SHENANIGANS ENSUE

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A GGJ19 GAME

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WELCOME TO SHENANIGANS ENSUE,

Whelp, the adventurer is gone again. Off on another perilous journey, leaving behind his comfortable home, servants, and loved ones to risk life and limb to save the world from the greatest terrors the universe has to offer.

This is not his story.

While the adventurer is away, the household will play, as they say. Or, in this case, get pillaged. With the adventurer gone, there is no one to defend his home from the lesser perils that travel the world. While a majority of the household is in town, the remnants have to defend both the domicile and their very lives. The only way a group of such incompetents can manage this is through cunning, traps, and outright shenanigans. The stockpile of unlabeled magic items may help too. Apply your very niche and open-ended skills into situations they were never meant to be applied to! Have fun, and may shenanigans ensue!

A game rated for children who are old enough to play it, have fun enjoying the utter chaos of Shenanigans Ensue, a product of too much caffeine and Global Game Jam 2019.

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STARTING THE GAME
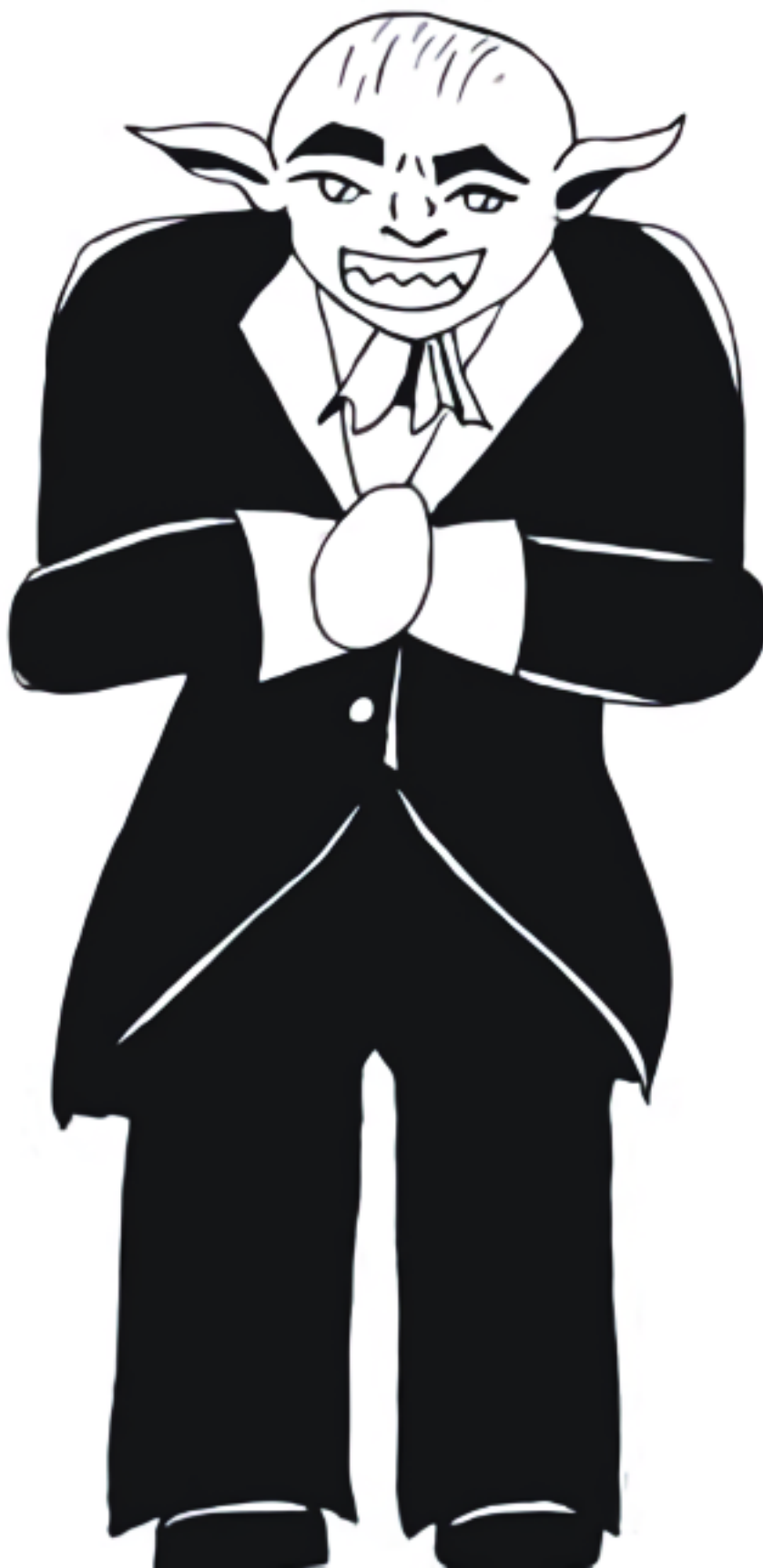
Every game of Shenanigans Ensue will be different. To make the game fun to play and play again, we've added variables that can be changed every game. This means that the players and the game master need to set the variables for the game before you can start playing. Described below is the starting up process in an easy step-by-step guide.

Gather Your Materials: To play Shenanigans Ensue you will need: a pool of at least 6 six-sided dice (referred to as d6s), printed copies of the character sheets, a copy of the rules, something to write small notes on (such as sticky notes or index cards), and writing utensils.

Choose Characters: Although we only recommend playing with four characters there are eight pre-generated characters to choose from. We recommend playing with the spouse, but it isn't required. If no one chooses to play the cat they are still present as a non-player character (NPC). Any other characters who aren't chosen are in town and unavailable for the scenario.

Secrets: One of the elements of intrigue in this game is the "secrets" mechanic. In addition to their skills, each character has a secret. It might be related to their past or their present; regardless, like most secrets, someone else knows. Each player should receive a card with their character's secret on it, as well as a card with another player character's. The game master should use their judgement to decide who knows which player's secret. The secrets and the mechanics some of them grant are detailed in the "Secrets" section later in the book.

Set the Secret Room: The Manor contains a secret room. There are three possible entrances to this room, all marked on the map (Appendix A). As the game master, you chose which entrance you want to use. All of them is a valid option. The room contains whatever you think makes sense. It could be Sir Naitr's journal, a magic item, something to do with the villain, or something else entirely.

Select a Scenario: There are ten possible options for "what's coming." To start the game, you can either choose one of these to play, or roll a ten-sided die to decide which scenario to play. An important note, you don't necessarily have to tell the players what's coming. They may have no idea, or they may have a hint that implies it is something else entirely. All they know for sure is that something evil crossed the ward and is coming towards the house. Details and stat blocks for the encounters are found in the "Scenarios" section.

CHARACTER SHEETS

The Lady

3	Read	
2	Write	
4	Lore	
4	Sew	
3	Shoot	
2	Stubborn	

Hit Points

/13

Stamina

/4

Inventory

Crossbow, Item Inventory

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Description

Regal. Intelligent. Commanding. All words that have at various points been used to describe the elven lady-of-the-house by associates and enemies alike. Yet behind a cold demeanor lies a romantic, and Sir Naitr was the one to tap into their softer side on one of their adventures two decades ago. A quiet life in the country with her knight is the life she choose, and there she lives to this day.

The Child

4	Hide	
4	Seek	
2	Tag	
3	Shoot	
4	Annoy	
2	Cry	

Hit Points

/10

Stamina

/6

Inventory

Slingshot, Wheeled Toy Horse,

Description

At nine years old, The Child has proven to be an adventure in and of themselves for Sir Naitr and The Lady. It comes as no surprise that the child of a hero and a noble was born with a quick wit, a heart for adventure, and a knack for getting into trouble. When they aren't causing a commotion, they're found exploring the house and grounds with a bright-eyed wonder that only a child's imagination can provide.

The Butler

2	Serve	
3	Motivate	**Hit Points** /16
4	Balance	
3	Palm	**Stamina** /3
2	Suggest	
4	Observe	

Inventory

Keys, Heavy Thing

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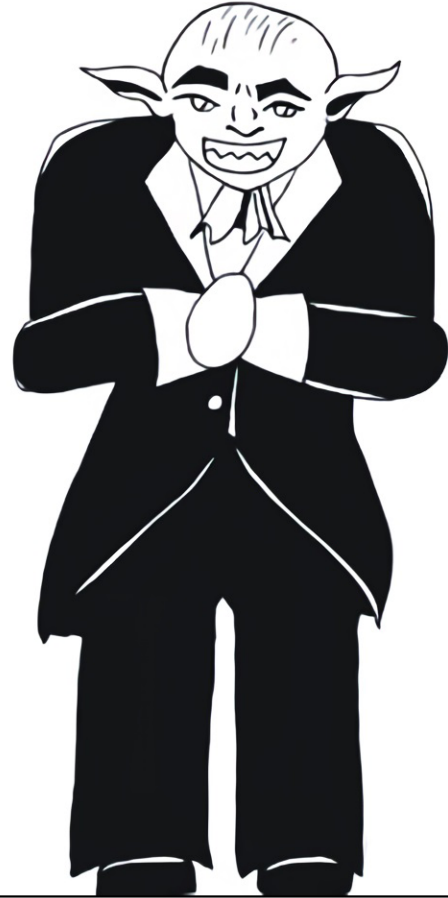## Description

The Butler was found abandoned as a child and Sir Naitr rescued the sad little orc. Years after a loving home was found for him, The Butler decided to return the favor by serving Sir Naitr's home as his most trusted servant. Although his face looks fierce, that's really just his face. The Butler is a gentle, music-loving soul who takes pleasure in doing his job well.

The Maid

- [2] Organize
- [3] Know
- [2] Anything
- [4] Makeup
- [3] Snoop
- [4] Confide

Hit Points

/12

Stamina

/4

Inventory

Feather Duster, Makeup,

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Description

"Mystique" is perhaps the word most often associated with The Maid of the household. They have a certain je ne sais quoi about them, as behind a pretty face lies a sharp mind and a knack for knowing far more than they let on - perhaps both are why Sir Naitr was drawn to hiring them. The reliable halfling has solidified themselves as a trusted confidant to all at the house. It is, after all, useless to try to hide things from the maid.

The Cook

		Hit Points
4	*Chop*	/15
4	*Bake*	
2	*Season*	Stamina
3	*Decorate*	/3
2	*Tenderize*	
3	*Distill*	

Inventory

Knife, Bread, Butter,

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Description

There's an old saying about dwarven cooking: "It doesn't just stick to your ribs, it carves a dwelling inside them." Such is the reason that Sir Naitr and The Lady decided to hire The Cook, a well-renowned and multi-talented chef. They're a master of spice, and their stew especially has been known to keep the house sated for days… just stay away from their bread, it's hard as a rock.

The Gardener

3	*Dig*
4	*Trim*
5	*Trap*
2	*Mow*
2	*Grow*
3	*Harvest*

Hit Points

/9

Stamina

/5

Inventory

Machete, Traps,

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Description

Back in their old country, The Gardener was the target of much disdain and spite, so as soon as they had enough supplies to travel they snuck onto the first cart in sight. To their fortune, it happened to be the cart of Sir Naitr, who understood the little gnome's plight and offered a job in his household. Days spent trapping pests and trimming hedges were a welcome change of pace, and The Gardener has been making a stable living ever since.

The Stableboy

2	Groom	
2	Feed	
3	Whip	
3	Smell	
4	Chicken	
4	Horse	

Hit Points

/14

Stamina

/5

Inventory

Whip, Brush, Chicken

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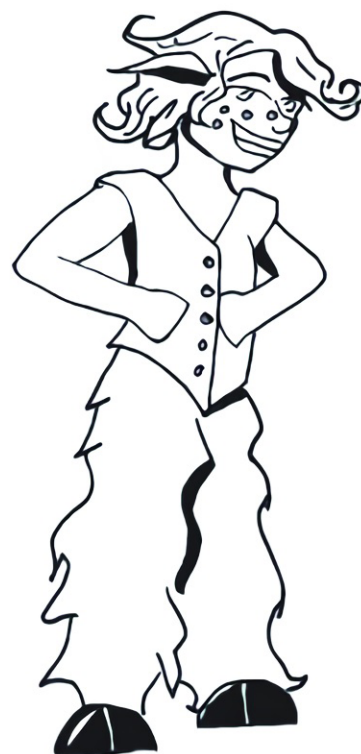## Description

Sir Naitr has met powerful druids in their time, masters of nature able to bend flora and fauna alike to their will… and they've also met the stable knave. Though only a faun, he has shown promise—or at least, passion—and has taken up a job tending to the hero's animals to keep themselves fed and housed. He may be a great druid one day, but his cowardice is no good for adventuring.

The Cat

		Hit Points
3	Meow	
4	Pounce	/11
3	Cute	
2	Trip	Stamina
4	Maim	
2	Teleport	/6

Inventory

Description

The most recent pet to grace the household, The Cat was picked up to the surprise of the house, but their natural feline charm won everyone over in no time. Since that day, more objects have been knocked on the floor, more scratches found in the upholstery, and occasionally there's a loud "MEOW" heard at night. And nobody in the house would have it any other way.

CORE RULES

When any action's outcome is in question, the character should make a skill check. To make a skill check, first the player makes an argument to the game master for which skill they are using for the current circumstances. After the GM and player agree on an appropriate skill, the player assembles a number of d6s equal to the rank in the character's skill, and rolls them. Any die that comes up 4 or higher adds one success to the roll, and any die that comes up exactly 1 subtracts a single success from the roll. Once a total number of successes has been determined, the game master will tell the player weather the character passes with complications, fails, passes exceptionally, or fails spectacularly. Once the outcome has been determined, all the players and game master should help determine what happens next.

Skill Check Notes for the GM

Number of successes needed to pass with complications a test should normally be one, unless the test warrants being extra difficult. If the test succeeds by two or more, the roll passes exceptionally, which means that there are no negative consequences. Failure implies either the action fails, or the action succeeds in a way that actually hinders the party. A skill failing spectacularly is relatively self-explanatory.

The skills have been left intentionally vague. If a player can come up with any explanation as to why it applies, they can use it, no matter how ridiculous. Players must get creative with both their skills and items to survive this encounter.

CONFLICT

Most of the time, the standard rules will cover what guidelines are needed for play. However, sometimes events need to be timed out. This is when the conflict rules should come in to play.

Note that, just because conflict is happening, doesn't mean you need to use the conflict rules. When two people are fighting it out, it's best to use a simple contested roll. On the other hand, if three teammates have to defend a teammate while he sets a trap, then hold position while help arrives, that's a good time to use conflict rules. The main difference is the focus: are we focusing on the outcome of the conflict, or are we focused on the events that happen while the conflict is happening? The first is best resolved quickly, since conflict rules can be crunchy and restricting. The second one, however, holds massive amounts of dramatic tension, and can have many more results than a single dice roll could ever account for.

Conflict round

Conflicts are divided into rounds. In each conflict round, each participating character gets to perform one action. Once each character has an assigned action, players should build a scene organically to explore the full action of the round. Conflict rounds take approximately 10 seconds, and represent multiple actions building up to a single action roll.

Actions

Actions are what a character will be focusing on during the current conflict round. This means that, rather than being a single strike, shot, or wrench turn, each action is a series of strikes, a burst of fire from a gun, several steps in fixing a car, et cetera. While there are a virtually infinite number of actions a character can perform, they will all fall into one of three action categories
Targeted actions
A targeted action is any action that targets either a person, item, or location. This can include attacks, repairs, first aid, spells, etc.
Targeted actions must succeed in a skill roll to perform the action.
Defensive actions
Defensive actions guard against one targeted attack against a single target for the round. When defending, roll an appropriate skill roll, then subtract the number of successes rolled by the defender from the number of successes rolled by the attacker.
Stunt actions
Stunt actions are used to set up other actions, coordinate with other players, massive movements, interact with the environment, and any other action that isn't covered by the other two actions.

Stamina

Stamina represents a character's ability to push themselves beyond normal limits. There are two ways to use stamina in combat:

Rerolls

Exerting extra effort into a single action can mean the difference between striking the final blow and missing entirely, or taking a fatal shot rather than a grazing blow. A character can spend one point of stamina to reroll all dice that were not successes. This INCLUDES results of 1s.

Extra actions

Sometimes characters need to move faster, which of course, costs more energy. Characters can spend stamina to gain additional actions in a turn, at a cost of one stamina to one action. These actions can be bought in two different ways:

before the conflict round. Sometimes characters need actions to happen before the events of the upcoming combat round, usually to set up either themselves or their team mates. These actions happen before the conflict round, without knowledge of what other characters in the round will be doing.

After the conflict round. When a character needs to react to something, this is how they will do it. If a character needs to dodge additional attacks, or needs just that one more attack to end the combat early, this is when characters will buy additional actions. These actions are designed to be reactions to the conflict round, anything focusing on the next round will become part of the first category.

Damage

When an attack successfully lands on a target, the attacking character has to roll to see how much damage was inflicted by the attack. Damage is rolled similar to how skills are rolled, with a pool of D6's generating 1 success for each result of 4 or higher, and subtracting 1 success for each roll of 1. Each success deals one damage to the target. Any extra successes generated from the hit roll can also be turned directly into successes on the damage roll.

Unless otherwise stated, a character's base damage pool is 3D6. Any item that has it's own damage pool adds that many dice to this base amount. If a character deals more damage to a non-boss character than it has remaining, the rest of the damage should spill over onto the closest appropriate enemy. If there are no appropriate targets, the damage is lost.

Traps

When setting up a trap, a character makes a simple skill roll. The player and/or game master should note what the trap is, where the trap is, and the result of the skill roll. If the result is a positive number of successes, the trap should damage a target as normal once the trap is set off.

SECRETS

Character	Character's Notecard	Keeper's Notecard
The Lady	You used to be a practitioner of the dark arts until the hero showed you the error of your ways. Though your time as an arch-villain are years behind you, you have still retained some of these skills. You have the ability to cast dark magic. This means that you don't have to roll to do magic, but each time you cast a spell you permanently lose a die from one of your skills.	You have discovered that lady of the house was, before marrying the knight, a practitioner of the dark arts.
The Child	You know how to get into daddy's secret treasure room, even though you aren't supposed to. You will definitely get spanked if someone finds out that you eat your stolen cookies there. If you get spanked, lose 1 die from hide and slingshot, and gain 1 die in annoy and cry for one scene.	You have seen the child lurking around where they aren't supposed to. They seem to disappear when you go to check on them.
The Butler	In your heart, you've always wanted to express yourself on-stage, sing to the world and hear the crowd chant your name! Unfortunately, the crowd is the exact issue. You have *crippling* stage fright, and have only found yourself able to comfortably sing in the shower, when no one's around.	You've heard the butler singing, and his song definitely has magical properties, but he may die of embarrassment if you ever talk to him about it.

The Maid	You used to tell fortunes at a circus. These fortune powers are how you seem to know everything all the time. However, if the lady of the house finds out you were once circus folk you'll be eternally shamed. The SCANDAL!	You know that the maid used to work in the circus as a soothsayer under the name "Lady Sibyl" and was known to be quite talented
The Cook	You have a side business where you sell your family's secret "dwarf bread" recipe. For some reason, people really seem to like it a lot. You can't let your employers know, because they have an exclusive contract for your cooking.	The cook's bread is a highly potent hallucinogen. It's also solid enough to be used as a bludgeoning weapon.
The Gardener	You know where the knight buries his pets. They are always buried with the utmost reverence in elaborate coffins holding the trinkets associated with them, so they can "carry them on to the afterlife and remember."	You have seen the gardener burying the household's dead pets with extreme ceremony.
The Stable Boy	The garden mice are your best friends. They always listen to your problems, and sometimes even help solve them.	You've noticed that the stable knave has an uncomfortably close relationship with the local garden mice.
The Cat	You are, in reality, a person who has been polymorphed into a cat. If you are ever un-polymorphed, add a +2 modifier to ALL of your skills.	The housecat is actually a polymorphed person.

Spell Casting

Some secrets say that you can cast spells. Casting a spell is just like making any other skill check, except the character must first have the ability to cast magic. All spells are designed to be generic so that the players can add their own descriptive flair.

Damage target - difficulty 3. Deal 5D6 damage to the target.

Magic Trap - difficulty 2. Select one of the following effects before casting. When the trap is triggered, the effect effects the character that set off the trap. Trigger must be determined at time of casting
  Damage - deals 5D6 damage to target
  Holding - target can only move in place for 2 rounds

Magic Trigger - Difficulty 1. Sets off a physical effect when triggered. Not required for the magical trap. Trigger must be determined at time of casting

Alarm - difficulty 1. Sets off a loud noise when triggered. The player may select what the noise is. Trigger must be determined at time of casting

Counter spell - Difficulty 2. Cancels the effect of an active spell. Must have knowledge of the spell. Can only attempt once per spell

Divination - Difficulty 2. Gleans a cryptic clue about the scenario. Must use a crystal ball.

The Spouse: You have the ability to cast dark magic. This means that you don't have to roll to do magic, but each time you cast a spell you permanently lose a die from one of your skills.

The Butler: Can cast spells through song and dance, but first must portray adequate character growth to prove he has overcome his stage fright.

The Maid: Can cast spells, but must use a stamina and succeed on the roll to do so.

Non-magical secret mechanics

The Cook: Bread Stats: additional die for bludging, 5 additional damage dice if consumed.

The Gardener: If you decide to dig up a pet in an attempt to get the magic item they were buried with roll a d6 on the table to decide which you hit.

Die Roll and Pet Name	Item and Effect
1 Buddy	A strip of cloth. The wearer is instantly best friends with the holder of the matching cloth. Sir Naitr has the other half.
2 Lucky	A lucky rock that allows the bearer to reroll any number of dice from one roll. Disappears on use.
3 Angel	A diamond necklace that can resurrect the wearer if they die.
4 Sparky	A rod that releases sparks at will
5 Shadow	Shadow cloak: Any time the wearer steps into a shadow they are randomly transported to a random shadow within the building (or 500 feet if they're outside).
6 Romeo	A love potion, the drinker becomes infatuated with the administrator of the potion, can't take action to harm them, and will do anything to please them

Stable Boy: At the beginning of the game roll 4d6, this is how many mice friends you get. The garden mice can do anything mice could conceivably be able to do if they understood you.

Cat: If the cat is ever returned to Car Folk form they get +2 to all skills.

SCENARIOS

The following paragraph should be read to the players, no matter the scenario.

"Sir Naitr's Manor resides in a cozy set of hills, with the only road allowing exit or entry being a winding dirt path leading up to the front. Most days are a quiet affair, and today has been no exception; with the majority of the household doing business about town, you four have been keeping yourselves occupied at home. However, the day suddenly shifts—an alarm ward loudly cries out within the manor, one you all have been warned about. Evil is within the vicinity of Naitr Manor. Within moments, a protection ward closes in around the house, barring exit—or entry—between any person in order to keep everybody safe. However, it only has limited power—enough to buy you time for whatever is approaching, but not enough to dissuade it. You have six hours to prepare your defenses, and then evil will arrive, and the fun will start."

Roll a d10 to determine which scenario your characters will be playing through, or just pick your favorite.

1) Hero's Journey

The hero returns. Unfortunately, the household has already prepared for incoming evil.

The character's must protect Sir Naitr from their preparations, and he probably won't be happy if he finds out you've been touching his things.

Sir Natir's stats:
Hp -30
-Strength:4
-Dexterity:4
-Constitution:4
-Intelligence:4
-Wisdom:4
-Charisma:4
-If not listed assume 3

2) The Horde

Orcish Horde has come to reclaim the butler, and they'll go through everyone else to get him. This confuses and alarms the butler, he's never met them in his life.

Drive them off, or find some way to defeat the professional fighting force and keep your favorite butler.

Horde's stats:
Warlord
Hp -25 stam -5
-Yelling:4
-Motivating:3
-Clubbing:3
-Strategizing:2

Underlings (x7)
Hp -10 stam -2
-Clubbing:4
-Looting:3

-Yelling:2

3) *The Interrupted Nap*

A dragon that the hero woke is annoyed at having his nap interrupted and is coming to raze the house, a good and measured response.

We would recommend trying to make sure he doesn't accomplish his goal. Save your home and don't let him see you.

Dragon's stats:
Hp -50 stam -10
-Breathing:4
-Flying:4
-Eying:3
-Prying:2

4) *Home Is Where the Heart Is*

The lich has come to get his phylactery back. Since home is where the heart is, he's decided he'll take the place too.

Find some way to defeat the lich and reclaim your home.

LICH
Hp -35 Stam -15
Skills
Decompose:3
Resurrect:4
Undead minion
Hp -2 stam -0
Skills - Bone -2
Float:3
Detect Evil:2
Necrotize:3

5) Hey, Easy Target!

Assassins that were hired to kill the hero come looking for him. He isn't here, but they don't know that.

You aren't sure where the assassins are or how many are in the manor, try to find them before they find you and protect yourselves.

ASSASSINS (x4)
Hp -15 stam -4
-Direct:4
-Deflect:3
-Detect:3
-Defect:2

6) There Be Gold in That There Manor

Bandits see Sir Naitr leaving and take the house for an easy target. Two sets of quadruplets will lead to one confusing robbery.

They probably will try to avoid killing anyone, because the knight is noble and ransom is valuable. This may buy you some time to build your home defenses.

BANDITS (x8)
Hp -10 stam -2
-Sunder:4
-Plunder:3
-Blunder:3
-Fail:2

7) GOBLINS!!!

A group of goblins are trying to find magical items to fuel their inventions. Pure destructive force is rocketing this way.

The goblins aren't especially interested in the people in the house, but they want every magic item you've got, and will destroy your home to get them.

GOBLINS (enough, although after 15 the rest will leave)
Hp -5 stam -1
-Bomb:4
-Bomb:3
-Bomb:2

8) Missionaries of Indeterminate Religion

A group of door-knocking clerics are very insistent in talking to everyone in the house.

If you ever want peace again you'll have to get rid of them, and they did trigger the evil alarm.
CLERICS (x2)
Hp -20 stam -5
-Witness: 3
-Knock: 2
-Preach: 4

-Annoy: 3

9) ALL HAIL THE SPACE RAVEN! (Should he exist.)

An avatar of the space raven, a trickster deity, wanders into the house with the singular intention of setting off all the traps.

The household finds dark feathers and weird situations all around the house. The raven won't leave until all of the traps are sprung. If the players do not make traps, he will set his own and won't leave until they're sprung.

RAVEN
Hp -unlimited
-Enjoy:4
-Trick:4
-Laugh:3
-Exist:1

10) Come One, Come All

An entire carnival starts setting up in the front yard, and want to reclaim the maid! But this is her home and you'll keep her here.

Circus folk are an odd bunch, and these will stop at nothing to get the maid back. Drive them off to keep your household together.

CARNIVAL
Ringleader
Hp -15 stam -4
-Spring:4
-Fling:3
-Ring:3
-Cha-Ching:2

Carnie (x5)
Hp -8 stam -2
-Bring:4
-Cling:3
-String:2

ITEMS

STARTING ITEMS

Heavy Thing (Butler)
Item/Unknown
If it weren't for the Butler's raw strength, whatever in god blazes he's carrying couldn't be moved.

House Keys (Butler)
Item
Keys to all parts of the house.

Slingshot (Child)
Weapon
Deals Base Damage*
A toy weapon; surprisingly potent

Wheeled Toy Horse (Child)
Item
The child's favorite toy to play with. Painted intricately

Bread (Cook)
Item
Several fresh loaves of the Cook's latest baking. More versatile than the average foodstuff.

Butter (Cook)
Item
Goes well with bread. Slippery.

Knife (Cook)
Item/Weapon
Deals Base Damage*
The essential standard cooking knife of a renowned chef.

Machete (Gardener)
Item/Weapon
Deals Base Damage*
Used to cleave away at overgrown vines, or overzealous delinquents.

Traps (Gardener)
Item/Utility
Traps designed to capture all sorts of vermin, or trespassers.

Feather Duster (Maid)
Item/Weapon
Deals Base Damage*
A tool that is used to clean off dirty surfaces, among other things.

Make-up (Maid)
Item
Any maid in the employ of a a great hero needs to look the part.

Crossbow (Spouse)
Weapon
Deals Base Damage*
Fires a powerful bolt, but an ordinary weapon otherwise.

Inventory List (Spouse)
Item
The lady's personal inventory of every known odd and end in the home.

Brush (Stable Boy)
Item
Used to maintain one's hair and clean dirt off of anything.

Chicken (Stable Boy)
Item/Unknown
A potential source of food, entertainment, or materials, depending on what the hero planned
to do with this fowl.

Whip (Stable Boy)
Item/Weapon
Deals Base Damage*
Used to subjugate feral beasts, or sentient persons.
*Base Damage = 3D6

ITEMS

Pixie Dust
Essence gathered from magical pixies. It can grant flight, but only to people who are under-age.

The Hero's Commision parchments
Documents that have been used to record countless transactions.

Coconut
An exotic fruit from one of the hero's adventures.

Pfielgun
A ballista that's extremely oversized and cannot be normally wielded by most people. How did the hero even get this in here?!

Hagstone
A small round stone with a hole through the center, allows the user to see through illusions

Bouncing water
The drinker can jump three times the normal height and takes no damage from falling.

Marble Sack
Spills forth infinite marbles.

Stone Egg
Hatches a small earth elemental.

Druid Amulet
A small wooden amulet allows the wearer to communicate clearly with any animal.

Enchanted Ice
A magical large block of ice. It can only be melted into water temporarily, and will refreeze in whatever form it is in once removed from a direct heat source.

Sword Proof Armor
This armour is completely impossible to damage with a sword. Any sword swung at the armour will pass through, doing absolutely no damage to the armour.

Bear Trap

Like a typical hunting trap, only when a person steps on it the trap polymorphs back into its original bear form. More expensive Bear Trap = higher power bear. Note: the bear is a perfectly normal, non-magical bear. Once it reverts from the trap to bear form, it acts and behaves normally for a bear of its kind, and does not have any reason to obey your commands or recognize you as an ally.

Amulet of Feather Fall

When worn, this amulet turns into a feather and falls to the ground.

Dragon Egg

The unfertilized egg of a powerful being. Probably makes for a tasty omelet.

Orb

A magical, but plain orb that is considered an all-purpose tool for those practicing the arcane.

Rod of Extending

An enchanted rod that can double its length (to 2 feet).

Aromatic Cloth

Rags dipped in the oils of old flowers, giving them a rather pleasant scent.

Starstone

A five-pointed rock with no other special qualities.

Yggdrasil Seeds

Seeds of the tree of life, which unfortunately do not hold the power of vitality in this state.

Sealed Sword

A mysterious, nonmagical power is keeping this sword from unleashing its awesome power. (hint: it's resin!)

Rusted Dagger

Any edge this small blade had was eroded by the many fluids it has come into contact with. (Can be repaired into the Refined Dagger.)

POTIONS

Potion of Intoxication

Drinking makes the drinker drunker

A tall glass bottle of amber liquid

Potion of Spell Reversal
Drinking can reverse any spell
A small red vial of bright red liquid

Potion of Equilibrium
For the next 1d6 hours, one random skill is set to 6, and one different random skill is set to 1.
A small, shiny metal flask containing an exceptionally sloshy fluid

Potion of Flammability
This bottle contains cooking oil.
A tapered glass bottle with a tight seal holding a pale yellow liquid

Basilisk Tears
Tastes like saltwater. Casts "Stone to Flesh" when used on a petrified object or person. When used on normal stone, it transmutes in to a random meat.
A small glass bottle containing a clear liquid that tastes like salt water

Gorgon Venom
Transmutes flesh to stone on contact.
A small, green, glass bottle sealed with black wax

Potion of Effervescence
Whoever consumes this will float up 5 feet per second for 30 seconds after which they will fall normally, incurring any appropriate fall damage.
A corked gourd that feels almost lighter than air

Potion of Polymorphing
A brownish elixir that, when poured out of its flask, turns into a random nonmagical item weighing up to 1 lb, and worth no more than 20 gp.
A crystal decanter containing a dark brown liquid

Potion of Refilling
When poured into a vessel that held a potion it duplicates the potion that was inside.
A mirrored metal flask with intricate designs

Potion of Extinguishing
A water vessel
A simple leather bladder embossed with Sir Naitr's name

Potion of Concealment
Makes the drinker invisible for 1d6 hours
A vial containing a cloudy white liquid and sealed with silver wax

P
otion of Good Boy
The drinker is transformed into a dog for 1d6 hours, they retain all skills for things good dogs could reasonably do.
A glittery blue potion in a jar sealed with green wax
Potion of Puckering
Consuming this potion makes the recipient unable to make any actions requiring their mouth for 1D6 hours.
The liquid inside this bottle looks creamed yellow, with a tag depicting a citrus fruit of some sort.

WEAPONS

Giant Slayer
Does 10D6 Damage to giants, 3D6 to other enemies.
A pebble

Paperweight
7D6 damage, can be wielded by anyone, weighs the same as a sheet of paper.
Giant warhammer

Toothpick
8D6 damage, +2 if used on teeth
Zweihander

ishsword
Deals 3D6 Damage, can be wielded by all but the child. Add 1D6 if the cat is using it.
A sword in the shape of a fish; It's tip is blunt.

Refined Dagger
Deals 3D6 - 3 damage, can be wielded by anyone
Now that this tool has been repaired, it's still not a very good weapon. (Will revert back into Rusted Dagger if used in direct combat 5 times.)

ARMOR

Shield of Blades
[shield] Default reduction*, can use action to conjure a weapon that exists until your character loses hold of it.
An enchanted, jagged-edged shield.

Armour of Glamour

[chest] Default reduction*
This armor is fashionable, to the point you'd might wear it to dinner.

Armour of Karmour
[chest] Default reduction*, deals ¼ of damage dealt to the wearer back to its source.
Bronze armour haunted by a vengeful spirit.

Gloves of Improved Slapping
[hands] Doubles damage dealt by palm-based attacks (e.g. slaps, smacks)
A spiky byproduct of research trying to create gloves of climbing.

Wrapped Shield
[shield] Default reduction*; Roll 1D6 every time it is attacked, breaks on a roll of 3 or lower while equipped; provides a bandage item each time it is attacked.
An already broken shield that was wrapped up with cloth that would better suited saving lives.

Galvanized Breastplate
[chest] Default reduction*, Is electrified and will damage the user for 1D6 every turn it is equipped (does not factor in resistance).
Supercharged armor that will more likely stop it's wearer's heart than save it.

Blockchainmail
[chest] Reduces damage taken by two.
An otherworldly armour whose individual chains are covered in undecipherable runes.

Sugar Shield
[shield] Default reduction*; Roll 1D6 every time it is attacked, breaks on a roll of 3 or lower while equipped; Instantly is broken if damaged by water; Becomes the Caramel Shield if roll is 4 or higher against a fire attack, or exposed to other means of fire.
A saddeningly sweet shield that doesn't last long against attacks. It is made out of a cooking ingredient after all.

Caramel shield
[shield] Default reduction*; Roll 1D6 every time it is attacked, breaks on a roll of 2 or lower while equipped, or 4 or lower from a fire attack.
A tempered, but still sweet shield, that is still prone to breaking, due to it still consisting of one ingredient. Also very sticky.

Poleshield
[shield] Default reduction*, has potential range.
A rather unwieldy shield, as it designed to be like most polearms. By that, we mean its attached to a pole.

Falcon Shield
[shield] Default reduction* for first attack per turn, wielder takes half damage for every following attack afterward.
A shield with a falcon insignia. Unlike other falcon-esque weapons, it does not let you strike twice with it; just prevents you from getting struck twice.

Double Trouble Badge
[accessory] Doubles Damage Taken when equipped. Please don't blindly equip this.
A badge that details two axes clashing with one another, in rather unusual coloration.

Ring of Bureaucratic Wizardry
[accessory] Allows the wearer to cast spells. On cast, a sheaf of papers and a quill pen suddenly appear in the hand wearing the ring. The papers are forms that must be filled out in triplicate explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on, before the spell's effects happen.
A ring with intricate insignias of enchanted… documents…

Soldier's shield
[shield] Default reduction*
A standard buckler that was "borrowed" from a member of the king's army.

Calcium Ring
[accessory] Default reduction*, potentially slows user.
A ring that reinforces the wearer's body with Calcium. May be harmful to your limbs and life.

Plain Pot
[head] Has no benefits.
Something designed to hold dirt or food, depending on where it was obtained from.

Flinten Shield
[shield] Default reduction*, ignites flammable material that strikes it.
This rather dim shield looks as though it is made of a curious material. Some report that sparks flew when it's struck with steel.
*Reduces damage taken by one when equipped

APPENDIX A:
MAPS OF THE MANOR

1st Floor

Kitchen
- Counters
- Kitchen Island
- Fireplace
- Counters

Dining Hall
- Table
- Up to 2nd Floor

Parlor
- Sofa
- Table
- Sofa
- Table
- Table
- Fireplace

Pantry
- Cask
- Cask
- Cask
- Shelf
- Side Table

Entryway

Porch

Secret Room
- Shelf
- Secret Shelf
- Shelf
- Shelf
- Shelf

Study
- Rug
- Desk
- Potion Cabinet
- Fireplace

Ballroom

Rug

Patio

2nd Floor

Sofa

Sofa

Statue

Table

Balcony

Potted Plants

↓ To 1st Floor

↑ To 3rd Floor

Servant's Hall

Bed | chest

Bed | chest

Bed | chest

Bed | Chest

Bed | chest

Bed | Chest

Bed | chest

Bed | chest

Servant's Quarters (Male)

3rd Floor

Servant Stair

To 2nd Floor

Wardrobe

Bed

Desk

Rug

Potted Plants

Statue

Statue

Guest Bedroom

w.c.

Desk

Basin

Guest Bedroom

w.c.

Basin

Bed

Rug

Wardrobe

Secret Passage

Master Bedroom

Basin

Wardrobe

w.c.

Rug

Bed

Fireplace

Balcony

Wardrobe

Child's Room

Toy Chest

Bed

Rug

Bed

w.c.