hunk. A looker. You are Lucky when influencing people and on all Reaction Rolls.

2.19. TOUGH (page 5)

You're a tough bastard. You get +2d4 Hit Points, you are Lucky when healing (+2 HP per healing roll), and you get +1 on your Defense just because.

2.20. ARCANE LUCK (page 5)

You make Lucky rolls related to two arcane categories. Roll for them.

d20	Arcane Luck
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- 1 Learning spells
- 2 Resisting magic
- 3 Finding magic
- 4 Seeing through illusions
- 5 Resisting fire
- 6 Resisting cold
- 7 Resisting deviltry
- 8 Talking to magical beings
- 9 Wizard reaction rolls
- 10 Wizard weaknesses
- 11 Casting a certain spell
- 12 Casting 1d4 certain spells
- 13 Wands, rods, staves
- 14 Summoning
- 15 Battling constructs
- 16 Creating/copying spells
- 17 Creating magic items
- 18 Dealing with undead
- 19 Fighting wizards
- 20 Using weird shit

3. GOOZ NAMES

Name your character whatever the hell you want. Here are some names you can choose from or roll for, if you like.

- d88 Names
- 11 Woolf
 - 12 Zigurd
 - 13 Tobe
 - 14 Lokar
 - 21 Zizurelle
 - 22 Plato
 - 23 Moonbeam
 - 24 Crunchy
 - 31 Muktala
 - 32 Cruz
 - 33 Broop
 - 34 Nijhfrid
 - 41 Xigusu
 - 42 Aju
 - 43 Mukhiv
 - 44 Jiri
 - 51 Kati
 - 52 Cratuio
 - 53 Vol
 - 54 Bix
 - 61 Num
 - 62 Lin

63 Put
64 Kem
71 Zin
72 Roc
73 Butter
74 Hham
81 Tumbonnet
82 Jammy
83 Blade
84 Ixmoor

d88 Names
15 Valerina
16 Coozmire
17 Camshoo
18 Yak
25 Drill
26 Qed
27 Rath
28 Panda
35 Yinny
36 Halo
37 Burril
38 Burro
45 Finus
46 Wakun
47 Vurrkal
48 Vaxkor
55 Trundar
56 Bandar
57 Flundarr
58 Jak
65 Binz
66 Allinda
67 Fig
68 Date
75 Pit
76 Murren
77 Kitty
78 Blanche
85 Igor
86 Zug
87 Dimlet
88 Weasel

4. GENERAL RULES FOR DOING STUFF

4.1. ACTION ROLLS (page 6)

To do most actions roll 1d20 vs. the appropriate Action Class (Cunning, Magic, Prowess). Most rolls are player-facing. That is, the players roll for most things, not the GM.

-Hit: Roll AC or better.

-Solid Hit: Roll 5+ above AC (could have a benefit or could be a requirement).

-Critical Hit: Roll a natural 20 (Describe a special effect or roll damage twice).

-Miss: Roll less than AC.

-Graze: Roll 1 less than the AC (miss, but maybe with a trivial benefit).

-Fumble: Roll a natural 1 (describe your screw up).

4.2. DURATION (page 6)

If unknown, the duration of an effect is 1d6 times the unit of measure that is most appropriate (typically minutes or rounds, but could be hours or days).

4.3. RANGE/DISTANCE (page 6)

Close: Striking distance.

Nearby: Throwing distance.

Faraway: Shooting distance.

Distant: Is too damn far for most actions.

4.4. REST AND RESPITE (page 6)

Resting: You must sleep. This is bedtime. It cannot be a nap, it must be a full rest. You heal 1d6+1 HP (or Wiz for Wizards – can't be both, you must choose!). You regain all GOOZ when you rest.

Respite: This is a short breather or inspiring moment when gooz rally and sing a song and kick some ass. You regain 1d6 HP (or Wiz). Can happen once or twice per session or adventure or episode, as appropriate.

4.5. LUCKY/UNLUCKY ROLLS (page 6)

You gain +2 to your Action roll when you are Lucky. Luck can stack, but each additional Luck is +1. So if you get 3 Lucky bits for a roll you would roll at +4 (+2 for the first, +1 each for the two additional Luck).

Unlucky rolls are the opposite (-2 and -1 for each stacked Unluck).

4.6. ARMOR BREAKING (page 6)

When rolling in defense, your armor is reduced by 1 if you Fumble or Graze. This is how armor is destroyed. Pay to get it fixed.

4.7. REACTION ROLLS (page 6)

When encountering NPCs, the most relevant PC rolls Cunning, modified as needed.

Miss by 5 or more? The NPCs are hostile. Uh oh.

Made it by 5 or more? The NPCs are helpful. Cool.

Any other result is ambivalent. The encounter could go either way.

4.8. USING GOOZ (page 6)

See #4 in the Character Creation section above. You can spend 1 GOOZ to do any one of the six possible things as described previously. You regain all GOOZ upon Resting.

The uses of GOOZ:

d6	GOOZ Use
1	Do cool stunt
2	Steal initiative
3	Succeed on roll
4	Know 1 fact
5	Get extra action
6	Add 1 fact to story

4.9. BATTLE! (page 7)

Players roll all Action dice. Roll 1d20 vs. Prowess to attack or defend.

Damage: Your Action roll minus your Prowess AC plus your weapon damage roll minus the target's Defense is the total damage you have inflicted. For example: Lonk Zamoo has a Prowess of 10 and rolls 15 on the attack roll. They then roll 5 points of damage. The damage is 5 for the Action roll (15 minus 10) plus 5 for the damage roll for total of 10 points of damage. The target, a nasty sand spider, has a Defense of 2 so the damage that gets through is 8 (10 minus 2).

Remember that all successful attacks deal at least 1 HP of damage.

If you do not know what the damage dice should be, default to 1d6.

4.10. DEATH OR DEBASEMENT (page 7)

Enemies die if they lose all HP. But PC gooz must choose Death or Debasement.

Death: Noble choice. Make a new PC and pick a boon for that new PC.

d6	New PC Boon
1	-1 from one AC
2	+1d6 HP
3	+1 Defense
4	1 extra Talent
5	+1 to GOOZ
6	A free Level Up

Debasement: You are knocked down and out of the fight. Roll 1d6 and describe your debasement.

d6	Debasement
1	You get a nasty scar*
2	Ravaged: +1 to Magic AC
3	Bruised: +1 to Prowess AC*
4	Rattled: +1 to Cunning AC
5	Squished: -1d6 HP*
6	Cursed: -1 GOOZ

*Roll on the nasty scars table.

d20	Nasty Scars
1	Over the eye
2	On the nose
3	Cheek gash
4	Half and ear
5	Forearm
6	Hand
7	Chin mark
8	Necklace
9	Cranium
10	Chest line
11	In the belly
12	Thigh
13	Foot lesion
14	Shoulder
15	Kneecapper
16	Bicep
17	Forehead
18	Wrist ring
19	Shin shocker
20	Lost finger

4.11. DAMAGE EXPLOSIONS (page 7)

Remember that damage is based on this advanced mathematical formula:

Action Roll result minus AC plus damage roll minus target Defense (minimum of 1).

If your damage dice roll is maximum... roll that die again and add it. Do this every single time you roll the maximum. Suddenly those d4s are kind of a threat, right?

Example: You roll 1d6 damage and get a 6. Roll 1d6 again and add. Another 6? Roll again! You got a 1? You just rolled 13 points of damage. Boom.

4.12. INITIATIVE (page 7)

Someone has to go first. A player rolls 1d6. On 1-3, the enemies go. On 4-6, the PCs go. Remember

you can spend GOOZ to steal the initiative (for your own PC, not the group).

4.13. PLAYER TURNS (page 7)

What can you do on your turn during a conflict?

Take an action OR move Nearby. And you can do a trivial thing such as call someone a poo face or toss a sandwich.

4.14. FUMBLES (page 8)

If you roll a natural 1 on any Action roll it is a Fumble. Describe your total failure.

4.15. MORALE (page 8)

Enemies may run away if losing or if they feel they may lose. The GM may roll 1d12 to determine this.

d12	Morale Result
1-4	Fight on!
5-7	Nervous
8-12	Flee!

4.16. TAKING COVER (page 8)

When someone is shooting at you, you should probably get behind something. When you take partial cover (hiding behind a chair), you are Lucky on defense rolls. If you take full cover (hiding behind a wall) they probably can't hit you.

4.17. 2-HANDED WEAPONS (page 8)

If you are using a 2-handed weapon, you cannot also hold another item such as a shield. Unless you have three hands...

4.18. DISTRACTIONS (page 8)

Anyone distracted, startled, damaged, etc, may lose concentration which may ruin spellcasting or other actions that require concentration. A PC who is being distracted in this way may spend a GOOZ to maintain concentration or just succeed at what they are doing.

4.19. CONDITIONS (page 8)

Adventures are dangerous and you may suffer a number of conditions, a few of which are described below.

Sickness: Roll 1d20 to see how sick.

d20	How Sick?
1-5	Mild: Unlucky on next 1d6 rolls

6-15	Sick: Unlucky for 1 day Agonized: As above, can't
16-19	attack
20	Dying: Down, -1 HP/hour until cured

Poisoning: Roll 1d6. Damage from poison is Real Damage!

d6	Poison Effect
1	1 Dmg
2-3	1d6 Dmg
4-5	1d6 Dmg + Sick 1d6 Dmg/hour until cured
6	+ sick

Prone: You must use an action to get up.

In the Dark: Unlucky on relevant action rolls.

Blinded: Triple Unlucky on relevant action rolls.

Deafened: Unlucky on relevant action rolls.

Knocked Out: Down and out! PCs are out for 1d4 rounds. Enemies are down for 1d6 rounds and on a roll of 6 they are out for the duration of the battle.

Paralyzed: Same as Knocked Out.

Stunned: You cannot act other than defending yourself (Unlucky). Roll 1d8 to see how long.

d8	How Long Stunned?
1-5	1 round
6-7	2 rounds
8	Knocked Out!

4.20. CARRY SLOTS (page 9)

You have 12 Carry Slots. For each Slot, you can carry 1 item. Each item you carry beyond 12 causes -1 to your action rolls. Big items such as pole arms, 2-handed swords, or sacks of flour take up 2 Slots. Trivial items such as feathers and flowers take up no Slots.

Armor takes up 2 Carry Slots per point of armor.

A backpack or similar sack grants you 4 additional slots.

Examples of big stuff: polearm, big axe, 2-handed sword, small corpse.

Examples of trivial stuff: clothes you're wearing, pet bug, lucky clover.

4.21. READY ITEMS (page 9)

List the items on your character sheet in the order of importance because the top 3 items on your list are easily accessible. Everything else requires an action to retrieve. Items you wear, such as helmets and armor and rings, are excluded from this.

4.22. ARMOR AND DEFENSE (page 9)

Your armor rating is added to Defense. A shield is 1 armor. A helmet is zero armor, but if you are hit you can shatter the helmet and take no damage. While wearing a helmet you are Unlucky when listening or searching.

Each point of armor represents 2 Carry Slots.

Armor Breaking: When rolling in defense, your armor is reduced by 1 if you Fumble or Graze. This is how armor is destroyed. Pay to get it fixed.

4.23. ARMOR PRICES AND REPAIR (page 9)

Armor generally costs 10t (10 tossers) per 1 point of armor.

Armor with Lucky Symbol: Costs +5t.

Fancy Armor: Costs double and grants +1 on Reaction Rolls.

Quality Armor: Costs triple. If breaking is indicated, roll 1d6. Only breaks on roll of 1-3.

Cheap Armor: Costs half. If breaking indicated, armor loses 2 points.

Repair: It costs half the armor's original value to repair 1 point. If armor is damaged more than its armor rating, it is utterly destroyed. For example: A chain shirt that grants 1 Defense is destroyed if it is broken for 2 points.

4.24. KINDS OF ARMOR (page 9)

You bought or found some armor. Regardless of its actual Defense value, what kind of armor is it? Describe it or roll on the table if you don't already know.

d20	What Kind of Armor?
1	Large scales
2	Turtle shells
3	Old coins
4	Brass rings
5	Leather bands
6	Bronze chains
7	Orichalc plates*
8	Silver discs
9	Hard straps
10	Hodge podge
11	Ironwood

12	Rusty rings
13	Polymer form
14	Tin lids
15	Glittering plates*
16	Chitin mail
17	Resin form
18	Chain links
19	Root mail
20	Meteorite*

*Repair costs for these types is triple the normal amount.

5. EXPLORATION RULES

Here are some simple rules for running around ruins rummaging with rowdy ruffians.

5.1. LIGHT (page 10)

Torches and lamps let you see clearly Nearby. Is your light going out? Roll 1d6. Each time you have to roll, add +1 to result.

d6	Light Going Out?
1-3	Nope
4	Soon
5	Flickering
6	Out!

5.2. OIL (page 10)

You can throw and light oil to burn 1d6 Close targets for 1d10 damage per minute or round for 1d6 minutes.

5.3. DOORS, CHESTS, BOOKS (page 10)

Is the door, chest, or book locked? Roll 1d6. Breaking down a door requires a Prowess roll. A good door requires a Solid Hit.

d6	Book, Door, Chest
1	Locked
2	Stuck
3	Locked + Trapped
4	Unlocked
5	Open
6	Broken

5.4. REST (page 10)

If you do not take a break every once in a while when traveling you will be Unlucky on all action rolls.

5.5. DISTANCE (page 10)

How far away is the thing?

d6	Distance
1	Close
2-3	Nearby
4-5	Faraway
6	Distant

5.6. DIRECTION (page 10)

Which direction?

d6	Direction
1	North
2	South
3	East
4	West
5	Up
6	Down

5.7. FOOD AND WATER (page 10)

Are you running low on food or water? Roll 1d6. Each time you have to roll, add +1 to the roll.

	Supplies Running
d6	Out?
1-3	Nope
4	1d4 days
5	1 day
6	OUT

5.8. LISTEN AND SEARCH (page 10)

When you listen for noises or search an area, a Cunning roll may be necessary to discover difficult or hidden items.

5.9. WEATHER (page 10)

What is the weather?

d6	Weather
1	Calm/clear
2-3	Typical
4	Wet/windy
5	Cold/hot
6	Storm!*

*You are Unlucky when caught in a storm.

5.10. TRAPS (page 10)

Searching for, bypassing, or disabling traps usually requires a Cunning roll. If you fail it or if you unwittingly step on a trap roll 1d6 to see if you tripped it. On a roll of 1-2, you did.

6. LEVEL UP! (page 12)

If you survive an adventure, you may make a Level Up choice. Choose any 2 benefits. Yes, you can choose the same one twice.

- +2 Hit Points
- 1 Spell (choose any from the core list)
- +1 Wiz
- 1 Treasure (roll on the main treasure table)
- 5 Lucky Rolls

If you choose 5 Luck Rolls, mark them on your sheet. You can spend them for any roll you wish to be Lucky on. Lucky means +2 to the d20 roll (stacking Lucky rolls means +1 for each additional Luck).

7. TREASURE

The pretty ones died and left a bunch of weird stuff behind. You probably shouldn't touch it, but you will anyway. When you find treasure, roll to see what kind it is (unless the GM already knows).

d6	What Kind of Treasure?
1	Hard Cash
2	Frivolous Junk
3	Strange Item
4	Weird Weapon
5	Odd Armor
6	Super Tech

7.1. Hard Cash (page 13)

Roll 1d4 or 1d6 for special times.

d6	Hard Cash
1	2d6t
2	2d6x10t
3	1d100x2t
4	1d6 gems
5	Roll 1d4 twice
6	Roll 1d4 thrice

d6	Gem Value
1-2	1d6x10t
3-5	3d6x10t
6	1d100x5t

d6	Gem Type
1	Ruby
2	Sapphire
3	Topaz
4	Amethyst
5	Emerald
6	Amber
7	Diamond
8	Turquoise
9	Tanzanite
10	Peridot

7.2. d100 Frivolous Junk (page 13)

d100	Frivolous Junk
1	Empty vial
2	Electronic tablet
3	Wine
4	Book of poetry
5	1d6 pretty rocks
6	Oil flask
7	Dice
8	Beer
9	Silk cord
10	Audio disc
11	Rude playing cards
12	Chewing gum
13	Belt
14	Socks
15	Clippers
16	Cape
17	Scissors
18	Spoon
19	Fork
20	Wooden box
21	Iron chest
22	Key ring
23	Rubber bands
24	Beer
25	Whiskey
26	Flour
27	Art book
28	2d6 nails
29	Survival manual
30	Lighter with skull motif
31	Crow quill
32	Paint

- 33 Wrench
- 34 Boots
- 35 Journal
- 36 Ink
- 37 Mug
- 38 Screwdriver
- 39 Shovel
- 40 Sack
- 41 Oar
- 42 Pitchfork
- 43 Spade
- 44 Knife
- 45 Iron hook
- 46 Make up
- 47 Spiked wristband
- 48 Jerky
- 49 Liqueur
- 50 Rope
- 51 Crystal
- 52 Globe
- 53 Lock and key
- 54 Spice rack
- 55 Robot manual
- 56 Leather gloves
- 57 Fabulous pants
- 58 Wig
- 59 Hair bow set
- 60 Hammer
- 61 Canister
- 62 Trowel
- 63 Scented candle
- 64 1d6 torches
- 65 Mushrooms
- 66 Silver bell
- 67 Herb sack
- 68 Bronze chime
- 69 Mint
- 70 Seeds
- 71 Beans
- 72 Coat
- 73 Scarf
- 74 Grappling hook
- 75 Hot peppers
- 76 Sunglasses
- 77 Ceramic bowl
- 78 Snow shoes
- 79 Skis
- 80 Backpack
- 81 Music box

- 82 Candy
- 83 Ant farm
- 84 Bag of teeth
- 85 Vial of blood
- 86 Petrified eyeballs
- 87 Dried gooz ears
- 88 Rabbit's foot
- 89 Bone comb
- 90 Stone figure
- 91 Knotted cord
- 92 Map
- 93 Picture book
- 94 Big spider
- 95 Wig
- 96 Glue
- 97 Mask
- 98 Wax
- 99 Compass
- 100 Arrowhead

7.3. d66 Strange Items (page 14)

d66	ITEM	DESC
11	Keystone	A brick; place it on any construction to prevent collapse.
12	Extravagant Cape	Far too rich and lush, but grants Lucky on all reactions and negotiations.
13	Jade Flute	Lovely little flute lulls 1d4x10 HP of Nearby creatures to sleep (1/day).
14	Hoop Ear Rings	2 Large silver hoops; throw to bind target 1d6 rounds (1/day ea).
15	Clobbering Gloves	1 round to prep; Hands grow 2x size; punch (1d6+3 Dmg), break doors.
16	Graven Image	Grants you 1 animal ability for 10 minutes; requires worship else curse! (1/day)
21	Pointy Shoes	Delicate, you literally dance on air as if levitating.
22	Platform Shoes	Tall wooden shoes grow tall as a house on command. Spend 1 Wiz to double grow. (2/day)
23	Slip-Oil	Whatever it is rubbed on cannot be held and has zero friction. Enough to coat 1 gooz.
24	Grumbletummy	A stomach with opening; will consume anything. If not fed, growls loudly.
25	Cherry Lip Balm	Whoever you whisper to or smooch is compelled to carry out 1 task (1d6 uses).
26	Fire Horn	Large horn provides 6 shots for any weapon (1/day).
31	GOOZ Charm	1 extra GOOZ/day while wearing.
32	Stupid Face	Mask makes you appear and sound like an unthreatening bafoon.
33	Throwing Arm	Arm attachment; Lucky on all throwing attacks.

34	Relaxing Pipe	Put any weed in it, smoke; you are calm (no fear 1 hour, heal 1d6 HP). (2/day)
35	Wise Beard	Wear it, Lucky on Magic rolls and reactions (3/day). Huge horn, stuns user 1 round after sounding; 1d4 dmg to 2d6 Nearby. Might break stuff.
36	Urburoo	Wave it over item to give it 1 more use that day (1d6 uses, then wand destroyed).
41	Perpetuation Wand	Your symbol in silver; you are Lucky against shapeshifters.
42	Silver Symbol	Eaters are euphoric (Unlucky actions, but take only half dmg 1d6 hours). Serves 6.
43	Fairy Cake	1d6 Dmg. Weapon; grants Telekenesis or Lightning spell (1/day each).
44	Rod of Power	Slim black cane, silver handle (1d4 dmg); Lucky on reaction rolls.
45	Gentlegooz Cane	Thin rod (1 Dmg); Summon Creature (as spell) or subdue target on crit (2d6 uses).
46	Training Rod	Bottle of hair; pour it on, have hair 1d6 days. Roll for color (1d6 uses).
51	Liquid Hair	Read 1 Close mind per effort, but cannot act for 10 minutes.
52	Cap of Mind Reading	Rub it on weapon to add poisoning effect (1 successful attack) (1d6 uses)
53	Poison Rub	Roll for it; it is special for sure!
54	Magic Belt Buckle	Twist it to create copy of self. Each has 1/2 total HP and 1/2 magical power (Wiz, items, etc.). 1/day.
55	Gemini Ring	Put on lapel, you appear young and healthy; gain 6 temporary HP. 1d6 uses.
56	Flower of Youth	1d6 teeth that each absorb and hide 1 item; retrieve by smashing tooth.
61	False Teeth	Ugly book contains Vampire's Touch and 1d4 random Vulgar spells.
62	Ghoulish Grimoire	Unerringly snags Nearby target. 3/day.
63	Lucky Lasso	Small trinket causes 1d6 Nearby targets to behave erratically. 1/day.
64	Chaos Trinket	Interdimensional gondola, cannot be capsized; passengers heal 1d6 HP/day.
65	Dreamboat	Drinks taste better + you are Lucky 3/day.
66	Magic Gourd	

7.4. d66 Weird Weapons (page 15)

WICKED d66 WEAPONS

11	Electric Bow	Draw electricity with the pull to explode Nearby target + 1d3 Close others for 4d6 dmg, 3/day
12	Sticky Boom	6 sticky bombs, set to explode up to 3 rounds later; 2d6+2 dmg to 1 target.
13	Cursed Razor	Large straight razor (1d6+2 dmg); you cannot be happy as

		long as you use it. -4 Reaction rolls.
		Slingshot of light metal; Nearby range, 1d4 dmg; 3/day
14	Springshot	Distant range with 2d6+2 dmg.
15	Razor Dirk	Can cut nearly anything, 1d6+3 dmg; breaks on a natural 1.
16	Thunder Gun	Hand cannon 1d12 dmg, 1 shot.
		Big, heavy, metal-cased bomb; 6d6 dmg vs. 2d6 Close
21	Big Bomb	targets.
22	Wild Boar Mace	1d6+2; boar head bites for +1d8 on Crit.
		2 shots (1d10 dmg), then cooldown 1 round or explode
23	Plasmatic blaster	(2d6 dmg to holder).
24	Feathered Spear	Spear with feathers. Good for throwing too. 1d8 dmg
		8' long pole w/axe end (1d8+1); long reach, Unlucky up
25	Pole Axe	close.
26	Tiger Mouth	Mask with big teeth; 1d6 bite, Def as helmet.
		2-handed sword (1d12 dmg); knockback 1d6 Close targets
31	Naysayer	to Nearby 3/day.
32	Kneebiter	Bastard sword (1d8/1d10 dmg); cut off legs on crit.
33	Pop Gun	Wimpy pistol (1d4 dmg, 6 shots).
		Robot-headed mace (1d6 dmg) spits lightning; 1d6 Nearby
34	Metalhead	targets, 6d6 dmg, divided between them (2/day).
		Gauntlet with pincher claw (1d6 Dmg); can grab and break
35	Pincher	items. On crit, target pinched for triple Dmg.
36	Family Friend	3 shot hand cannon (2d4 Dmg); will not hit true allies.
41	Inky Stars	1d6 black throwing stars (1d4 dmg); paralyzes on solid hit.
		8' long pole w/hook end (1d6+1); long reach, grab targets,
42	Pole Hook	Unlucky up close.
		Thin sword (1d6 Dmg); on solid hit target can't breathe
43	Lungpiercer	1d6 rounds (stunned).
44	Final Word Rifle	6 shots; crits are triple Dmg.
		Small crossbow, 6 shots, Nearby range, easily hidden; 1d4
45	Needler	Dmg.
46	Fang	Bone sword, 1d6+1 Dmg; Lucky 3/day.
		Wavy dirk (1d6 Dmg); on crit, sticks in target till next
51	Corkscrew	round and deals Dmg again.
		8' long pole w/scissor end (1d6+1); long reach, Dmg armor
52	Pole Scissors	or attire on solid hit, Unlucky up close.
		Gauntlet with demon face (1d6 punch Dmg), spits fire on
53	Firebreathing Fist	1d6 Close for 1d8 Dmg, 2/d.
		On solid hit with any other attack, do instant kick attack
54	Kick Boots	(1d6 Dmg.).
55	Buckler Gauntlet	Spiked glove (1d4+1 Dmg); also serves as 1 DEF shield.
56	Whipping Pole	Long hard staff does 1d4+2 Dmg; stuns on crit.
		Spiked gauntlets, 1d6 Dmg; on solid hit, target face ruined
61	Defaciators	and +1d6 Dmg.
		Lurid, leering devil faced spear (1d8 Dmg); you heal 1 HP
62	Devil Spear	per hit.
	Broken Blade of	Huge broken sword with eldritch runes (1d8 Dmg); 1 in 6
63	Titans	spellcasters wil flee from it.
64	Primordial	Talons, 1d4+2 Dmg; Lucky against flying enemies.

	Talons	
65	Glaive	Double-ended spear; on solid hit, strike second target with Unlucky roll.
66	Cosmic Bow	Ebony with star pattern, 1d8 Dmg; requires no arrows under starlight.

7.5. d66 Odd Armors (page 16)

Armor rating is in parenthesis. Add this to your Defense.

d66	ARMOR	DEF	
11	Woodgod Shield	3	Will break if you Fumble defense roll.
12	Cloud Mail	1	Weightless.
13	Chains of Will	2	Chain, Lucky on Magic rolls; cannot cast wizard spells.
14	Dream Shroud	1	Smoky gray amorphous; immune to mind magic, Lucky on dream rolls.
15	Lightning Suit	1	Enemy that touches you gets shocked for 1d4 Dmg.
16	Dopplehelm	1	Twist around to reveal angry face (forced Morale check), 1/day.
21	Battleborn	3	Rugged plates and chain, grants Lucky defence roll 3/day.
22	Black Scale	2	Ebony, sleek; Lucky against small blades.
23	Gem Mail	3	Studded with gems; Unlucky stealth, every thief wants it.
24	Flame Guard	1	Black and blue, you are fireproof.
25	Door Shield	2	HUGE shield, slow; can protect 1 other ally.
26	Dreadknight	3	Black and silver plate; Lucky against wizards.
31	Ember Plate	2	Hot to touch, immune to cold attacks.
32	Night Leather	1	Inky black (Lucky on sneaking); Invisibility 1/day.
33	Bird Mail	1	Fly 1/day.
34	Giant's Toenail	1	Shield, stinky.
35	Cobblestone	3	Heavy, slow, attack last.
36	Ghost Mail	1	Go incorporeal so you cannot hit or be hit 1/day.
41	Valiant Shield	1	Light (no carry slot), grant Lucky defence roll to Close ally.
42	Laughing Shield	1	Laughing face; Lucky against fear, mind control, death.
43	Bracers of Bravery	1	You cannot be frightened.
44	Moonshield	1	Moon motif; moon goddess grants Lucky roll 3/day.
45	Beastly	2	Hide, fur; smell (Unlucky reactions).

46	Liminal Laminar	1	Slick, close-fitting; you slip through any crack by spending 1 GOOZ.
51	Sea Mail	1	Shells, swim like fish; breathe underwater 1/day.
52	Robot Shell	2	Remnants of robot body, you are seen as constructed being.
53	Bull's Chest	1	Chestplate w/bull symbol, cannot be knocked down.
54	Helm of Splendor	1	Has long colorful tail; Lucky on reactions.
55	Mezmer Shield	1	Serpent eye paralyzes 1 Near target.
56	Horde Armor	2	Black, studded, with batwing helm; Lucky on intimidation.
61	Wyrmsuit	2	Made from skywrym skin; wyrms will not attack you.
62	Force Bracers	1	Clink together to push 1d6 enemies back and knock down.
63	Hero Harness	1	Lucky 3/day.
64	Beetle Suit	2	Unlucky reactions.
65	Snake Links	1	+3 DEF vs. reptiles.
66	Steel Knight	3	Full suit, shiny; attack last, move slow, Unlucky finding things.

Armor Breaking: When armor is broken, its rating is reduced by 1. Shields and helms will break before armor. Therefore if you Fumble on a Defense roll (indicating armor breaking), your shield will be broken first. If you have no shield, your armor is broken. If you have no armor, it is a “normal” Fumble and something bad or embarrassing might happen.

d6	Break FX
1-2	Buckle snaps
3-4	Dangling bit falls off
5	Significant bits fall off
	Broken bits = Unlucky Prowess
6	until repaired

You can roll on the Embellishment table if you like. Maybe your armor has something cool about it... or something very annoying. Risky roll.

d20	Risk an Embellishment
1	Smells like a fish
2	Squeaky
3	Covered in gems
4	Nightly oiling required
5	Light weight
6	Quiet
7	Lucky vs. blades
8	Unlucky vs. lasers

- 9 Glittery
- 10 Magnetic
- 11 You hear voices
- 12 Compass
- 13 Oily
- 14 Lucky vs. magic
- 15 Glows softly
- 16 Brittle (break = 2 points lost)
- 17 Goofy (invites ridicule)
- 18 Lucky vs. arrows
- 19 Lucky vs. blunt weapons
- 20 Hard as hell (+1 Def)

7.6. SUPER TECH (page 17)

The world of GOZR is littered with the toys and gadgets of bygone pretty regimes. If you find some tech what can it do? Can you use it?

A found device will have 1d6 charges (uses) unless otherwise noted.

- d6 Can You Figure it Out?
- 1-2 Low tech: most fools can figure it out.
 - 3-5 High tech: make a Cunning roll.
 - 6 Alien: you might need some help.

- d6 Does it Work?
- 1 Broken
 - 2 Needs power
 - 3-5 Functional
 - 6 Mint! (has 7 charges)

- d6 What is the Power Source?
- 1 Quest for the source
 - 2 Plug it in
 - 3-5 Self-charges overnight
 - 6 Magical (1 Wiz per 1 use)

- d66
- 11 Motion Detector Nearby, unidirectional.
 - 12 Life Sensor Detects life, Close; constructs not detected.
 - 13 Wound Sealer Heals cuts for 1d6 HP.
 - 14 Robot Finder Like Life Sensor, but for robots only.
Dome projection makes 10' area "invisible", or
 - 15 Hologram Projector displays images.
 - 16 Jet Engine Backpack Fly! 1 use = 10 min or less.
 - 21 Leap Legs Strap on, jump 10' per charge used.

22	Eagle Eye	Spyglass that zooms to a mile (very Distant).
23	Squiggler	Palm-sized crawling bot squeezes into cracks, lets you see and hear.
24	Hydrat-o-Bot	Wear on skin, keeps you hydrated (1 day = 1 charge).
25	Excoriator Glove	Rubs off acid, mud, paint, leeches, etc.
26	Quad Gel	Heals 1d6 HP, makes you drowsy 1d6 hours (Unlucky).
31	Zombie Pod + Remote	Stick in dead thing, it rises as zombie controlled by remote (1 hour = 1 charge).
32	Slap-Dash	Thin rubbery cloth; slap on, change appearance 1 hour.
33	Mouther-Mucker	Throw fake mouth on Near target, speak through mouth in their voice/language.
34	Glass Helm	Breathe underwater or in gas, see in darkness (1 charge = 1 hour).
35	Item Apparator	Teleports small item from any location to your hand if receiver was placed on item.
36	Diamond Drill	Hand drill cuts through iron and stone in seconds.
41	Screech Horn	Loud, shrill, startling horn that breaks concentration and wine glasses.
42	Grill	Cooks food on the spot, folds to pocket size.
43	Psychlink	2 plugs for 2-way comm. Stick in head, share thoughts with friend.
44	Juicer	Stick in robot or item, drain 1 charge or 1d6 HP per round.
45	Digger	Automatic shovel digs 6' per minute.
46	Memory Module	Download 1d6 days of memory from Nearby target.
51	Breath Mask	Put it on, breathe anywhere for 1d6 hours.
52	Monster Book	Reveals 1d4 facts about any creature it is pointed at.
53	Replicator	Scan small object, creates facsimile with no functional parts.
54	Rock Gloves	Wearing these, you can climb almost any surface.
55	Radio	Send and receive audio messages for miles.
56	Portable Door	Extend rod, place on wall. Creates automatic door to other side.
61	Electric Tablet	Flat tablet you can write on, erase, and recall previous writings.
62	Depth Reader	Determines distance to bottom of pools, wells, holes, ravines, etc.
63	Everlight	A flashlight; charges overnight.
64	Folding Wing	Worn on arms, unfolds into wings that allow you to fly.
65	High-Tech Goggles	See up to a mile, see in the dark, see heat signatures.
66	Nutri-Patch	Put it on, you don't need to eat. 1 charge = 1 day.

If a device dies (loses all charges), is it possible to use Wiz to recharge it? Of course if you already established that it can be recharged by Wiz, then it can be. But what about any other item? You can try to WIZARD it back. Roll 1d20 + the Wiz you want to spend. Zap it, wizard!

d20	What Happens When You Wiz It?
Up to 3	Explodes! 1d6 damage to all Nearby
4-8	Broken forever Sputters, works once with
9-12	unpredictable results
13-15	It has 1 charge
16-20	It has 1d6 charges
21-23	It has 2d6 charges Enchanted! It recharges 1d3 per day (roll once to establish how many per day)
24+	day)

Belt Buckles (page 9)

Gooz really love their gaudy belt buckles. Do you have one? Roll 1d6. If you don't have one, you can pick one up almost anywhere for 1d6t.

d6	Got a Belt Buckle?
1-2	Ain't got one
3-4	Got a regular one.
5-6	Mine is special!

Belt buckles always have some cool design or symbol. What is yours? Roll 1d20.

d20	Symbol on Belt Buckle
1	Wolf
2	Latasor
3	Axe
4	Daisy
5	Angry face
6	Wizard
7	Sparrow
8	Rat
9	Bear
10	Sloth
11	Crone
12	Rose
13	Grinning face
14	Spider
15	Ram
16	Demon
17	Sword
18	Cross-bones
19	Worm
20	Sky wurm

If your belt buckle is “special”, roll 1d6.

d6	Special Belt Buckle Property
1	3 Lucky rolls/day. You can transform into the symbol 1/day for 10 min.
2	
3	You can be invisible 1/day for 10 min.
4	Talking buckle.
5	Buckle will attack once in a battle, 1d6 dmg.
6	You have an ability related to buckle symbol*.

*Examples: Rat (your bite and chew), Rose (you have thorns), Demon (you can teleport), Worm (you can dig and crawl through dirt).

8. OTHER RULES, IDEAS, ODDS AND ENDS

The following bits are scattered throughout the GOZR rulebook and I felt like they should be gathered together at this section rather than kept in their original context (since the context didn't matter).

8.1. SACRIFICE FOR FORTUNE (page 12)

Items of power (magical or not) can be sacrificed on an altar to gain a Fortune Roll for the group.

1d6:

1. Powers That Be rain fire upon the land!
2. Bad omens for 3 days.
- 3-4. Silence. Loss. Nothing.
5. All PCs get a Level Up.
6. As #5, and the land is healed for a time...

SCORCHED EARTH

Rolled a 1 on your Fortune Roll? Damn. Fireballs rain down, gooz die. All PCs take 6d6 damage (spell all the group's GOOZ to avoid). Other gooz will find out what you did. It will be ugly.

8.2. TREASURE! WHAT A PAIN IN THE ASS (page 12)

You got a treasure? Describe a flaw or drawback that you must deal with. You gain 1 Lucky Roll per day (as long as you use the item).

Examples:

“This damn gun recoils.”

“My khopesh rusts easily.”

“This mask sweats me.”

“It's missing some stones! How can I sell it?”

“I have to thump the shit to make it work.”

GMs WILL use this against you. Make it fun.

8.3. DOES YOUR TREASURE HAVE A SECRET PROPERTY? (page 18)

D6:

1. Worse... cursed! (roll for curse)
- 2-5. No (poor bastard)
6. Yes (roll d66 for the secret)

d66 ITEM SECRETS

- | | |
|-----|---|
| d66 | SECRET |
| 11 | Worth 10x expected value. |
| 12 | Casts dim light on command. |
| 13 | Vibrates when danger is near. |
| 14 | Magnetic on command. |
| 15 | Harmful to enemy type (roll for type). |
| 16 | Levitate 1/day. |
| 21 | +1 DEF when using. |
| 22 | Food tastes bad. |
| 23 | Read a Close mind 1/day. |
| 24 | You can't be mind-controlled. |
| 25 | Lucky 3/day. |
| 26 | +1 GOOZ per day. |
| 31 | Created by devil, name hidden on object. |
| 32 | Always returns to you. |
| 33 | Heal 1 HP when you eat. |
| 34 | Fly 1/day. |
| 35 | Drops 1 gem per week. |
| 36 | Makes food tasty. |
| 41 | Hums near water. |
| 42 | Whispers dangerous secrets. |
| 43 | Can move on its own. |
| 44 | Radiates warmth. |
| 45 | Draws hatred. |
| 46 | You can boom your voice. |
| 51 | 1 random Vulgar spell per day. |
| 52 | Go invisible 1/day. |
| 53 | Changes your colors randomly. |
| 54 | Feeds 1d6 people/day. |
| 55 | Unlucky reactions. |
| 56 | Summons a robot helper (one). |
| 61 | Lights fires... sometimes randomly.
Can power something briefly,
dangerously. |
| 62 | |
| 63 | Can turn to gold (permanent, ruined). |
| 64 | Swim like fish, look a bit like one too. |
| 65 | 1 random wizard spell/day. |
| 66 | You need no food or water or air. |

- ENEMY
- d12 TYPES
- 1 Reptile
 - 2 Avian
 - 3 Robotic
 - 4 Bug
 - 5 Mammal
 - 6 Aquatic
 - 7 Infernal
 - 8 Plantlike
 - 9 Wizard
 - 10 Priest
 - 11 Alien
 - 12 Elemental

- d20 CURSES
- Lethal. Each use, pass Magic Roll or DIE.
 - 1 Beacon. Cumulative 1% chance per day of attracting attention of strange being.
 - 2-3 Every day 5% chance someone you know DIES.
 - 4-6 Fail all reaction rolls (nobody likes you).
 - 7-9 Lose 1 HP/day (yes, permanently).
 - 10-13 Every day roll a Debasement.
 - 14-18 All damage you take is REAL.

Note: Cursed items always return to you and compels you to use them!

8.4. GOOZER BLING! (page 18)

Do you have some bling? Roll 1d20.

- d20 BLING
- 1 Armband
 - 2 Tattoo
 - 3 Belt buckle
 - 4 Piercing (roll for type)
 - 5 Hat (roll for type)
 - 6 Necklace
 - 7 Wig
 - 8 Anklets
 - 9 Wrist band
 - 10 Waistband

- 11 Colorful belt
- 12 Rings
- 13 Charms
- 14 Head piece
- 15 Bedazzlings
- 16 Mask (roll)
- 17 Boots
- 18 Purse bag
- 19 Leggings
- 20 Face paint

d8 PIERCING

- 1 Nose
- 2 Lip
- 3 Eyebrow
- 4 Tongue
- 5 Cheek
- 6 Ear
- 7 Nipple
- 8 Other

d4 HAT

- 1 Tall
- 2 Broad
- 3 Weird
- 4 Cap

d6 MASK

- 1-2 Small
- 3-4 Full
- 5-6 Half

d6 BOOTS

- 1 High
- 2 Low
- 3 Heavy
- 4 Hard
- 5 Soft
- 6 Fuzzy

8.5. HIRED HELP (page 10)

Adventuring gooz for hire can be found in the bars, guild houses, and salty dives of Goozer City.

Hireling Typical

	cost/day
Muscle	5T
Magic	15T
Expert	10T
Pack Rat	1T

Does the gooz accept your offer to join the adventure? Make a Cunning Roll.

CUN Roll	Reaction	Morale
CUN -4 or less	HELL no	NIL
-3 to -1	No thanks	NIL
Roll = CUN	Maybe	+0
CUN +1 to +4	Yes	+1
CUN +4 or better	Let's go!	+2

d20	Personality
1	Weird
2	Rude
3	Arrogant
4	Nervous
5	Bawdy
6	Loud
7	Chipper
8	Stone cold
9	Wicked
10	Joker
11	Grumpy
12	Sad
13	Jealous
14	Amoral
15	Honest
16	Angry
17	Greedy
18	Brave
19	Timid
20	Studios

RANDOM

HIRELIN

G

d8	THREAT	WPN	DEF	HP	SPECIAL
1	d10	Roll 2	4	18	1 Talent
2	d8	None	2	15	1 Talent
3	d8	Roll 1	3	17	1 Talent
4	d6	Roll 2	3	13	2 Talents
5	d6	Roll 1	1	15	Wizard
6	d6	Roll 1	3	14	Resources

7	d4	Roll 2	2	20	Magic power
8	d4	Roll 3	5	16	Vulgar spells

9. SIX PLAYER CHARACTERS READY TO ROCK (page 19)

d6	PREGEN
1	Foz Wakuno
2	Gobe
3	Butter Jam
4	Aju
5	Orkkol
6	Yakkr

Foz Wakuno
 CUN: 10
 MAG: 8
 PRO: 14
 HP: 13
 DEF: 0
 GOOZ: 5
 Cash: 6T
 Talent: Hexer
 Background: Cook
 Symbol: Moon
 WIZ: 9
 Weakness: Birds
 Watcher: Hawk

EQUIPMENT

Bag of bones
 Silver pistol (d4+1, 6 shots)

Gobe
 CUN: 8
 MAG: 14
 PRO: 10
 HP: 16
 DEF: 1
 GOOZ: 5
 Cash: 10T
 Talent: Alchemy
 Background: Living statue
 Symbol: Dog

EQUIPMENT

Wrench
Moonshine
Chain shirt (1 armor)

Butter Jam

CUN: 8
MAG: 14
PRO: 10
HP: 15
DEF: 0
GOOZ: 5
Cash: 2T
Talent: Agile
Background: Bard
Symbol: Weasel

EQUIPMENT

Grappling hook
Lamp
Blaster (d6+1, 20 shots/day)

Aju

CUN: 14
MAG: 10
PRO: 8
HP: 14
DEF: 0
GOOZ: 5
Cash: 3T
Talent: Magic Power (Mistform)
Background: Sailor
Symbol: Sailor
WIZ: 8
Weakness: Wolves
Watcher: Librarian

EQUIPMENT

Blanket
Silver dagger
Brass knuckles (d6-2)
Bad axe (d6+1)

Orkkol

CUN: 10
MAG: 14
PRO: 8
HP: 17
DEF: 1

GOOZ: 5
Cash: 7T
Talent: Slayer
Background: Soldier
Symbol: Skull

EQUIPMENT

Dirk (d4+1)
Chain mail (1 armor)
Rifle (2d4+1, 4 shots)

Yakkr
CUN: 8
MAG: 10
PRO: 14
HP: 20
DEF: 0
GOOZ: 5
Cash: 0
Talent: Tough
Background: Winemaker
Symbol: Spiral

EQUIPMENT

Goggles
Sword (d6+1)
Honey
Book of strange true stories

10. GOOZER CITY (page 20)

Last beacon of civilization. First bastion of GOOZ ascendancy. A real shithole.

Remember the city gates are locked at night! Better be in before dark or find one of several covert entrances.

You are likely to be shit on while wandering the streets. Damn birds and monkeys! Shit hats are common.

10.1 ENNUI AVENUE AND AVANT BOULEVARD

Two paths cross:

Ennu Avenue. East to west. Where fears and fires ignite.
Avant Boulevard. North to south. With decadence and respite.

Half of Goozer City is uninhabited by gooz.

d8 STREET TYPE

- 1 Alley
- 2 Lane
- 3 Street
- 4 Avenue
- 5 Canal
- 6 Trail
- 7 Boulevard
- 8 Way

d66 STREET NAMES

- 11 Loopy
- 12 Dirt
- 13 Broken
- 14 Sandy
- 15 Better
- 16 Cobblestone
- 21 Higher
- 22 Lowdown
- 23 Middling
- 24 Jitter
- 25 Sore
- 26 Death
- 31 Choco
- 32 Goody
- 33 Nother
- 34 Old
- 35 Crooked
- 36 Bladder
- 41 Chum
- 42 Barter
- 43 God
- 44 Devil
- 45 Pistol
- 46 Prayer
- 51 Butter
- 52 Hope
- 53 Roboto
- 54 Magma
- 55 Dicey
- 56 Rum
- 61 Sugar
- 62 Thunder
- 63 Whiskey
- 64 Oink
- 65 Smoke
- 66 Salty

STRUCTURE

d66 DESCRIPTORS

- 11 Stone
- 12 Metal
- 13 Wood
- 14 Weird
- 15 Brick
- 16 Amalgam
- 21 Crumbling
- 22 Wrought iron
- 23 Heavy doors
- 24 Open flame
- 25 Tree-built
- 26 Fortified
- 31 Colorful
- 32 Columns
- 33 Shoddy
- 34 Electric
- 35 Walled
- 36 Pools
- 41 Watery
- 42 Marble
- 43 Leafy
- 44 Vines
- 45 Open air
- 46 Murals
- 51 Reliefs
- 52 Statuary
- 53 Arches
- 54 Glittering
- 55 Dome
- 56 Round
- 61 Mossy
- 62 White
- 63 Black
- 64 Porches
- 65 Overhang
- 66 Arcane

THE STREET

- d6 IS
- 1 Ruined
- 2 Dirty
- 3 Wet
- 4 Bland
- 5 Unstable
- 6 Pristine

- VERTICAL
d12 MOBILITY
- 1-6 Stairs
 - Elevator,
 - 7-8 manual
 - 9 Elevator, power
 - 10 Ramp
 - 11 Ladder
 - 12 Escalator

- WHAT KIND
d4 OF STAIRS
- 1 Spiral
 - 2 Meandering
 - 3 Switchback
 - 4 Straight

Pretty ones didn't care about accessibility, but gooz do. Ramps have been added to 75% of actively used buildings.

10.2 FOOD AND BEVVIES AND VENDORS

- COMMON FOOD
d20 (YUMMIES)
- 1 Rice balls with vinegar
 - 2 Rat jerky
 - 3 Rat skewers
 - 4 Rat stew
 - 5 Mouseburgers
 - 6 Oatmeal with pepper
 - 7 Wild onion stew
 - 8 Berry bread
 - 9 Apple fritter
 - 10 Protein bar
 - 11 Donkey balls
 - 12 Honey comb
 - 13 Fried cakes
 - 14 Field fritters
 - 15 Biscuit nubbins
 - 16 Pepper gravy
 - 17 Flatbread with bitter cheese
 - 18 Crunchy grains
 - 19 Barkstew
 - 20 Mystery meat

COMMON

d6 BEVERAGES

- 1 Chow beer
- 2 Salty beer
- 3 Caramel vinegar
- 4 Rose wine
- 5 Hooch
- 6 Black wine

STREET

2d6 VENDORS

- 2 Arms/armor
- 3 Social/news
- 4 Candy
- 5 Food/drink
- 6 Transportation
- 7 Fortunetelling
- 8 Wearables
- 9 Crafts
- 10 Hired hands
- 11 Stolen goods
- 12 Lucky charms

Do they have a lucky charm with your lucky symbol? Roll 1d6. On 1-3, yes. On 4-6, hell no.

•If yes, 1d6+1 cost, grants 1d6 (exploding) lucky rolls, then it becomes useless (cheaply made).

d12 CANDY!

- 1 Chocolates
- 2 Sugar drops
- 3 Jellies
- 4 Mints
- 5 Caramels
- 6 Rock candy
- 7 Brittle
- 8 Apple chips
- 9 Cracklers
- 10 Rat bites
- 11 Melty licks
- 12 Bitters

10.3 ENCOUNTERS IN GOOZER CITY

GOOZER CITY

d100 ENCOUNTERS

- 1-10 Enforcers
- 11-15 Drunks
- 16-20 Prostitutes
- 21-35 Thieves

36-45	Zealots
46-49	Ptera-ptera
50-52	Hinrats
53-57	Monkeys
58-67	Street vendor
68-69	Sewer croc
70-79	Bravo
80-81	Mron
82-83	Wizard
84-85	Seer
86-90	Prophet
91-92	Poet
93	Murder gang
94-96	Funeral procession
97-100	Rat horde

WANDERING DOWN ENNUI

d66	AVENUE
11	Tent preaching
12	Hotel
13	Bank
14	Apartments
15	Strange facility
16	Stairs
21	Enforcer post
22	Temple
23	Restaurant
24	Quiet house
25	Shrine
26	Weird tower
31	Estate
32	Manse
33	Herbalist
34	Gallery
35	Tinker
36	Well
41	Open markets
42	Park
43	Seer hovel
44	Garrison
45	Grand house
46	School
51	Baths
52	Warehouse
53	Pottery
54	Orphanage
55	Safe house
56	Meatery
61	Tomb

- 62 Observatory
- 63 Pipe shoppe
- 64 Leathers
- 65 Jail
- 66 Beer and spirits

MEANDERING ALONG

- d66 AVANT BOULEVARD
 - 11 Alley
 - 12 Festival
 - 13 Brothel
 - 14 Bar
 - 15 Playhouse
 - 16 Theatre
 - 21 Bar
 - 22 Enforcer post
 - 23 Ruin
 - 24 Library
 - 25 Fallen building
 - 26 General store
 - 31 Hospital
 - 32 Maintenance and power
 - 33 Restaurant
 - 34 Street food
 - 35 Stairs
 - 36 Bridge
 - 41 Wayward park
 - 42 Public forum
 - 43 Street fighting
 - 44 Tech boutique
 - 45 Simple house
 - 46 Gym
 - 51 Word sayers
 - 52 Pawn shop
 - 53 Zards
 - 54 Wizard's hovel
 - 55 Birds
 - 56 Livestock
 - 61 Water park
 - 62 College
 - 63 Clothier
 - 64 Oddities
 - 65 Beer and spirits
 - 66 Discount store

d20 CITY SMELLS

- 1 Smoke
- 2 Spice

- 3 Pee
- 4 Curry
- 5 Zard
- 6 Sulfur
- 7 Rot
- 8 Lilac
- 9 Bread
- 10 Metal
- 11 Wood
- 12 License
- 13 Grain
- 14 Garlic
- 15 Oil
- 16 Beer
- 17 Chemicals
- 18 Shit
- 19 Bread
- 20 Meat

10.4 GOOZ OF GOOZER CITY

An assortment of Goozer City gooz.

GOOZ BRAVO

Threat: 1d6

DEF: 1d3

HP: 2d6+1 (8)

Size: G

Pack: 1d6

Dmg: by weapon

- All bravos carry a knife and a random weapon.
- They will change sides for enough tossers.

d10 WEAPON

- 1 Poniard
- 2 Spear
- 3 Club
- 4 Sword
- 5 Hatchets
- 6 Balderdasher (2d6, 2 shots)
- 7 Crossbow (1 shot)
- 8 Electric knuckles
- 9 Pistol (6 shots)
- 10 Random weird wpn

d4 TALENT

- 1 Sneak
- 2 Strong
- 3 Tough
- 4 Slayer

d6 VOCATION

- 1 Assassin
- 2 Merc
- 3 Thief
- 4 Gangster
- 5 Spy
- 6 Bodyguard

GOOZ ALLEY WIZARD

Threat: 1d4

DEF: 1 (trinket)

HP: 1d6+1

Size: G

Pack: 1

Dmg: 1d4 or special

WIZ: 1d6

- Has 1d4 vulgar spells.
- Has 1 wizard spell.
- Has 1 strange item.
- Trades in spells and knowledge.
- All alley wizards have the Hexer Talent.
- Do they have a familiar? Roll 1d6. 1-3 = no, 4-6 = yes.

d6 TALENT

- 1 Magic talent
- 2 Alchemy
- 3 Psionic
- 4-5 Learned
- 6 3rd eye

ALLEY WIZARD

d12 ODDITIES

- 1 Bleeding eyes
- 2 Glowing skin
- 3 1d6 pets
- 4 Ghosts
- 5 Transparent
- 6 Refers to self in 3rd person
- 7 Techno WIZ

- 8 Armed
- 9 Has enforcer
- 10 Giggler
- 11 Strange lights
- 12 Unusual demands

GOOZ ENFORCER

Threat: 1d6

DEF: 1 (armor)

HP: 2d6 (7)

Size: G

Pack: 1d4+2 (can call backup)

Dmg: 1d6 or by wpn

- Feared by locals.
- Licensed to arrest or kill.
- All carry billy clubs.
- Uniform signals affiliation with authority.

- d12 WEAPON
- 1 Pistol (6 shots)
- 2-3 Dirk
- 4-5 Club
- 6 Knife
- 7 Rifle
- 8 Sword
- 9-10 Spear
- Roll on wpn
- 11-12 table

THE COMMON GOOZ

Threat: 1d20

DEF: 0

HP: 1d8 (4)

Size: G

Pack: 2d6

Dmg: 1d6

Most gooz are boring, base, and quite uninterested in adventure. You are not most gooz.

- d6 PERSONALITY
- 1 Harmless
- 2 Cheating
- 3 Obnoxious
- 4 Dull
- 5 Surly
- 6 Friendly

10.5. GETTING AROUND

	TRANSPORT	PRICE TO RIDE	PRICE TO BUY (T)
1-5	Wyvern	2	4d4x10
6-9	Rickshaw	1	1d6x10
10-12	Zard	1	2d4x10
13-14	Wagon	2	2d4x10
15	Horse	2d6	2d4x10
16	Carriage	1d6+1	3d6x10
17-18	Donkey	1	1d6
19-20	Cycle	1d4	1d4x10
N/A	Row boat	1	1d4x10

Most rides take a max of 2 riders. Bigger rides may cost more.

WYVERNS

Threat: 1d4

DEF: 2

HP: 2d8+1 (11)

Size: L

Dmg: 1d6+1

Pack: 1d4

Fly the leathery skies, take a wyvern ride! Remember that wyverns and pteras are natural enemies.

- Trainable.
- Chill
- Quick
- Flying

d6	BREATH WEAPON
1-3	No
4-5	Smoke Fire! (1d6 dmg vs. 1d6 nearby)
6	nearby)

10.6. RULES OF THE STREET

Breaking the rules might invite enforcer action.

ENFORCE R ACTION

d6	WHEN DO THEY COME?
1	Immediately
2-3	1d6x10 minutes
4	Later
5-6	Never

RULE	PENALTY
Littering	1d6x10T
Lewdness	1d6x10T
Dangerous behavior	Minor
Breaking and entering	Minor
Minor theft	Minor
Vandalism	Minor
Blasphemy	Major
Body violation	Major
Assault	Major
Murder	Major
Slavery	Major

MINOR

d6	PENALTIES
1-3	3d6x10T
4-5	Jail 1d6 days
6	Beating

MAJOR

d6	PENALTIES
1-4	Jail 1d6 months
5	Banishment
6	Death

MAP

The map of GOZR depicts a sandy, rocky landscape with a river cutting through the center from top to bottom, running through Goozer City. From the top center (north), moving clockwise:

Mountains of the Sun (north)
 GOZR River
 Silent City (in the Ghost Dunes)
 Ghost Dunes (east)
 Goozer City (south-central)
 Big Muddle (southern wetlands)
 To Ochzul the Dead City (indicated off-map, south-west)
 Clod Knocker (big mountain west of Goozer City)
 Ruint Rabble (in The Winds)
 The Winds (western badlands)

11. ENCOUNTERS BEYOND GOOZER CITY (page 25)

11.1 MOUNTAINS OF THE SUN

High and cool, riddled with lost shrines.

MOUNTAINS OF

d6 THE SUN

- 1 Dark shrine
- 2 Rope bridge
- 3 Cave system
- 4 Technoruin
- 5 Bird people
- 6 Giant idol

11.2 GOZR RIVER

Slow, dark, unyielding, serpents.

d6 GOZR RIVER

- 1 Boat
- 2 Crocs
- 3 Pirates
- 4 Spirits
- 5 Sub
- 6 Relic

11.3 THE WINDS

Whistling wind through jagged pillars, lairs, temples, rock people. Giant beasts.

d6 THE WINDS

- 1 Sci-shrine
- 2 Worms
- 3 Rock home
- 4 Techlair
- 5 Toxic dump
- 6 Flesheaters

11.4 RUINT RABBLE

Crumbling old gooz city, collapsed, radiating forgotten spells.

d6 RUINT RABBLE

- 1 Broken tower
- 2 Infested burg
- 3 Sinkhole
- 4 Dumpsite
- 5 Bandits
- 6 Mutants

11.5 CLOD KNOCKERS

Tall, sheer, hallowed by caves and ruins.

- CLOD
- d6 KNOCKER
- 1 Robot factory
- 2 Undead pretties
- 3 Wyvern aerie
- 4 Elevator/stairs
- 5 Mine
- 6 Hungry ghouls

11.6 SILENT CITY

No sound, no life. But eyes watch from the shadows.

- d6 SILENT CITY
- 1 Robots
- 2 Books
- 3 Statues
- 4 Pictures
- 5 Coffins
- 6 Records

11.7 GHOST DUNES

Endless sand, endless thirst.

- d6 GHOST DUNES
- 1 Ghosts
- 2 Ruins
- 3 Oasis
- 4 Tower
- 5 Scavengers
- 6 Sandstorm

11.8 THE PALACE

Sprawling ruin, golden, relic-rich, gambling.

- d6 THE PALACE
- 1 Dice house
- 2 Poison garden
- 3 Cannibals
- 4 Fight pit
- 5 Thieves
- 6 Wheel of fortune

11.9 GOOZER CITY

Pretty ones left a lovely town to rot... now it's the gooz town!

- d6 GOOZER CITY
 - Just go roll on the
 - 1 city tables
 - 2 Robot hooligans
 - 3 Enforcer patrol
 - 4 Street food
 - 5 Monkey gang
 - 6 Wizard!

11.10 BIG MUDDLE

Boggy, foggy, slimy, primeval.

- d6 BIG MUDDLE
 - 1 Carnosaur
 - 2 Quicksand
 - 3 Wetbots
 - 4 Submerged ruin
 - 5 Behemoth
 - 6 Bogbeasts

12. RECENT EVENTS OF SOME GRAVITY (page 26)

As a group, roll 1 or 2 events (1d20). How will you respond to them?

1. METEOR STORM: Displaced gooz need shelter. Broken crypt frees 1d6 undead fiends.
2. CRIMSON CITADEL: From above, it descends in smoke and sulfur. The door opens... nothing emerges.
3. WINTER: Snow and ice refuse to melt. Stubborn old sun hides its face. Cackling on the wind.
4. TIMESTOP: City frozen, flames stand still. PCs free to move. Smell of roasting meat.
5. BLIGHT: Crops wither in black dust. Nearby tower glows faintly red at night.
6. WYRM HORDE: Sky wyrms gather, rain of saliva, feeding frenzy. Sages tell of lost weapon.
7. WAR WIZARD: Dead sorcerer arises, spells dominate, crown is forged. Tyranny begins.
8. BABY BOOM: Thousand goozlings born one night. In the distance creaking wings, ancient hungry devil!
9. DESERT STORM: Endless sand storm bombards city. Faces in storm leer, searching for lost relic.
10. STOMACH PUMP: Everyone hungry, nothing satisfies. Bellies empty... creepy serpentine tracks in city.
11. MAP: Tower map scrawled on wall. Located 3d6 miles south, in blood: help me.
12. THE BALDER: Gold-barreled badlerdasher schematic, signed by Navas the Elite. Can kill anything. Rival assassins seek the document.
13. GRASSY: 80' giant sleeping against the city wall. Upset stomach, flatulent. Gas burns, causing nostril damage and fire. Heavy sleeper.
14. THREE KINGS: Three rules of Goozer City at war. Brothers. Hatred. Sisters move to dethrone

them.

15. RUST: Iron rots, breaks. Brown wind from the east. Rusty bot army invasion.

16. ARMY OF RATS: Million rats in the street. Rat emissaries demand tribute. Rat hivemind infects sleeping minds. Wererat disease spreading.

17. RETURNING GOD: Naked god awakens. Flowers bloom in footsteps. "Where are the pretty people?" it asks. "Why do the ugly ones yet live?"

18. BEER RUN: All beer becomes brine. Purple tower holds secret of breaking this evil curse.

19. VANISHED: Goos randomly vanish, more each night. West horizon alive with swarms of insects.

20. RED SUN: Angry sun bleeds a ran of burning blood. Spell of Stairway to the Stars must be found. Heal the sun.

13. ADVENTURE MACHINE (page 27)

Roll on the tables to create adventures.

13.1

d8	SEED
1	A death
2	Curse
3	Rampage
4	Treasure
5	Invasion
6	Awakening
7	Conflict
8	Theft

13.2

d8	ENEMY
1	Wizard
2	Priest
3	Magistrate
4	Alien
5	Monster
6	Robot
7	Demon
8	Rival

13.3

d8	PLACE
1	Tower
2	Cavern
3	Ruin
4	Temple
5	Sewer
6	Mountain
7	Desert

8 Lab

d8 OTHER PLACE

- 1 Pit
- 2 Dungeon
- 3 Ship
- 4 Forest
- 5 Badlands
- 6 Shrine
- 7 Fortress
- 8 Manse

13.4

d8 THING

- 1 Doomsday device
- 2 Magic staff
- 3 Arcane tech
- 4 Weird ship
- 5 Power source
- 6 Evil idol
- 7 Spellbook
- 8 Cursed artifact

ANOTHER

d8 THING

- 1 Wicked blade
- 2 Strange relic
- 3 Broken machine
- 4 Animated object
- 5 Holy statue
- 6 Sorcerous orb
- 7 Devilish attire
- 8 Esoteric scrolls

13.5

COMPLICATIO

d8 N

- 1 Ice storm
- 2 Bounty hunters
- 3 Poisoned
- 4 Earthquake
- 5 Stole/lost gear
- 6 Difficult ally
- 7 Undead pretties
- 8 Sinister witchery

13.6

- d8 NPC
- 1 Cult leader
- 2 Gooz bravo
- 3 Thief
- 4 Assassin
- 5 Enforcer
- 6 Warrior
- 7 Wizard
- 8 Robot

13.7

- d10 TASK
- 1 Kill
- 2 Capture
- 3 Prevent
- 4 Steal
- 5 Destroy
- 6 Explore
- 7 Find
- 8 Escape
- 9 Aid
- 10 Create

13.8

- d20 MONSTERS
- 1 Mutant dogs
- 2 Egu
- 3 Grute
- 4 Krolguin
- 5 Giant bug
- 6 Killer cats
- 7 Nud
- 8 Ptera-ptera
- 9 Croc
- 10 Skywurm
- 11 Robot
- 12 Cannibals
- 13 Giant worm
- 14 Shadows
- 15 Mron
- 16 Carnosaur
- 17 Lokbot
- 18 Tyrant
- 19 Cultists
- 20 Undead pretties

13.9

d12	TREASURE
1	Seer stone
2	Sacks of money
3	Gems
4	Tech
5	Weapon
6	Armor
7	Magic item
8	Relic
9	Vehicle
10	Spells
11	Real estate
12	Bio specimen

14. TOWERS (page 28)

The land of GOZR has many towers. Most of them are pretty dangerous, leaking sorcery and secrets. Each day of travel, you have a 2 in 6 chance of spotting a tower.

d10	IS IT UPRIGHT?
1-6	Level
7-8	Tilt
9	Leans
10	Fallen
d20	HOW TALL?
1-4	Wee and short
5-7	Reasonable
8-10	Admirably tall
11-13	Really up there
14-16	Soaring heights
17-19	Rising above the clouds
20	There may not be a top
d6	HOW THICK?
1	Claustrophobic
2-3	Thin
4-5	House-thick
6	Broad
d6	CONDITION
1	Crumbling
2	Ruined
3	Firm

4	Collapsing
5	Pristine
6	Restored
2d6	CLIMBABLE
2-5	Easy
6-9	Typical
10-11	Very hard
12	Impossible
	FRONT DOOR
d6	IS...
1	Locked
2	Open
3	Missing
4	Jammed
5	Unlocked
6	Trapped
d100	INHABITED BY
1-14	No one
15-17	Ghosts
18-22	Squatters
23-30	Wizard
31-35	Robots
36-37	Mad despot
38-39	Plantlife
40-44	Bandits
45-62	Monsters
63-65	Mercs
66-70	Healers
71-75	Zealots
76-80	Undead
81-90	Wild animals
91-99	Kindly gooz
100	Unearthly entity
d66	TOWER TRAITS
11	Smells of sulfur
12	Bleeding walls
13	Acid drips
14	Spongy floor
15	Whispers
16	Shrieking wind
21	Makes you dizzy
22	False walls
23	Worms on floor
24	Strangly weeds
25	Stink of rot

26 Stairs slick with
moss
31 Fungi
32 Distant voices
33 Sounds of music
34 Deathly silent
Smell of sizzling
35 meat
Pleasant and
36 clean
Doors lock
41 behind you
42 Locked chest
43 Traps
44 No doors
45 Kegs
46 Bottomless pit
Skeletons
51 everywhere
52 Unsteady floors
53 No rest or respite
54 Strange art
55 Allergens abound
56 Robot parts
61 Statuary
62 Many books
Devices don't
63 work
64 Snakes
Monsters crawl
65 from holes
66 No magic works

MORE TOWER
d66 TRAITS
11 Radiates magic
12 Living tower
Dimensional
13 portal
14 Walks
15 Inverted gravity
16 Drains energy
21 Tech tower
22 Phases in and out
23 Invisible
24 Cursed
25 Natural growth
26 Demonic

31 Flying
32 Under siege
33 Shifting rooms
34 Barrels of food
35 Laboratory
36 Makes you sleepy
Entirely
41 underground
42 Illusory
43 On fire
44 Underwater
45 You forget things
46 Dusty
Puddings and
51 oozes
52 Ladders not stairs
53 Bigger inside
54 Ice cold
55 Treasure on roof
56 Air toxic
61 Tropic heat
Spells hidden
62 within
63 Lethal mold
64 Telescope
65 Aliens
66 Banquet

d66 TRAPPINGS

11 Book shelf
12 Table
13 Chains
14 Wingback chairs
15 Bird cage
16 Drum
21 Globe
22 Bed
23 Wheel chair
24 Fire pot
25 Lantern
26 Piss pot
31 Candelabra
32 Chandelier
33 Harp
34 Bureau
35 Desk
36 Weapons
41 Trunk
42 Skulls

43	Skeleton
44	Water clock
45	Vanity
46	Elevator
51	Sofa
52	Dumb waiter
53	Stool
54	Water closet
55	Vase
56	Coffin
61	Wine rack
62	Iron maiden
63	Kegs
64	Round table
65	Curio rack
66	Trash hole

15. THE ANGRY SUN (page 29)

The angry sun spits wrath upon the earth! Gooz struggle to survive, scraping and stealing each day, looking to the sky for signs of deliverance.

What is Sol's mood today?

d100	MOOD
1-54	Just shinin'.
55-71	Fired up, hot day.
72-78	Sleepy, cool.
79-83	Erratic, hot/cold.
84-89	Nasty, unlucky reactions.
90-94	Vampiric, 1 WIZ drained. All creatures of fire have x2 threat.
95-99	threat.
100	Anger! Fire! Woe to all!

WHAT
COLOR IS
THE SKY
TODAY?

d20	SKY COLOR
1-4	Changes
5	Orange
6	Teal
7-8	Purple
9	Green
10-11	Dark blue
12-14	Blue
15-16	Red
17-18	Gray

19 Pink
20 Whatever

16. CULTS AND THEIR ZEALOTS (page 29)

Zealots do not fear death and they usually despise outsiders.

- d66 Cult Proclivities
- 11 Sons of Silus eat gooz skin.
- 12 Honoraries of Illmiki remove one eye.
- 13 The Red Ones burn disbelievers.
- 14 Eaters of the Dead... y'know.
- 15 The Rising Sun scream at dawn.
- 16 Hell's Helix art contortionists.
- 21 Mechanical Dawn replace body parts.
Cats on the Roof never go
- 22 underground.
- 23 Divine Libertines break all rules.
Uhluhtc's Chosen need spheres of
- 24 power.
- 25 Children of Nyller can teleport a bit.
- 26 Mindmakers must teach.
- 31 Cult of the Worm Witch spits worms.
Laughters on the Storm giggle at
- 32 nothing.
Foon from Gar sew themselves
- 33 together.
- 34 Ghoul Gooz chew rotting flesh.
- 35 Moon Cultists make dream shine.
- 36 Sunchildren can stare at the sun.
- 41 Disciples of Ten must exist in tens.
- 42 Wolfserpents howl and hiss.
- 43 Hollow Earth seek the Great Cave.
- 44 The Cosmic Troll demands foulness.
Offspring of the Father punish
- 45 promiscuity.
- 46 Minions of the Mad King seek slaves.
- 51 Sisters of the Sky ride wyrms.
- 52 Blemished Sons die young.
- 53 Skeltals rise from the grave.
- 54 The Sand Children whisper winds.
- 55 Risen Nihile abhor good faith.
- 56 The Dancing Bear offers kindness.
- 61 Blue Breath inhale mists.
- 62 Deathdrinkers watch the dying.
- 63 Beaters of the Drum make circles.
- 64 Stoners will stone.
- 65 Starchildren spin tales.
- 66 Earthdoomists wait for doom.

17. MAGIC (page 30)

Magic comes on three flavors: vulgar, wizardly, and true.

You find some magic! What type is it?

THE MAGIC

- d20 IS...
- 1-5 Vulgar
- 6-19 Wizardly
- 20 True

17.1 VULGAR MAGIC

Any fool can use vulgar magic on a good Magic Roll for 1 HP.
But if you ain't a wizard, don't roll a 1...

VULGAR

- d6 FUMBLES
- A stench surrounds
- 1-3 you in 1d3 hours.
- Pain in random
- 4 area does d4 dmg.
- Pass out 1d10
- 5 minutes.
- As #4 and some
- 6 entity takes notice.

A wizard can undo, counter, or reverse most vulgar spells with a Magic roll.

17.2 WIZARDLY MAGIC

If you say you are a wizard, you are a wizard. You can cast spells and wizard tricks on a Magic roll. A good GM will not require a Magic roll for a wizard trick when the stakes are low.

Wizard magic beats vulgar magic. But nothing beats TRUE magic.

17.3 TRUE MAGIC

Absolute magic of deep space and time. You cannot counter, undo, or resist. Gooz lore holds that screwing around with it is what killed the pretty ones and pissed off the sun.

17.4 VULGAR SPELLS

Here are 20 stupid simple vulgar spells.

- d20 VULGAR

SPELLS

- 1 Bite It
- 2 Rub It
- 3 Zap
- 4 Tap
- 5 Sparkler
- 6 Impression
- 7 Sneak
- 8 Light
- 9 Knock-Off
- 10 Interfere
- 11 Carry
- 12 Brains
- 13 Tongue-Tied
- 14 Hold Breath
- 15 Doubt
- 16 Ear FX
- 17 Escape
- 18 Short Out
- 19 Drink
- 20 Cutter

1. Bite It: Nearby target faceplants; 1 dmg, 1 round to get up.
2. Rub It: Lick finger, touch wound, heal 2 hit points. You lose 1 HP (no roll).
3. Zap: Electric finger zaps Nearby target, 1d4 Dmg.
4. Tap: Knock. Door or lid with weak lock opens.
5. Sparkler: Look and point. Nearby target glows until you stop.
6. Impression: Know 1d3 thoughts of nearby target.
7. Sneak: Be undetected as long as you do nothing but move.
8. Light: A light in your palm. Lower hand to dim or snuff.
9. Knock-Off: Speak this spell. Flawlessly perform 1 non-magical action that you have observed more than once.
10. Interfere: Shout to interrupt Nearby spellcasting.
11. Carry: Touch object. It is light as a feather as long as you hum.
12. Brains: For 10 minutes you are super smart about 1 non-magical topic.
13. Tongue-Tied: Name a word, target cannot say it.
14. Hold Breath: 1d6x3 minutes.
15. Doubt: Target doubts what they were saying.
16. Ear FX: Your ears sparkle.
17. Escape: Ropes, chains, bonds.
18. Short Out: Nearby device glitches.
19. Drink: All night, not drunk.
20. Cutter: Any object can deal 1d6+1 damage for one round.

18. WIZARDS (page 31)

18.1 BE YOU A WIZARD?

Three laws of TRUE MAGIC rule wizards.

RULE 1: The Mark

You chose wizardry. A mark, scar, or symbol is upon your body and soul. You suffer -1 to all Reaction Rolls. Subtract 1d3 Hit Points from your total.

d8	MARK
1	Head
2	Hand
3	Foot
4	Leg
5	Chest
6	Back
7	Belly
8	Roll 2

RULE 2: The Wizard's Weakness

Every wizard has a weakness. Roll for yours. It is forever your bane!

- If slain by your weakness you BECOME it.
- You can't use magic based on your weakness.
- Weakness deals REAL damage and you are Unlucky 1d6 minutes.
- Roll a random secondary effect that lasts 1d6 minutes.

d66	WEAKNESS
11	Heat and Fire
12	Cold and Ice
13	Bronze
14	Iron
15	Water
16	Wind
21	Weird word
22	Your birth name
23	Beer
24	Bones
25	Wood
26	Guns
31	Trees
32	Religion
33	Worms
34	Blowgun darts
35	Stone
36	Children
41	Animal
42	Storms
43	Metals (all)
44	Pools
45	Blunt weapons

- 46 Darkness
- 51 Swords
- 52 Jokes
- 53 Untidy rooms
- 54 Orichalc
- 55 A color of magic
- Knives and
- 56 daggers
- 61 Common symbol
- 62 Salt
- 63 Moonlight
- 64 Sunlight
- 65 Tech
- 66 Cakes and pastry

SECONDARY

- d20 EFFECTS
- 1-2 Blurry vision
- 3 Nausea
- 4 Aphasia
- 5-6 Sweats
- 7-8 Dry mouth
- 9-10 Paranoia
- 11 Memory loss
- 12-13 Nervous tic
- 14 Glowing eyes
- 15 Emotional
- 16 Transparent
- 17 Weakened
- 18 Incorporeal
- 19-20 Unlucky

RULE 3: The Watcher

Wizards command cosmic powers and must be watched at all times. Roll for your watcher. It will follow you always, logging your exploits, noting transgressions, and reporting to the Powers That Be.

- d66 WATCHER
- 11 Bird
- 12 Flies
- 13 Gremlins
- 14 Mice
- 15 Spirit
- 16 Wasps
- 21 Shadow
- 22 Frogs
- 23 Cats
- 24 Undead
- 25 Wizard

- 26 Demon
- 31 Dog
- 32 Hunter
- 33 Child
- 34 Ghost
- 35 Rats
- 36 Goat
- 41 Robed figure
- 42 Blind warrior
- 43 Huckster
- 44 Old gooz
- 45 Devil
- 46 Monkey
- 51 Gambler
- 52 Librarian
- 53 Astrologer
- 54 Beggar
- 55 Seer
- 56 Criminal
- 61 Failed wizard
- 62 Cultist
- 63 Critter
- 64 Performer
- 65 Snake
- 66 Poltergeist

WATCHER
PERSONALIT

- d12 Y
- 1 Hateful
- 2 Prudish
- 3 Sarcastic
- 4 Naive
- 5 Paranoid
- 6 Stoic
- 7 Self-righteous
- 8 Peppy
- 9 Angry
- 10 Friendly
- 11 Creepy
- 12 Morose

18.2 WIZARD SPELLCASTING RULES

Spellcasting is soul-draining work. Speak, sign, spend WIZ, cast! If the target is unwilling, you must pass a Magic roll to cast. The GM may decide when making a Magic roll is necessary in other cases.

Gain power by finding, learning, stealing, and creating more spells!

WIZ

Magic points are called WIZ. Every spell costs WIZ to cast.

→ You begin with 7 WIZ or you may roll 1d6x2 for your starting WIZ. Choose!

→ WIZ is restored like Hit Points. But you must choose to heal HP or restore WIZ when resting. You cannot do both.

SPELLS

You start with some spells.

→ You know 1d3+1 random Vulgar spells (1 WIZ to cast each).

→ You know 1d3+1 random Wizard spells.

Only a wizard can cast wizard spells.

A failed Magic roll still costs 1 WIZ.

You can undo your own transformation spells.

CREATING SPELLS

Make up your spells if you like! The cost for research is 1d6T x the WIZ cost of the spell. The GM decides the WIZ cost.

GENERAL SPELL FX (modified by spell description)

1. Spells last 1d6 minutes or rounds.
2. Damage = 1d6+1 by default.
3. Range = Nearby.
4. Can target self or other.
5. PCs make Magic roll to resist spells.
6. Arcane effort: Each extra WIZ spent makes you Lucky or makes your target Unlucky.

LEARNING SPELLS

1. Find teacher, pay, learn.
2. Or: Translate (WIZ cost in days, make Magic roll to succeed).
3. Copy into your own script to safeguard (others are Unlucky at reading it).

LEARNING REVERSED SPELLS

Some spells can be learned backwards (reversed FX). For example Truth becomes Lies, Death Touch becomes Lifetouch, etc. Reversed spells are learned independently. You cannot just “prepare” a spell in reverse.

SPELL FUMBLES

Rolling a natural 1 on a Magic roll is a spell fumble.

- d6 FUMBLE!
- 1-3 You suck
- 4 Pay 1 extra WIZ
Stunned 1d6
- 5 rounds
- 6 Weird FX

SPELL CRITS

Rolling a natural 20 on a Magic roll is a spell critical success. Roll on the table and choose any result equal to or less than your roll.

- d6 CRIT
- 1 Extra damage
- 2 Damage x2
- 3 Duration x2
- 4 Extra target
- 5 0 Cost
- 6 Pick 2

SPELL FORMS

A SPELL CAN

- d20 BE:
- 1-7 Written
- 8-9 Scratched
- 10-11 Etched
- 12 Poured
- 13-14 Imprinted
- 15-16 Recorded
- 17-18 Programmed
- 19 Delivered
- 20 Born

SPELL CONTAINED

- d20 BY:
- 1 Scroll
- 2 Machine
- 3 Globe
- 4 Skull
- 5 Blade
- 6 Emerald
- 7 Diamond
- 8 Ruby
- 9 Disc
- 10 Animal
- 11 Tablet
- 12-20 Book

19. WIZARD STUFF

Various wizardly things, such as familiars and wizard tricks.

19.1 WIZARD DEATH

No two wizards go out the same way! When a wizard dies, roll 1d20 to see what happens.

	HOW DOES THE
d20	WIZARD DIE?
1	Becomes oracle
2	Pulled into Hell
3	Puff of smoke
4	Screams
5	Becomes mundane
6	Explodes
	Sucked into Astral
7	Plane
8	Becomes ghost
9	Eyes radiate
10	Burst of blood
11	Inversion
12	Turns to dust
13	Frozen
14	Turns to stone
15	Implodes
16	Shatters
17	Melts
18	In flames
19	Demon devours
20	Becomes worm

19.2 FAMILIARS

Do you have a familiar? It will be a companion animal and helper. You can see what it sees. Abuse it not or bad luck will haunt you. Roll for a personality from the wizard watcher personality table.

Every HP of damage against your familiar is damage against you!

You can dismiss it any time you wish. But is it offended when you do? Roll 1d6 and on 1-3, it is offended.

	HOW LONG
d6	DOES IT STAY?
1	1d6 days
2-3	1d6 months
4-5	1d6 years
6	Til death

HOW MANY
CAN YOU HAVE

d6 AT ONCE?

1-2	1
3-4	2
5	3
6	1d6

d6 HIT POINTS

1	5
2	7
3	10
4	13
5	15
6	18

FAMILIAR

d66 FORM

11	Dog
12	Bat
13	Cat
14	Frog
15	Rat
16	Snake
21	Monkey
22	Fox
23	Lizard
24	Wolf
25	Owl
26	Raven
31	Songbird
32	Pig
33	Squirrel
34	Rabbit
35	Butterfly
36	Bumblebee
41	Mouse
42	Spider
43	Badger
44	Chicken
45	Goat
46	Toad
51	Hawk
52	Skunk
53	Scorpion
54	Turtle
55	Stoat
56	Hedgehog

- 61 Snail
- 62 Porcupine
- 63 Parrot
- 64 Mantis
- 65 Dove
- 66 Bear

19.3 WIZARD TRICKS

Every wizard has a few little tricks up their sleeves. Roll or choose 2 tricks. You can use them any time, no need to make a Magic roll.

d66 WIZARD TRICKS

- 11 Light candle with finger
- 12 Open/close door from across room
- 13 Animate broom or spoon
- 14 Throw voice
- 15 Make scary eyes
- 16 Flip pages without hands
- 21 Play dead
- 22 Levitate in place
- 23 Imitate birds
- 24 Pop out eye
- 25 Vanish trivial object
- 26 Spin head 360 degrees
- 31 Make drink cold
- 32 Shoot sparks
- 33 Terminate pest
- 34 Heat a drink
- 35 Wither flower
- 36 Scary voice
- 41 Background music
- 42 Roar
- 43 Make a doll dance
- 44 Disturbing bodily noises
- 45 Recite rare verse
- 46 Drink through finger
- 51 Breathe through ear
- 52 Appear taller or shorter
- 53 Pull trivial object from hat
- 54 Make instrument play by itself
- 55 Sound like wolf
- 56 Spit cleans and grooms hair
- 61 Fish with invisible line
- 62 Snow from fingers
- 63 Vivify colors
- 64 Snap fingers, cook food
- 65 Gesture to make outfit more appropriate
- 66 Clap, get everyone's attention

20. WIZARD SPELLS (page 33)

Roll on the d100 Spells table to see what your spells are. Or roll for them on the Spellbook Tables of your choice if you want specific types of spells.

d100	WIZ	WIZARD SPELL
1	3	Animate
2	1	Aphasia
3	2	Arcane Aid
4	1	Arise
5	3	Banish
6	2+	Beanstalk
7	1	Bestial Visage
8	2	Blend In
9	1	Blood Crawlers
10	2	Bull Strength
11	1	Calm
12	2	Charm
13	4	Children of the Night
14	1	Cleanse
15	1	Climb Like a Spider
16	2+	Confuse
17	2	Death From Above
18	1+	Death Touch
19	2	Decoys
20	3	Devil Horns
21	2	Disappear
22	10	Disciple
23	3	Dreaded Fist
24	3	Ember Wyrn
25	1	Empathy
26	5	Exploding Doom
27	1	Fine Wine
28	2	Fireblast
29	2	Fireeater
30	2+	Fists of the Ancestors
31	2	Fly
32	3	Frost Breath
33	3	Gator Mouth
34	7+	Globe of Power
35	4+	Greater Illusion
36	1	Grubs
37	1	High Jump
38	2	Hollow
39	6	I Am Death
40	2	Iceburst
41	3	Imposter
42	3+	Infuse Power

43	1	Investigation
44	3	Invisibility
45	1	Iron Stomach
46	3	Knowledge
47	1	Lesser Illusion
48	3	Liar
49	3	Lightning
50	2	Limp
51	1+	Lock Door
52	2+	Magic Rope
53	3	Magnetic Palm
54	3	Memory Scribe
55	3	Mind Crawler
56	1	My Body is Bread
57	3	Mystic Halo
58	4	Obsession
59	1+	Open Door
60	2+	Paralyze
61	3	Petition the Powers
62	2+	Pool of Sorcery
63	5	Portal
64	4	Psychic Assault
65	4+	Raise Wall
66	20	Raise the Dead
67	3	Ravenous
68	2	Read Mind
69	1	Reader
70	4	Ride the Lightning
71	6	Sacrifice
72	1	Silent Sentinel
73	2	Speed
74	2	Spheres of Doom
75	3	Spirit of the Beast
76	1	Spit Bullets
77	3	Spy
78	1	Squeeze
79	3	Steed
80	1+	Sticks to Swords
81	3+	Stones of Power
82	5	Storm
83	2+	Summon Creature
84	3	Summon Person
85	1+	Telekinesis
86	2/4/6	Teleport
87	3	Tranquil Song
88	2	Transform
89	3+	Tremors
90	2	Truth
91	2	Tunnel

92	5	Turn to Stone
93	7	Ultra Transform
94	2	Vampire's Touch
95	3	Vapor Trail
96	2	Waterwalking
97	1+	Wizard Armor
98	3+	Wizard Eyes
99	1+	Wizard Finger
100	2+	Wizard Spear

Here are some spellbooks you can roll on for specific types of spells.

Spell

d6	#	ESP
1	16	Confuse
2	25	Empathy
3	12	Charm
4	48	Liar
5	68	Read Mind
6	55	Mind Crawler

Spell

d6	#	SNEAK
1	21	Disappear
2	78	Squeeze
3	73	Speed
4	91	Tunnel
5	41	Imposter
6	59	Open Door

Spell

d6	#	BRAINS
1	61	Petition the Powers
2	69	Reader
3	95	Vapor Trail
4	98	Wizard Eyes
5	46	Knowledge
6	43	Investigation

Spell

d6	#	UTILITY
1	45	Iron Stomach
2	36	Grubs
3	59	Open Door
4	51	Lock Door
5	52	Magic Rope
6	96	Waterwalking

d6	Spell	WIZARD
----	-------	--------

	#	
1	88	Transform
2	53	Blend In
3	8	Magnetic Palm
4	33	Gator Mouth
5	52	Magic Rope
6	1	Animate

Spell

d6	#	BATTLE
1	28	Fireblast
2	40	Iceburst
3	65	Raise Wall
4	29	Fireeater
5	32	Frost Breath
6	94	Vampire's Touch

20.1 WIZARD SPELL DESCRIPTIONS

NOTE: Some of these descriptions have a bit more detail or clarity than their official form in the GOZR book or are otherwise stated in a slightly different way.

#	WIZ	WIZARD SPELLS	DESCRIPTION
1	3	Animate	A non-living object animates to obey you. HP as creature size.
2	1	Aphasia	Target cannot speak.
3	2	Arcane Aid	Nearby ally can re-roll one time.
4	1	Arise	Create zombie from corpse (1d4 hp).
5	3	Banish	It must go away. Duration is hours, crit roll is days.
6	2+	Beanstalk	Plant bean, stalk grows to tree size. More WIZ + more beans = taller.
7	1	Bestial Visage	You take on aspects of a viscous creature long enough to scare the crap out of people.
8	2	Blend In	You become like background noise, visible only to those seeking you.
9	1	Blood Crawlers	Splatter blood on 1d6 Near targets; they perceive it as stinging insects and will try to defend. Won't work a second time.
10	2	Bull Strength	You are very strong, able to break doors and deal +4 Dmg in combat.
11	1	Calm	One creature you touch or talk to is calmed and relaxed.
12	2	Charm	1d4 Close targets really like you and want to help. Until you break character and shatter the spell. WIZ x2 = duration x2.
13	4	Children of the Night	All Faraway wolves, bats, and spiders are under your command. Cats hear but do not care.
14	1	Cleanse	Something gets cleaned to perfection.
15	1	Climb Like a Spider	Seems obvious.

16	2+	Confuse	One target is unable to think clearly (no spells, but can act as Unlucky). Each additional target is 2 WIZ.
17	2	Death From Above	All flying creatures Nearby attack up to 1d6 targets. If not known, then normal Dmg per target.
18	1+	Death Touch	Touch target, deal Real damage equal to the WIZ spent.
19	2	Decoys	Create 1d6 useless mirror images of yourself, each with 1 HP. Confuse your enemies!
20	3	Devil Horns	You have horns and breathe fire Nearby. Damage +2.
21	2	Disappear	You vanish, reappearing randomly Nearby.
22	10	Disciple	Bind 1 willing disciple. As long as they follow you, gain 1 HP to max and they lose 1 HP from max.
23	3	Dreaded Fist	Your fist becomes monstrous, dealing 4d6 damage and you can break doors.
24	3	Ember Wyrms	Reach into fire, pull out dreadful wyrms to serve you for 1 hour. (HP 15, Dmg 2d4).
25	1	Empathy	You understand the intentions or emotions one Nearby creature.
26	5	Exploding Doom	A ball of fire burns all Nearby creatures for 6d6 damage each.
27	1	Fine Wine	Stick finger in liquid, turns to delicious wine. Make too much and the demons of alcohol come calling.
28	2	Fireblast	1d4 Nearby targets hit for 1d6 damage each.
29	2	Fireeater	Suck in fire, spit it at 1d6 targets. Fumble means you burn self.
30	2+	Fists of the Ancestors	Spirit arms surround you, defending and attacking (+2 DEF, 1d6 damage). Additional WIZ = +1 extra damage.
31	2	Fly	You can.
32	3	Frost Breath	Take breath, breathe out damaging frost; 1d6 Close targets. On crit, 1d4 mundane items shatter.
33	3	Gator Mouth	You got a mouth like an alligator! 1d6+3 damage. If 7+ damage, break something.
34	7+	Globe of Power	The power sphere surrounds you, based on how much WIZ you spend. See table.
35	4+	Greater Illusion	Create a convincing illusion. Add these elements for 1 WIZ each: smells, sounds, physical form (can deal 1d6 damage).
36	1	Grubs	You create grub worms to eat. You will not starve but will not be happy about it.
37	1	High Jump	You can leap over walls and small houses.
38	2	Hollow	You appear as a lifeless husk with no aura, no mind to bend, no magic to detect - but still walking around.
39	6	I Am Death	A cloud at your command covers 1d6+2 enemies and sucks the life out of them (7d6 dmg).
40	2	Iceburst	1d6 targets hit for 1d6 damage.
41	3	Imposter	Look, sound, and smell like anyone you've seen before. Duration 1d6x10 minutes.
42	3+	Infuse Power	Target is Lucky on number of rolls equal to WIZ spent.
43	1	Investigation	Scan small area, see 1d6 hidden things or clues.
44	3	Invisibility	You are invisible until you attack, take damage, or cast a

			spell.
45	1	Iron Stomach	If you can chew it, you can eat it.
46	3	Knowledge	Study thing, know 1d6 facts about it.
47	1	Lesser Illusion	Create a small, mediocre illusion. People believe you and you can detect lies, 1d6x10 minutes.
48	3	Liar	
49	3	Lightning	1d6 targets Nearby take 4d6 damage each.
50	2	Limp	You become like rubber, unable to take action other than movement. Mundane attacks bounce off you.
51	1+	Lock Door	Magically lock door, box, etc. WIZ – HP of lock. Hold target, climb, bind, suspend heavy object. Duration 1d6x10 minutes, long enough to scale building. Extra WIZ for d6 more minutes.
52	2+	Magic Rope	
53	3	Magnetic Palm	Grab 1 Nearby item per round. Make a very small change to the collective memories of 1d6+1 people in an intimate setting, such as a room or gathering.
54	3	Memory Scribe	Pull a mindworm from your ear and put it into another person's ear. You control them 1d6x10 minutes. You lose 1d6 HP until the spell ends.
55	3	Mind Crawler	Your body becomes bread. You are now 20 days of food.
56	1	My Body is Bread	Each helping deals 1 damage. End spell when you want. You have a halo. Whoever attacks you suffers the same damage.
57	3	Mystic Halo	
58	4	Obsession	Nearby target will pursue only 1 goal for 1d3 hours.
59	1+	Open Door	Door opens. If magical, spend WIZ equal to the HP of the lock.
60	2+	Paralyze	Target can't move. 1 additional target per 1 additional WIZ. Ask a question. Powers That Be will answer. GM rolls 1d6 in secret to determine truth. 1 = False, 2 = Mostly, 3-6 = Yes
61	3	Petition the Powers	
62	2+	Pool of Sorcery	Use a pool or puddle to do sorcery per the table below. Create a portal leading to any place you have visited before. Double cost to visit someplace new.
63	5	Portal	
64	4	Psychic Assault	Control a Nearby mind as long as total concentration lasts. Erect shield wall from surrounding materials. Duration 1 hour. HP of shield = WIZx5.
65	4+	Raise Wall	
66	20	Raise the Dead	Careful what you wish for. See table below. Target is ravenous and cannot feel full. Will eat until sick and do nothing else.
67	3	Ravenous	
68	2	Read Mind	Close target. Read a non-magical text in seconds. Magic text takes longer.
69	1	Reader	
70	4	Ride the Lightning	Zap 1d6 targets for 2d6 REAL damage each or you can ride the lightning to a Distant location. Burn or destroy something you love. You gain a power, boon, or resource you need – temporarily. The real cost may be too high, so be cautious.
71	6	Sacrifice	

72	1	Silent Sentinel	Form a figure from clay or mud, it will stand guard and alert you of any danger. It has 1 HP.
73	2	Speed	Move like the wind! Strike first in battle. Duration is minutes.
74	2	Spheres of Doom	Create 1d6 small, crackling balls of power you throw at targets for 1d6+3 damage.
75	3	Spirit of the Beast	Become bestial. 2d6 claw/bite dmg, +1 DEF, heightened senses; can't cast spells until spell ends.
76	1	Spit Bullets	Chew stuff, for 1 round, spit at 1d6 targets.
77	3	Spy	A duplicate of you created. It can move silently and listen, reporting back to you if not killed first. It cannot attack and has 1 HP.
78	1	Squeeze	Fit through cracks.
79	3	Steed	Summon a mount for hours duration. Double WIZ spent for days duration. Mount has 10 HP and can be an object, such as a table.
80	1+	Sticks to Swords	1 stick per WIZ spent becomes 1d6 damage sword for duration. Turns to dust at end of spell.
81	3+	Stones of Power	They hover and radiate energy. Use real stones. See table for details.
82	5	Storm	2d6+2 Faraway targets hit with lightning for 5d6 damage each.
83	2+	Summon Creature	It will do work for you for 30 minutes per 2 WIZ. Roll random creature on table below.
84	3	Summon Person	They will come but might not like it.
85	1+	Telekinesis	Move object with mind. See table.
86	2/4/6	Teleport	Nearby, Faraway, or Distant, per WIZ spent.
87	3	Tranquil Song	All creatures in a room or small area have a peaceful easy feeling and will not attack as long you chant or until they are attacked.
88	2	Transform	Similar size, no powers.
89	3+	Tremors	Wherever you lay your hands, rumbles. Each point of WIZ increases the power. People may fall down.
90	2	Truth	Target must speak truly.
91	2	Tunnel	Dig a tunnel to Nearby location in 2 rounds.
92	5	Turn to Stone	Target becomes stone. If not cured by midnight, permanent.
93	7	Ultra Transform	Become anything you know well, of comparable size.
94	2	Vampire's Touch	Touch target to deal damage. Add damage to your current hit point total. Lasts 1d6 minutes.
95	3	Vapor Trail	Blow smoke. Where it falls, you see events of past 1d6 hours.
96	2	Waterwalking	Walk on liquid surfaces.
97	1+	Wizard Armor	Each WIZ spent = 1 DEF.
98	3+	Wizard Eyes	See magic or tech as an aura Nearby. Double WIZ to know 1 fact about each aura.
99	1+	Wizard Finger	Power in your finger! Point and see. But cannot point at self. See table below.
100	2+	Wizard Spear	Magic spear, stab or throw! 1d4+2 damage, Distant

Range, 1 round/Wiz.

GLOBE OF POWER EFFECTS

The Globe of Power's effects are based on how much WIZ you spend. All effects are cumulative.

7 WIZ

- Hover
- +2 DEF
- Deflect normal attacks

9 WIZ

- Duration x2
- Resist spells on Magic roll

13 WIZ

- Flying
- 1d6+2 damage when touched

21 WIZ

- 1 hour duration
- Immune to spells

POOL OF SORCERY EFFECTS

The Pool of Sorcery's effects are cumulative based on how much WIZ you spend.

2 WIZ:

- See Distant places

3 WIZ

- Speak through pools (2-way)

5 WIZ

- Move object between pools

6 WIZ

- Travel through pools (each +1 WIZ allows 1 additional traveler)

RAISE THE DEAD EFFECTS

Spend 20 WIZ, then roll 1d20. Reduce the result by the number of days the creature has been dead.

d20 EFFECT

up to

3 Mindless zombie
Zombie with

4-6 memory

7-9 Reborn, each AC is

1d6 higher
Reborn, Unlucky for
10-13 1d6 days
14-17 Fully reborn
Reborn, -1 from each
18-19 AC
As above, and a new
20 Talent

STONES OF POWER EFFECTS

Effects of this spell are cumulative, based on WIZ spent.

3 WIZ

•+1 DEF

4 WIZ

•Zap Close targets

5 WIZ

•Smash doors

6 WIZ

•Nearby targets fear you

9 WIZ

•Stones blast target for 5d6 damage, ending the spell

SUMMON CREATURE TABLE

d20 CREATURE

- 1 Snake
- 2 Bear
- 3 Deer
- 4 Dog
- 5 Ape
- 6 Puma
- 7 Wolf
- 8 Monkey
- 9 Bird
- 10 Baboon
- 11 Ostrich
- 12 Lion
- 13 Ptera-Ptera
- 14 Croc
- 15 Egu
- 16 Lemur
- 17 Bugs
- 18 Cat

- 19 Hinrat
- 20 Zard

TELEKINESIS EFFECTS

The WIZ spent on this spell determines the maximum size of the object to be moved.

- 1 WIZ: Small
- 3 WIZ: Gooz
- 5 WIZ: Large
- 7 WIZ: Monstrous
- 13 WIZ: Huge

WIZARD FINGER EFFECTS

Which of your fingers holds the power of this spell? Lost the finger and you lose the spell.

The Wizard Finger can be used to do various things based on WIZ spent.

- | | |
|-----|-----------------------|
| WIZ | EFFECT |
| 1 | Heal 1 HP |
| 1 | Move small object |
| 1 | Deal 1 damage |
| | Light or douse small |
| 1 | fire |
| | Grant Lucky or |
| 1 | Unlucky roll |
| 2 | Heal 1d4 HP |
| 3 | Deal 1d4 damage |
| | Move dog sized |
| 3 | object |
| 4 | Slam target into wall |
| 5 | Transform target |

21. CREATURES (page 41)

The world of GOZR is peopled with many annoying critters. What six-inch* toothed beast lurks?

*sorry... sixTEEN inch.

Roll up some wild beasts! Change any result as desired to make your monsters.

21.1 SIZE

SIZE	SIZE	EXAMPLE	DEF	AVG HP	AVG DMG
d20					
1-4	Small	Snake, dog	0	2	1d4
5-11	Gooz	Person	1d2	6	1d6
12-17	Large	Horse, rhino	1d4	10	2d6

18-19	Monstrous	Dinosaur	1d6	20	3d6
20	Huge	Kong!	1d8	30	4d6

d6	EXTRA HP?
1	-1 HP
2-3	No
4	1d4
5	+2
6	1d6

d6	EXTRA DMG?
1-2	Avg
3	+1
4	+2
5	+3
6	Special

d20	SPECIAL DMG
1-3	Pain 1d6 hours
4-6	Poisoning
7-8	Acid! Melts 1 item
9-12	Paralyzing
13-14	Blinded
15-16	Nauseated
17-18	Spasms! Unlucky
19	Euphoria! Stop fighting
20	All Dmg is REAL

21.2 THREAT

The GM rolls Threat Dice each round per pack of enemies. On a result of 1-2, a Threat Action will occur. A Threat Action doesn't have to be spelled out in the creature's description.

Here are the basic Threat Actions that all creatures can do.

- Take half damage on the next attack.
- Take instant extra action.
- Resist Vulgar magic.
- Some other threat given in creature description.

Note about Threat: Threat it intended to give creatures other things they can do outside the confines of the normal back and forth of a combat round. A creature that is more threatening has a lower Threat Die, meaning you're going to roll that 1-2 more frequently. If you want to make a very dangerous monster, give it a d4 Threat Die and jot down some things it will do when Threat is indicated. Laser eyes, exploding blood, sudden appearance of back-up, etc.

THREAT	THREAT LEVEL
d8	Typical
d6	Threatening
d4	Dangerous
d3	Goos killer

21.3 PACK

How many creatures are there? Judge the creature's relative danger to determine how big the pack should be.

PACK	Pack Size
How Badass?	
Wimpy	3d6
Moderate	2d6
Tough	1d6
Scary	1d4
Deadly	1d2
Epic	1

21.4 FORM

Roll or choose as many times as you feel makes sense to generate interesting boogers. Roll on either or both tables.

FORMS 1

d66	GENERAL FORM
11	Creepy crawly
12	Cyborg
13	Muscles
14	Constructed
15	Segmented
16	Swimmer
21	Leaper
22	Devilish
23	Wallcrawler
24	Aquatic
25	Spitting
26	Winged
31	Plantlike
32	Glowing
33	Ooze
34	Roaring
35	Leathery
36	Noxious
41	Acidic
42	Hissing
43	Flaming
44	Psionic

45	Stomper
46	Nauseating
51	Goozoid
52	Skittering
53	Screechy
54	Smart
55	Flying reptile
56	Sky zoomer
61	Demonic
62	Furry critter
63	Electric
64	Toothy
65	Machine
66	Wizardly

FORMS 2

d66	MORE SPECIFIC
11	Robot
12	Dinosaur
13	Bird
14	Wolf
15	Cat
16	Rat
21	Snake
22	Worm
23	Fungus
24	Plant
25	Tiger
26	Dog
31	Ape
32	Gooz
33	Cyborg
34	Spider
35	Lizard
36	Frog
41	Turtle
42	Deer
43	Rodent
44	Fish
45	Flightless bird
46	Wasp
51	Undead
52	Rhino
53	Weasel
54	Serpent
55	Monkey
56	Bear
61	Octopus
62	Golem

- 63 Falcon
- 64 Weird
- 65 Pterodactyl
- 66 Thunder lizard

- d12 WEIRD?
- 1 Orbs circle head
- 2 Clicking vocals
- 3 Bleeding sores
- 4 Covered in worms
- 5 Backward joints
- 6 Mushroom on skin
- 7 Cries like a baby
- 8 Eyes on body
- 9 Spit bugs
- 10 Moves like dancer
- 11 Speaks to unseen
- 12 Radiates heat

21.5 WHAT DOES IT DO NEXT?

The battle has been engaged, blows exchanged! As a random exercise, roll to see what the creature does next.

- WHAT DOES IT DO
- d8 NEXT?
- 1-2 Run
- 3-5 Fight
- 6-7 Defend
- 8 Something weird

22. CREATURE LIST

Here is a sampling of GOZR monsters you can pepper into your game. Make up more!

Note: Hit Points are given as a number of dice you can roll and also an average number of HP in parenthesis you can use on the fly.

Note: The GOZR book features drawings of all these creatures, so descriptions were not included. In this text version I will give a short, simple description as a stand-in for the art.

ATTASOR

Green sauropod. Thick shell. Small horns.

Threat: 1d6

DEF: 4

HP: 6d8 (30)

Size: Large

DMG: 2d6 bite

Pack: 1

- On fumble, your weapon may break on shell.
- Flip it over and your damage is doubled.

BOLK

Two-legged sauropod with weird eyes.

Threat: 1d6

DEF: 3

HP: 3d8 (16)

Size: Large

DMG: 1d8+1 bite or 1d6 tail

Pack: 1d3

- Tail swipe knocks you down.
- Threat: Poisoning bite.
- Long reach.

EGU

Gorilla with huge fists and sharp teeth.

Threat: 1d4

DEF: 2

HP: 4d8 (23)

Size: Gooz

DMG: 1d8 punch or bite

Pack: 1d6

- If dmg is 8+, it rends something!
- Distracted by pretty rocks.

GRUTE

Very nasty turtle.

Threat: 2d4

DEF: 5

HP: 3d8 (16)

Size: Gooz

DMG: 1d6 bite

Pack: 1d2

- Nauseating gaze (Nearby) causes 1 round of barfing.
- Shells sport 1d6 gems.

d10 GEMS

1-2 Rotite (0T)

3-5 Goobite (1d10T)

6-7 Emerite (2d20T)

8-9 Goldite (1d100T)
10 Diamite (2d100T)

HINRAT

Small ratlike critter.

Threat: 1d12
DEF: 1
HP: 1
Size: Small
DMG: 1HP bite
Pack: 1d6x10

- Smells food or blood from distance.
- Each holds 1 memory of the dead. Roll 1d6. 1-5=Gooz memory, 6=Pretty memory.
- Max 6 attacks per pack
- Can chew through metals.

HARAWG-ZUUL

Huge head, big grin, reddish, strange humanoid in chair, many teeth.

Threat: 3d4
DEF: 3
HP: 2d6+2 (12)
Size: Large
DMG: 1d6 or special
Pack: 1d2

- Super intellect.
- Random psionic power.
- Random magic power.
- Levitating chair.
- 1d6 nud guards.
- 1d4 wizard spells.
- Will barter for treasure + secrets + delicious gooz babies.

ICKMUCK

Wormy haired humanoid, mucky.

Threat: 1d6
DEF: 1
HP: 1d6+3 (7)
Size: Gooz
DMG: 1d6 + fever
Pack: 1d3

- Hides in muck.
- Silent.
- Claws cause sickness.

- Feeds on misery – gain 2HP per round from sick victims.

KROLGUIN

Fish person.

Threat: 2d6

DEF: 1

HP: 1d8 (4)

Size: Gooz

DMG: 1d4+1

Pack: 3d6

- Amphibian.
- Pack hunters.
- Half know 1 vulgar spell.
- Foot soldiers of a sea tyrants bent on ruling surface world.

LOKBOT

Skeletal robot warriors.

Threat: 2d6

DEF: 3

HP: 4d8 (21)

Size: Gooz

DMG: Wpn or 1d6 blast energy

Pack: 1d4

- Magnetic field.
- Crushing grip breaks stuff, 1d6 dmg/round.
- Repair or control tech.
- Flying.

MRON

Small impish beasts with wings.

Threat: 2d8

DEF: 1

HP: 1d8 (4)

Size: Small

DMG: 1d6 bite

Pack: 1d6

- Flying.
- Ravenous! Can/will eat anything.
- Dive attack 2d6 dmg, every 2 rounds.

MOOKU

Ugly humanoid with huge nose and furry clawed feet.

Threat: 1d6
DEF: 1
HP: 1d4 (2)
Size: Small
DMG: 1d4 bite or claw
Pack: 2d8

- Threat: Snot blast! Nearby, 1d6 dmg + glued in place 1 round.
- Nose value 10T.
- Burrowing.
- Will eat coins.

NUD
Ugly muscular humanoid with no mouth.

Threat: 1d6
DEF: 3
HP: 2d8+2 (13)
Size: Gooz
DMG: 1d8+1 claw
Pack: 2d4

- Paralyzing gaze nearby.
- Always serves a wizard.

PREELOR
Golden humanoid, muscular.

Threat: 3d6
DEF: 3
HP: 4d8+3 (27)
Size: Gooz
DMG: 1d8+2 claws
Pack: 1d3

- Liquid gold for blood. Value 1d100+50T.
- Contact with blood is poison.
- Random magic power.
- Tasked with a purpose. Will turn to dust upon completion.

d6 PREELOR PURPOSE

- 1 Kill the PCs.
- 2 Destroy a place.
- 3 Steal a thing.
- 4 Anger sky.
- 5 Thwart PCs.
- 6 Help PCs.

PTERA-PTERA

Hungry pterosaur.

Threat: 1d8

DEF: 2 (0 on ground)

HP: 1d6-1 (3) city, 1d8 (5) wilds

Size: Gooz

DMG: 1d6

Pack: 1d12

- Relentless.
- Pack hunters.
- Target Unlucky vs. swoop attacks.
- Will eat anything.
- Flying.

QUETZLPOW

Hideous big bird with scales.

Threat: 2d6

DEF: 2

HP: 2d8+3 (12)

Size: Large

DMG: 1d6+3 claw or bite

Pack: 1d4

- Limited flight.
- Solid claw hit skewers (target stuck, Unlucky).
- Crit hits head, Unlucky Cunning for 1 day.
- Threat: Painful screech.
- Beak used in potions 25T value.

RAKKADON

Wise sauropod.

Threat: 2d4

DEF: 4

HP: 8d8 (32)

Size: Monstrous

DMG: 4d6

Pack: 1

- Slow.
- Blood value 50T/pint.
- Crit stomp breaks all items.
- Small weapons do half dmg.
- Wizards often build small towers on their backs.
- Average age 3d10x10.
- At 300+ years, they speak and learn wizardry and become astral beings.

d8 IMMUNITIES

- 1 Fire
- 2 Cold
- 3 Bullets
- 4 Tech
- 5 Blades
- 6 Blunts
- 7 Vulgar spells
- 8 Spells

ROBOTS

Here are a few basic robot forms and some basic robot rules.

50% of random encounters you face will be clank-headed, laser-faced god damn robots. Bots serve wizards, tyrants, and oligarchs. Some are free spirits and worthy allies!

d6 DIRECTIVE

- 1-2 Guard
- 3-4 Hunt
- 5-6 Patrol

d6 MASTER

- 1 Oligarch
- 2 Criminal
- 3 Tyrant
- 4 Wizard
- 5-6 Unknown

d6 QUIRKS

- 1 Glitchy
- 2 Banter
- 3 Junky
- 4 Silent
- 5 Arcane
- 6 Hateful

3d6 TYPE

- 3-4 Hybrid
- 5-8 Service
- 9-12 Common
- 13-14 Buzz
- 15-16 Worm
- 17-18 Assassin

WEAKNESS (causes

- d6 REAL dmg)
- 1-2 Electricity

3	Heat or cold
4	Magic
5	Bullets
6	Lasers

ROBOT TYPES

THE COMMON BOT

Humanoid robot.

Threat: 1d8

DEF: 2

HP: 2d6 (6)

Size: Gooz

DMG: 1d6

Pack: 2d6

- Loyal, but a bit dense.
- All in pack look alike and may be numbered.
- Old bots wait dormant in ruins, their pretty masters long dead.

d4 WEAPON TYPE

1	Pistol
2	Rifle
3	Staff
4	Eye/Palm

d6 DAMAGE TYPE

1-3	Laser
4	Plasma
5	Photon
6	Electro

ASSASSIN BOT

Humanoid robot, badass.

Threat: 3d4

DEF: 2

HP: 1d8+4 (10)

Size: Gooz

DMG: 2d6 or 1d6

Pack: 1d3

- Can target distant.
- Dmg explodes on 5-6 roll on d6.
- Melee 1d6 dmg + stun.
- Self destruct if losing, 6d6 Nearby. Powie! 10 second timer.

WORM BOT

Worm robot.

Threat: 1d6

DEF: 3

HP: 3d6 (12)

Size: Large

DMG: 1d6+2

Pack: 1d4

- Worms Lucky on Initiative.
- Knocks down on Solid Hit or paralyzes.

SERVICE BOT

Innocuous and safe.

Threat: 1d20

DEF: 0

HP: 1d4 (2)

Size: Varies

DMG: 1

Pack: 2d6

- Info, back rubs, can opener, custodial, etc.
- Wizards always have 'em.

BUZZBOT

Spherical with whirring blades.

Threat: 1d6

DEF: 2

HP: 1d6 (3)

Size: Gooz

DMG: 1d6+2

Pack: 1d6+1

- Blades! Solid Hit cuts something off.
- Blast open doors.
- Threat: Drops other bots.
- Threat: Bombs! 3d6 dmg to 1d6 targets.
- Will wait up high, seeing distant threats. Gooz magistrates high in Goozer City utilize them.

(end of robot list)

SKYWYRM

Flying wicked serpents without wings.

Threat: 2d4

DEF: 1d4 (2)

HP: 4d6+2 (20)
Size: Large
DMG: 2d6+1 bite/tail
Pack: 1d4 + special

- Hunter: Smells blood 1 mile away. Prefers wizard meat.
- Tongues: Will speak if subdued.
- Threat: Poison bite.
- Flying: Skydive double damage.
- Tail whip: Knocks target back. Solid Hit = stun.
- Pack: Each round roll 1d6. On 1-2, another wrym arrives.
- Color determines powers.

d6	COLOR
1-2	Red
3-4	Purple
5-6	Gold

Gold Color

- Roll a random wizard spell.
- Immune to vulgar magic.

Red Color

- Immune to fire.
- Breathe fire Nearby (3d6 dmg on Threat).

Purple Color

- Regenerates 1 HP/round.
- Immune to lightning and electricity.

d6	BLOOD USES
1	Poison
2	3d10T value
3	None
4	Acid
5	1-use magic power
6	WIZ (1d6)

d6	EYEBALLS
1	Gold
2	Steel
3	Lodestone
4	Fire bombs
5	WIZ (1d6)
6	Gems

TYRANT LIZARD

It's a t-rex.

Threat: 3d4
DEF: 3
HP: 6d8+3 (40)
Size: Monstrous
DMG: 3d6 bite or 2d6+1 tail
Pack: 1d3

- Tail whip knocks you down.
- If shocked, will deal +1d6 dmg next round.
- 1 in 6 are immune to Vulgar magic.
- 5d6 teeth. Each worth 1d6T.

d20 TYRANT CRITS
1-3 Evisceration! Triple damage.
Mauling! A limb ruined for
4-5 1d6 months.
6-8 Broken! Double damage.
9-11 Pierced! It is REAL damage.
Chomp! Chomp! Extra
12-17 attack.
Swallowed! +2d6
dmg/round. Cut your way
18 out?
Roar! You +1d6 PCs
19-20 deafened 1d10 minutes.

VECTOR SNAKE
Snake with electric eyes.

Threat: 1d10
DEF: 1
HP: 1d6 (3)
Size: Small
DMG: 1d4
Pack: 1d6

- Lightning gaze, 3/day, Nearby. 1d6 targets take 2d6 dmg, divided.
- Constrict, 1d2 dmg per round.

ZARD
Big lizard you can ride.

Threat: 1d6
DEF: 2
HP: 3d6+2 (15)
Size: Large
DMG: 1d6 kick
Pack: 1d8+1

- Brave with rider, cowardly without.
- Resilient. Immune to poison.
- Semi-domestic, trainable mount.
- May throw rider, doing 1d6 dmg.

d6 ATTITUDE

- 1 Rude
- 2 Angry
- 3 Nervous
- 4 Stoic
- 5 Chipper
- 6 Awesome

d10 COLOR

- 1 Red
- 2 Green
- 3 Yellow
- 4 White
- 5 Brown
- 6 Teal
- 7 Black
- 8 Orange
- 9 Blue
- 10 Purple

INDEX

GOZR HANDY

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EXTRA BITS

The following sections are extra rules, clarifications, and general thoughts not necessary for enjoying the game but perhaps helpful. None of this material is contained in the original game book.

OPTIONAL RULES

This section contains some optional rules that were not included in the original book, but were presented on my blog or website, or were included with the Kickstarter package.

OPTION 1: USAGE DICE (UD)

Stop tracking every bullet! Instead, roll the UD after a battle or usage. If the roll is 1 or 2, reduce the UD die step by one. For example, if your weapon's UD is d6 and you roll a 1, you would reduce the UD to d4. If you roll a 1 or 2 on the d4, you are out of ammo and should acquire more bullets or otherwise take the time and energy (and perhaps expense) to reload, recharge, etc.

The Usage Dice Chain: d20 > d12 > d10 > d8 > d6 > d4 > out of ammo.

If you want to use funkier dice, such as d3, d5, d7, etc., you can. But this will extend a weapon's ammo usage... probably doubling it, depending on how many dice you add to the chain. I don't recommend doing that. But it's an option.

OPTION 2: BLOOD MAGIC

Wizards can burn Hit Points to cast spells if they run out of WIZ. This hurts them, it is painful. Players should describe what happens when they do this! Bloody noses, bloody ears, aches and pains!

OPTION 3: TALENTLESS

You can choose to not give your character a special Talent. In this case, you either roll 1d6 for a special perk or you get to roll for a cool badass belt buckle (page 9).

1d6	Perk
1	-1 to Cunning
2	-1 to Magic
3	-1 to Prowess
4	+1d6 HP
5	+1d6 WIZ

6 +1 GOOZ

OPTION 4: FLOATING AC TARGET

Using this option, you can “drift” your Action Class targets by 1 each time you Level Up. For example, you can change from 8-10-14 to 7-11-14 or 9-9-14. As long as the change is by 1 point and the total doesn’t change from 32 ($8+10+14=32$).

RULES CLARIFICATIONS

GOZR was written in the unwise manner possible by me scrawling it on a canvas. This led to some rules that weren’t as clearly communicated as I wish they had been.

CLARIFICATION 1: ROLLING IN DEFENSE

Most combat rolls are player-facing, meaning the player rolls to attack and also to defend. The GM never makes a hit roll for a monster in this game. But the GM may roll for damage or other special concerns, such as a monster’s Threat. Or the GM may defer all dice rolling to the players. Either way is fine.

To defend against an attack, the player rolls 1d20 vs. Prowess. A failed roll means the PC was hit. Damage is determined by subtracting the AC from the roll and adding weapon damage then subtracting DEF.

Example: Orkkol (page 17) is attacked by a nasty egu (page 42). Orkkol’s Prowess is 8, but he rolls 4. He’s been hit! To determine damage, subtract 4 from 8 then add 1d8 (the egu’s damage dice). The GM or player rolls 5 for the egu’s damage. The damage total is now $4 + 5 = 9$. But Orkkol has a DEF of 1, so the final damage is 8. A serious blow!

In the example above, the player might have spent a GOOZ point to steal the initiative and attack first, or they might have spent a GOOZ to automatically succeed at the Prowess check. Players should take full advantage of GOOZ, but spend them wisely!

In the case of rolling defense, a Fumble indicates that the attacker has scored a Critical Hit while a roll of 20 means the attacker has Fumbled the attack.

CLARIFICATION 2: THREAT DICE

The GM should roll a creature’s Threat Dice every round. On a 1-2, the creature can take a Threat Action, which is a bit like when a PC spends GOOZ points to do something badass.

If the creature has multiple threat dice, the GM may choose to roll them all and only do 1 Threat if indicated on any of the dice or they may actually impose multiple Threats per round, if the dice indicate multiple Threat Actions.

GMs should be creative with Threat. Don’t just stick with whatever the creature’s description says. Make them gooey, spitting electricity, or summoning backup. Also, you don’t need a Threat action for a creature to do something it is described as doing. For example, a vector snake can constrict anytime it hits a target. It doesn’t have to be based on a Threat action. Threat actions are supposed to be extra

things a creature can do. It makes them less predictable and more... threatening. Threat is a creature's answer to a PC's GOOZ points.

CLARIFICATION 3: WHEN TO MAKE MAGIC ROLLS

If you are casting a spell and there is a target that will resist it, you need to make a Magic roll. If you are casting a spell that isn't going to be resisted, then you don't.

There is already a cost built into magic (WIZ points), so there is no need to roll in order to cast a spell such as Bestial Visage. You cast, spend WIZ, and it happens. But if you try to Charm someone, they will resist. You need to roll for that.

CLARIFICATION 4: IMPROVEMENTS

The default system includes a Level Up method that allows you to improve HP, WIZ, and a few other characteristics. But there is no system for improving Action Classes or Talents. This is by design. Characters should evolve naturally during the course of play. The GM is welcome and encouraged to pepper the game with various ways a PC might randomly be altered, such as weird tech or magical artifacts they shouldn't be messing with.

During playtesting, a friend ran GOZR for our group. My wizard interacted with a strange stone cube and, upon making a random roll on a d100 table, found that their fighting instincts were magically sharpened. My PC's Prowess was lowered from 10 to 9. There is no official mechanism in the game for altering Cunning, Magic, or Prowess, but game-story events such as this one can achieve such ends.

My opinion is ACs should not be altered frequently, if at all, and never by more than 1 point at a time.

It is far more likely that Talents will be altered or that the PCs will pick up new Talents as game play continues. Reading from a lost tome of esoteric lore might teach a humble gooz a new Learned Talent. Spending much time learning from a master may allow a gooz to pick up a new Talent, such as Hawkeye or Sneak. Practice and instruction may also allow a PC's existing Talent to be improved – but again, I think this should be infrequent and only by the smallest increments.

CLARIFICATION 5: STEALING THE INITIATIVE

One of the uses of GOOZ is to steal the initiative. When the game was discussed on the Save for Half podcast, the hosts read this as stealing the initiative for the whole party of PC gooz. But my intention was for this GOOZ point use to be for the PC only. If you steal the initiative, *you* get to go next, not the entire party.

CLARIFICATION 6: HIRELINGS

If you hire hirelings, treat them like other PCs. Split them up between the players. But they do not get level ups.

CLARIFICATION 7: LEVEL UPS

Yes, if you want to you may choose the same Level Up twice, such as getting 4 Hit Points or 2 Treasures.

CLARIFICATION 8: NPC ACTIONS

What happens when NPCs are doing things that don't have anything to do with the PCs? Such as when a few NPCs get into a fight.

Well... why waste a lot of time on that? The GM should narrate what happens. Roll a few d6s here and there where low means something not great for the PCs and high means something great for the PCs. Roll damage against NPCs if necessary. Don't make a big deal out of it.