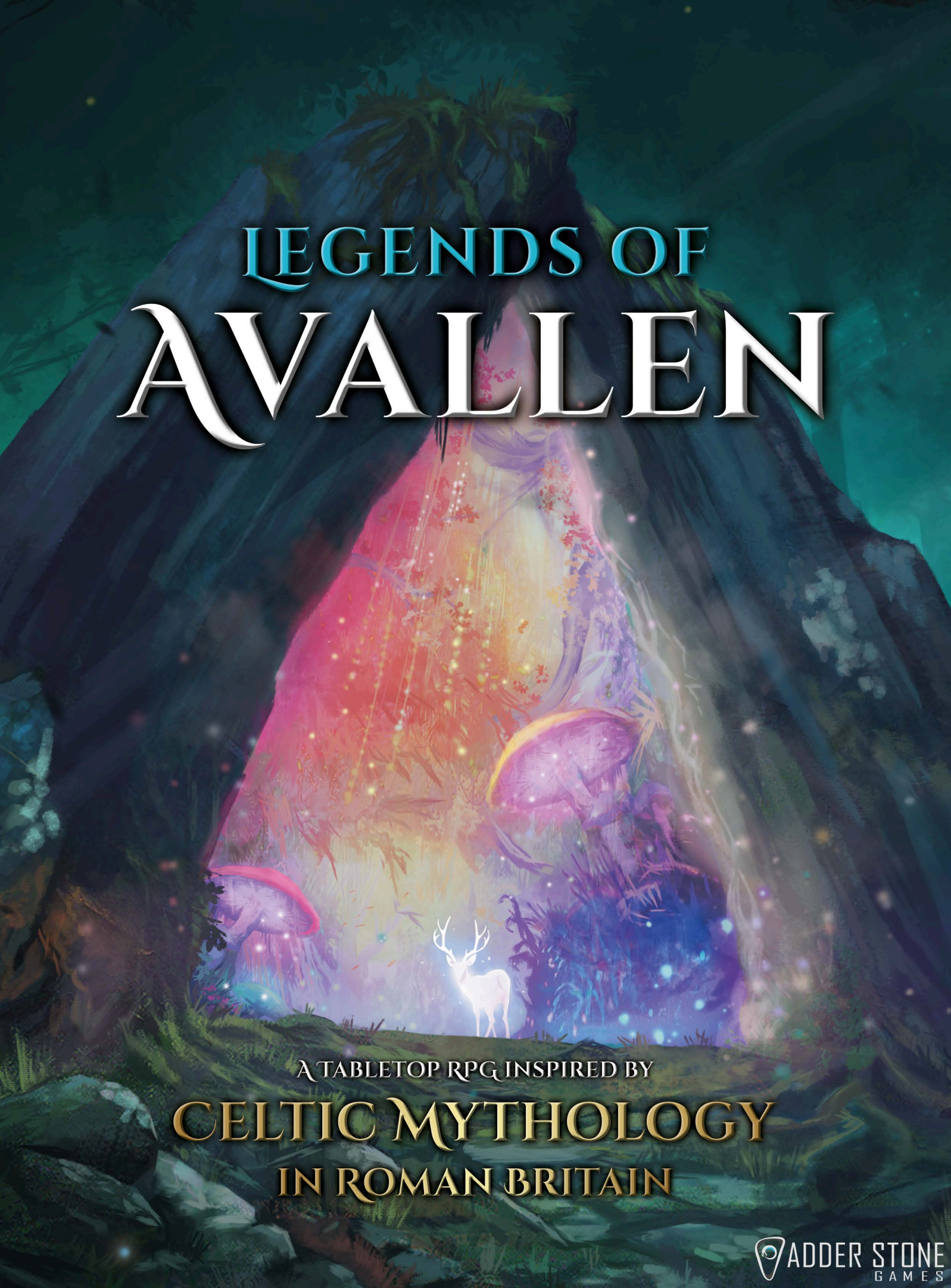
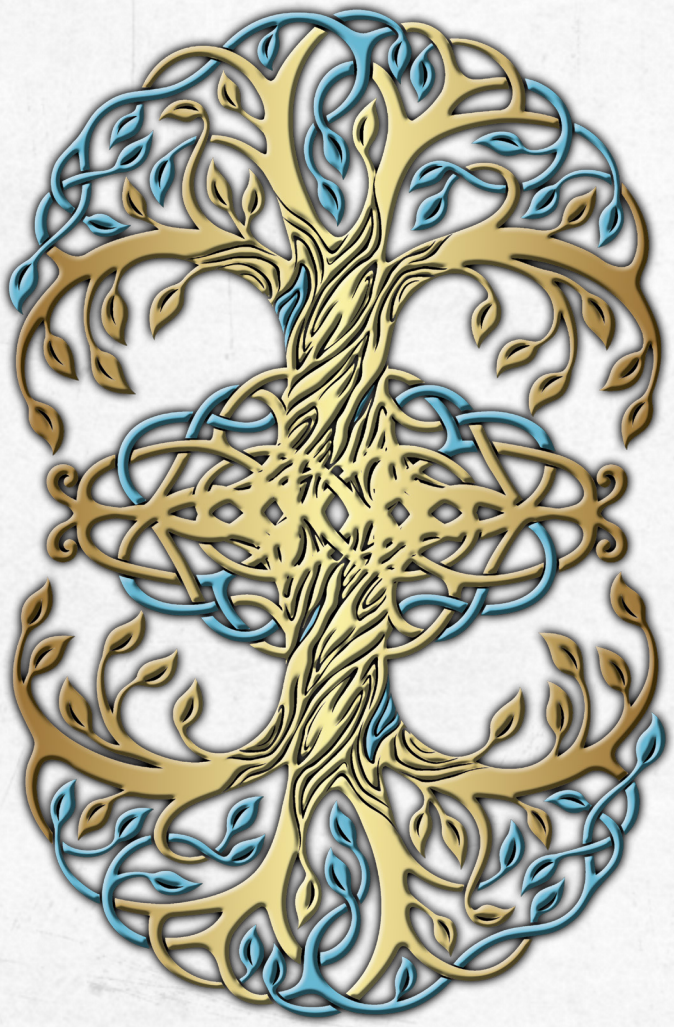

LEGENDS OF
AVALLEN
A TABLETOP RPG INSPIRED BY
CELTIC MYTHOLOGY
IN ROMAN BRITAIN
ADDER STONE
GAMES

LEGENDS OF AVALLEN



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Legend of Avallen

Antonio Golino

Sung by the Bards

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PRONUNCIATION GUIDE

The mythos in Avallen is heavily inspired by insular Celtic mythology, especially Welsh mythology, history, and language.

Avallen is an old spelling of the legendary magical island of Avalon, whose name is derived from the Welsh "Ynys Afallon" meaning Isle of Apples.

Welsh language can often look intimidating, like an impenetrable wall of consonants to those not familiar with it, but it's actually very consistent once you know a bit. While we typically include pronunciation helpers for most words, here is a quick layman's guide to Welsh pronunciation.

There are six vowels in Welsh that always have the same sound.

- A as in "father"
- E as in "bet"
- I as in "ravine"
- O as in "tome"
- U as in "busy"
- W as in "new"
- Y is also a vowel but has two sounds, the "u" in "fun" at the beginning of words and the "i" in "grin" in the middle of words.

Some consonants are not the same as in English.

- CH as in "loch"
- DD is a hard "th" sound as in "the," and "breathe"
- F is pronounced like "v"
- FF is pronounced like "f"
- LL has no equivalent in English. It is a cross between "sh" and "l" sounds. Put the tip of your tongue at the top of your mouth, as though you are making an "l" shape, and then exhale out of your mouth and around your tongue similar to a "sh" sound.
- Lastly, all Rs in Welsh are rolled. Try your best!

Once you've got the hang of it, try your hand at saying the following words. They appear throughout the book with pronunciation guides, but see if you can figure them out with no peeking!

- Afallon
- Bwbach
- Teulu
- Ffieidd-Dra

Avallen
Pen Afanc
Suiochan Sinser
Carn Arto
Cnocc na Fili
Ceo Isles
Gwbert's Cliff
Cogof Athair
Mons Gorsedd
Pen Draig
Caermons Bridei
Caermons Talorc
Cuan na Sinser
Llwch Pass
Tames Peaks
Aird Barrens
Loch Liovhann Crannog
Caermons Alpin
Caermons Ena
The Borderlands
Pen Levi
Elwood
Ffynnon Matir
Allor Fens
Clyf y Byd
Glanbach
Pen Baedd
Bowbo River
Gwyrdale
Glyn Coth Forest
Bae of Dieithryn
Ynys Dywyll
Adwy'r Teg
Dinas y Coed
Cogof Twm
The Black Boglach
Segontium
Uxelodunium
Veranius' Wall
Deva Victrix
Calleva
Nerulamium
River Tamesis
Raxian Empire
River Glas
Llyn Plentyn
Caer Govani
Pen Cawr
Vallonium
Sulis Springs
Argoll Forest
Urosha Mines
Caer Ffili
Argolldre
Port Magnus
River Argoll
River Aberfili
Bryn y Plentyn
Erioed Ocean
Cor y Cewri
River Afon
Vallic Sea
Dawlish Moors
Diemwnt Cliffs
Cawrdunum
Ynys Werth

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Chapter 1
Introduction

". . . Next came Ethne's sharpened blade,
With courage to face this test.
Then vowed Ystrad, Druid's braid
Stalwart companion past death.

These Heroes set through the woods
Where wickedness makes its womb
Whilst shadows chill lowered hoods
Whisp'ring visions of their tomb . . . "

A drunken Raxian soldier slammed his tankard onto the bar, causing some of the contents to spill onto his two comrades. "A buncha Vallic hogwash!" he barked.

The old storyteller muted his lyre. The silence of the tavern audience was heavy—heavy like a stone, leveled threateningly towards the Raxians with a seething anger. The soldier's companions looked at him sideways. As one of his fellows sidled away, the other leaned in.

"Tullus, you haven't been in this village long enough to waggle your fool's tongue about what is and isn't hogwash," the other soldier said, just loud enough for the rest of the audience to hear. "Unless you want to be on the first ship back to Ataraxia

where nothing but stable duty awaits you, you'd do well to remember that. Understand?"

"Understood, Captain," Tullus said with just a hint of sullenness before he turned around to sulk over the remainder of his drink. The captain gave a respectful nod to the storyteller, whose fingers renewed their plucking.

The song continued. Sitting on the floor between her two friends, Llysaera's anger at the Raxians faded away as she immersed herself once more in the story of how legendary Carmag ap Nest and his companions set out to retrieve an abomination's stomach for their dying god. With him were brave Ethne ferch Gywnad and her unbreakable armour; loyal Ystrad ap Hywel and his druidic secrets; and bold Emina ferch Yesse, with her slayer's spear.

Llysaera loved the stories about Emina above all others, and in fact would take one verse of Emina over a dozen of the great Carmag. *We all have our favourites, though*, she thought, remembering her friends.

Carmag's axe-head slashed through blight;
Into Otherworld they tread.
Trees and streams shed ghastly light
On horrors of nightmares' dread.

Strange paths to lakes merged with mire
Corruption by a foul nest
The Afanc's lair, evil's gyre
Of serpent's maw and beast's breast.

Llysaera's breath caught in her throat at the thought of meeting a dreaded Afanc, and she drew courage from the tale of heroes brave enough to face it. The audience marveled at the ensuing battle: the poisoning of Ethne, the protections of Ystrad, and the mighty blows of Carmag fending off horrid jaws. Llysaera gasped as Emina stabbed her spear into the heart of the creature, shattering the weapon with a fierce might that ensured the creature's demise.

Not long after, Carmag's god, the Ever Father, was renewed through the consumption of the beast's stomach. As a reward, Carmag was granted two white elks and an apple that eternally replenished itself so long as the final bite was never taken. As the lyre resolved the final cadence, the crowd erupted into such applause that it was as if the heroes had ascended to legend right before their very eyes.

Llysaera's friend Selwyn was clapping the loudest. He loved verses about Carmag's prowess the most. Her other friend, Eilir, was clapping too, but not quite as vigorously. Her favourite verses were of Ystrad and his druidic visions, visions she insisted she shared. As the standing ovation subsided and people took to their seats, chatter broke out through the tavern. While Selwyn and Eilir remained at the table arguing about which stanzas they just heard were best, Llysaera moved to the edge of the crowd gathering around the storyteller. Bards passed through the small village of Argolldre infrequently, and she wouldn't let the night pass without expressing her gratitude.

When she finally found herself face to face with the old man, his stern expression softened into warmth.

"How can I help you, young lady? I sense you have a burning question you're looking to extinguish." The old man paused for a moment to take a drink from one of the several tankards on the table beside him. They were all gifts from enthused audience members. "Llysaera, was it? You may call me Uallas. Tell me what's on your mind. No need to worry about everyone else; they're not listening."

Llysaera took her own moment to look around. She noticed that, indeed, everyone's attention was diverted elsewhere. And despite waiting around for her all this time, not even Llysaera's friends gave her a glance.

"Uallas, sir, thank you for that beautiful song. I hoped to ask you . . . are such stories true?" Llysaera's cheeks flushed in the asking. She suddenly wished she'd gone home right away rather than waiting around to ask childish questions. However, she saw that Uallas's face showed no such judgment.

"That's quite a clever ask, girl. Most listeners take in my craft as if I were recounting gossip from yesterday's market. Well . . . I suppose some beautifying falsehoods creep in after years of retelling. Believe me when I say that is simply how it is. By and by, though, the heart of the stories ring true."

"So Emina ferch Yesse is no fiction? She truly slayed the Afanc?" Llysaera asked.

Uallas smiled. "Take a look out this window. Under the pale moon. Do you see the darkness that blankets the west? Almost three generations ago, Carmag and Emina, along with their band, traversed that forest. Whether it was the exact same expedition we joined them on tonight . . . I'm not sure. However, I am certain that they engaged in some sort of conflict."

"How can you be sure? Though we do avoid Argoll Forest because of its nature, surely someone from the village would know that a mighty battle against evil was waged there!"

"Avallen is an old world. One can't be too surprised when they discover ancient glory was once won on the border of their neighbour's pigsty." Uallas reached into his cloak and motioned to Llysaera to hold out her hand. He dropped into it a flat stone nearly the size of her palm. It had a hole in its center with a thin rope looped through it. The stone itself was light but hard, its surface rough like ancient tree bark.

"Wait. Is this . . . an adder stone?" she asked.

"That it is, Llysaera. Wear it around your neck. If you choose to enter those woods, it will afford you some small protection

against mischief and give you the vision you need to find the truth of heroes, beyond the songs we sing." He smiled, but his eyes betrayed a glimpse of sadness. He took another drink, then said, "Go on. Ask your last question."

This man was the strangest conversation partner Llysaera had ever had, but she would not let her words go to waste. "Why do you think I would enter Argoll, where the bravest of our village fear to tread?"

"Unlike the self-proclaimed 'brave,' you acknowledge the fear I see in your eyes. And your eyes reveal something greater, which those sort always seem to lack: the fear of never knowing." The bard smiled.

Suddenly, the din of the room grew slightly, and Llysaera sensed the time for conversation had passed. The embarrassed soldier from earlier stepped in front of her with a drink in hand and an apology on his lips, both of which Uallas accepted politely.

Llysaera exited the tavern into the warm spring night with the adder stone around her neck. She could not recall donning it. When she looked west, the moon shone upon the Argoll Forest as before, but it was not as black as earlier. The distant darkness had a different texture. It was as if something imperceptible glinted at the center of the shadows, beckoning her to a light eyes could not see.

"These woods are only getting darker. I'm beginning to wonder if we could even find our way back without Llysaera," said Eilir as she held the oil lamp aloft, doing her best to keep her growing worry from distracting her stride. But the gloom of the forest set her nerves on edge. The old bronze oil lamp, borrowed from her parents' storeroom, only barely illuminated the narrow path they'd been walking on for the last hour. Ahead, with her shepherd's staff in hand, Llysaera continued to stride with confidence. She seemed to barely need the light at all. Behind, Selwyn held something borrowed as well: his father's woodcutting axe. *It might be fine if we're attacked by a tree*, Eilir thought, *but I doubt it would do much good against real danger.*

"Darker than a cheap Ataraxian brothel, I'd wager," Selwyn said.

"We didn't ask you along to hear your marriage plans, Selwyn," Eilir said.

"I'd not be caught dead in a house of ill-repute!" Selwyn scoffed with pretend outrage. "And besides, a clandestine tryst with the guard outside of one might be—"

Llysaera shushed her friends. They had come to one of the many forks plaguing them since beginning their journey into the Argoll Forest. When Llysaera told them of her conversation with the bard, Eilir and Selwyn were eager to join her for a romp through the "forbidden" forest. But after two hours of walking, the woods grew darker and more confusing than they had ever anticipated, and it seemed only Llysaera could navigate the winding pathways without trepidation.

"What do you see now?" Eilir whispered.

Eilir and Selwyn felt submerged in the silent shadows of the unknown woods. For Llysaera, however, the adder stone around her neck seemed to hum a note only she could hear, while tendrils of strange colour drifted hazily all around them. It brought to mind a time when, as a child, she accompanied her grandmother to the river to help wash out the excess dye in fabrics for the upcoming solstice festival, and how the pageantry of liquid colour swirled amongst the eddying waters crashing against the river stones. Now, the diaphanous dance of colours was instead woven into the fabric of the air itself, caressing the trees until they, too, seemed to be dyed in their unearthly glow. And like the river of her childhood, the increasing richness of colour indicated to her the direction from which all hues flowed.

"We go left," she said, "and I think we are close to the end of . . . whatever it is we're meant to find." Llysaera stepped onto the path, and her friends followed.

It was not long before Llysaera discovered her guess was correct. Gradually, the pathway widened and descended until it brought them to a pool of water. The scene unnerved Eilir.

"What are those weird leaves? And why is that pond's shape so . . . perfect?" Eilir wondered aloud, for indeed, the pond's shape was a perfect circle, with leaves of luminescent blue crowning its edge.

"The colours stop here. But that's not quite right," Llysaera said, with a hint of awe creeping into her voice. "They seem to be flowing entirely from here."

Llysaera had almost missed the soft glow of the pond's leaves due to the column of ethereal pigments that seemed to waft out of the waters like rolling steam from a boiling cauldron. It covered the clearing with a thick swirl of hue that drifted lazily back down the path from which they came and in between all the other trees just beyond the clearing. Looking below, she saw its depths appeared to extend in all directions, as if the small pond held an impossibly large amount of water. There were no stones or sediment at the bottom; instead, it stretched on and on with a patina of soft purple light.

"Well, at least you're not the only one that can see something weird, eh, Saera!" Selwyn exclaimed, and he boldly walked ahead to the pool of water to examine the flora surrounding it. "And look at these leaves! I've never seen anything like it. I bet ol' Tad will be astounded when I bring a few of these home to mess around with." Selwyn's father was the local priest, and

interest in strange herbs and their properties was a prominent family trait.

"Be careful, Selwyn," Eilir said, a warning which found near-immediate validation. As Selwyn laid down his axe and began grabbing onto a handful of blue leaves, he was dismayed to find that they began grabbing him back. Before either Llysaera or Eilir could call out additional caution, Selwyn was dragged headfirst into the glassy waters.

Eilir gasped and rushed to the pool's edge. Near the surface, she saw Selwyn grappling against the blue leaves trying to embrace him like a mass of thin, glowing arms. The appendages were attached to a leafy clump the size of Selwyn's torso—it was a beast of living vines. Selwyn tried to use his considerable strength to free himself, but the beast clearly had the advantage in the water.

"Wait!" cried Llysaera, but she was too late. Without hesitation, Eilir grabbed Selwyn's axe from the ground and dived in headfirst. She began swimming towards the beast, which was dragging Selwyn deeper.

Llysaera flung her pack down and pulled out a rope. She tied one end to her ankle and the other to a broad root jutting out of the earth. Praying to the Ever Mother it would hold, she dived in to help her friends.

As soon as she hit the water, the rich flow of colour disappeared from her vision. All she knew now was the horrible glow of the creature dragging and pulling at Selwyn and the feeling of the single breath slowly escaping her lungs as she swam down to his side.

Selwyn's eyes were open and his motions frantic, but he paused his futile resistance with a gesture from Eilir. He then began to hold down as many of the creature's appendages as he could manage so Eilir could thrust the axe into the beast's center. Llysaera mirrored Selwyn and couldn't take her eyes off the gruesome thing as she wrestled with its many vines.

It had no eyes, gills, or nose, but each slash from Eilir created a new slit that she imagined could serve as a macabre imitation of an orifice. A blue sludge began to pour from the cuts, congealing into amorphous orbs suspended in the water around them. Within seconds, the creature loosened its grip, and it pushed itself away. As it did so, one of its tendrils lashed out at Llysaera, causing the adder stone to fall from her neck and begin to sink below. Panicking, she swam after it, unable to see the protest and hand flailing from her friends behind her. She swam frantically and was running out of air, but she knew if she could quickly locate the stone, she could use the rope to quickly get back to shore.

She reached the bottom far more quickly than she imagined and was amazed to find it did not exist. Instead, as she stretched her hand out to soft, purple waters, she found it breaking through another surface. When her head emerged, she took in a deep breath of still evening air and saw she was no longer in the middle of a small pond in a dark grove. Rather, she was near the shore of a vast lake in the middle of a forest, the trees of which bore luminescent flowers and fruits of multitudinous colours. *Is this the Argoll too?* she wondered. However, she realised this was not the world she knew when she looked upon the source of the water's glassy purple glow: a waxing moon of soft, purple light hung in the sky like a beautiful festival ornament, bathing the landscape in its pale aura.

Suddenly, she began to feel a mild pressure on the rope. Quickly checking to make sure another viney beast hadn't gotten hold of it, she knew it must be her friends who had made it to the other shore. She untied the rope from her ankle, gave it a hard tug back, and then let it go, hoping they would follow her down to investigate.

As she continued to look around at this new world, she could feel a soft current guiding her to the shore. There, she saw a large clearing of dark earth, bereft of foliage except for a gnarled old tree standing at its center. The trees at the edge of the clearing were smaller, dense, and twisted. She floated closer to it with the current until her feet touched the ground.

Soon, Eilir appeared behind her, followed by Selwyn. They took in deep breaths, their heads moving side-to-side until they spotted Llysaera safe and sound, much to their relief.

"I thought another one had got you!" said Eilir, her breathing becoming more even. "What is this place? It's a completely different forest."

"A different moon too," said Llysaera, and the others looked up.

"But how?" said Eilir.

"Easy enough to guess, I think," Selwyn chimed in. "That pond is inundated with the thinness, and clearly, where it ends, this lake begins in the Otherworld. Lots of stories talk about this sort of thing." Selwyn said the closing words with an attempt at a matter-of-fact erudition, but Eilir and Llysaera could both hear the creeping edge of fear at the precipice of his learned confidence.

"What do we do?" asked Eilir.

"We need the stone or we won't be able to find our way back home," said Llysaera, as she beckoned the others to come aground.

"Let's search for it up on the shore," said Eilir. "I'll find it in no time. Plus, we've stayed in the water too long. That beast was enough vines for one night, and there could be more of its kind around."

Shortly, the three companions found themselves walking up the pebbly shores of the Otherworld towards the old, leafless tree. The crushing displacement of stones under their feet and the rhythmic dripping of water from their clothing were the only sounds they could hear in the still atmosphere. The air that blanketed this new world was lukewarm. It felt as if they were in a room whose hearthfire died not too long ago.

"That might be the most frightening tree I've ever seen," Eilir said as she reflected on its twisted branches. "If I had to cut that thing down, this axehead would probably shatter before it's even halfway through the trunk!"

"My father's axehead is not so weak," said Selwyn, whose eyes didn't leave the tree. While Llysaera looked up in awe at the malformed branches, something else caught Selwyn's eye and brought him to the base of the strange tree.

"Llysaera, come here," Selwyn said, and Llysaera obliged.

"I'll check for the stone." Eilir turned her attention to the shore to seek out the adder stone that would help them get back home.

Llysaera walked up to Selwyn and followed his gaze. At the base of the tree was a skeleton, adorned with the ornaments of ancient warrior's garb.

"This warrior's remains have been here so long that the tree roots have practically grown over it," Selwyn remarked.

"These aren't roots," said Llysaera, coming to a sudden realisation. "They're claws. Look!" Llysaera's finger traced the outline so that Selwyn saw it too: the trunk of this gnarled, leafless tree culminated not into branches but into the gaping maw of a creature long dead, its petrified rictus fixed up towards the treeline in an everlasting howl. She saw that the thinnest branch in this macabre imitation of a tree actually transversed the base of its skull and through its jaws, culminating in a protrusion where the creature's eyes might have been.

"Do you see that, at the top?" Selwyn asked as he continued his gesture. "It must be the head of this warrior's spear. But I don't believe it is just anyone's spear. It must be the spear of—"

"Emina!" Llysaera gasped, finishing her friend's thought in disbelief. The spear tip was crafted from a stone with a hole in its center, undulating with a soft, green light. It was not only a weapon—it was an adder stone.

"Uallas the bard sang this battle to us just last night," Llysaera said, keeping her composure in check lest the weight of this significant moment move her to tears. "But no bard ever sang of how her friends left her to rot under the stinking grasp of a dying Afanc." Llysaera knelt down beside the remains of the legendary Emina ferch Yesse and gently placed her hands on the skeletal fingers the way she did when her grandmother was on her deathbed. It was her gesture of hope for the departed's peaceful journey and remorse for the world they've left behind.

"Friends, I found it!" Eilir called out from behind them, holding up the necklace like a trophy. She was near where the shore met the treeline, grinning proudly from ear to ear. "Ready to swim back whenever the lot of you are!"

Llysaera saw something stir in the water behind Eilir—but in a blink, it was gone. The way the water rippled and somehow splashed made her stomach sink with cold, primal fear.

"Eilir, behind you . . . " Llysaera whispered. Eilir's eyes opened wide, and she whipped around. She cried out as she held the axehead up to ward against something only she seemed to see. The next moment, the axe flew out of her hand and onto the shore just barely out of reach. She fell backwards onto her rear and scrambled back frantically away from the shore as quickly as she could.

"What is this thing?!" Eilir cried out.

All Selwyn and Llysaera could see was open air—that is, until it peeled wide its eyes.

In a sickly green mass of flesh that was almost as big as Selwyn, two beady, yellow eyes sat below two elongated, bug-like feelers that flailed about wildly. Their unsettling movement was matched by several long, thin appendages that reminded Llysaera of the strange plant that tried to drown them in the pond not long ago. But unlike that fragile, plant-like creature, the beast approaching Eilir had a large, tooth-filled maw that snapped at her heels like a hungry hound.

Llysaera only had a few seconds to take in this new threat before it closed its eyes and disappeared once more.

"Why can't we see it?" Selwyn shouted as Eilir continued to desperately escape the beast that was visible only to her. Eilir seemed intent on making her way to the forest, all the while maintaining her grip on the stone necklace in her left hand . . .

"Selwyn! Get me the spear," said Llysaera, but Selwyn was already off the ground, pulling himself up the tree like a giant bear. Llysaera knew that Selwyn's regular excursions with his father searching for herbs made him quite adept at scaling trees, and he would be able to make his way to the top of that beastly structure faster than any of them.

Seconds later, he was at the top, tugging at the spear. It would not budge. With sudden desperation, Selwyn stomped his giant boot into the spear's shaft. The ancient wood splintered, and he barely kept his balance as he freed the weapon. Rotating the spearhead toward the sky, Selwyn held it out over the edge and dropped it to his friend waiting below.

Llysaera caught the shaft and gritted her teeth as splintered wood cut into her hand. She steadied the spear tip, and the beast's flailing tendrils and vicious jaws returned to her field of vision.

She froze. *This creature is an Afanc*, she realised. Possibly the eons-gestating spawn of Emina's doom. Alternating waves of doubt and fear pricked her skin like a cold wash. *You're no hero!* the fear in her mind rebuked her. *You could have drowned in that pool; now you're asking to be eaten by this creature that not even a legendary hero could escape.* She could feel the icy fingers of terror crawling up her entire body. *Run, you foolish girl!*

"The truth of heroes, beyond the songs we sing."

There came an echo, not in the voice she initially heard that line from, not in her own voice, but one that was lighter, more airy. For a brief moment, she thought she was imagining things. But she noticed the warmth of a hand resting on her shoulder, dispelling the frigid grip of fear.

. . . Emina?

Without any more second guessing, she charged at the beast with a battle cry of such fierceness that Llysaera could scarcely believe it was her own. A certain truth was becoming clear to her: while the songs of heroes might be inspiring, an act of heroism is terrifying. But bravery is meaningless without the fear to be conquered by it. The legendary Emina ferch Yesse knew her next act of heroism could be her last, and she fought anyway. Llysaera knew that of her next action as well. She, too, would fight.

Eilir was at her feet now. She leveled the spear at its quarry. Llysaera leapt through the air.

The tavern was more crowded than usual. Captain Tullus had expected that and signaled his subordinates to seek standing space at the bar.

Though the sun had just vanished, every table was already populated by mugs of mead. Rumour was that Uallas the Storykeeper would be making an appearance this evening. It had been nearly three months since the bard's last visit, and Tullus did his best not to miss a performance. Despite the tremendous growth the town of Argolldre had experienced over the last few years and the increasing number of traveling performers, he still regarded Uallas as the best of them all.

The Raxian soldiers were already on their second round when Uallas walked through the door. The crowd burst into anticipatory applause and cheers of welcome, to which the old bard gave a slight nod of acknowledgment as he made his way to the usual alcove from which he performed.

As Uallas tuned his lyre, nearly the entire crowd fell into a waiting hush, with only the Raxians wagging their drunken tongues. Captain Tullus knocked on the bar two times to catch his soldiers' attention. One by one, they fell into formation with the silent crowd.

Uallas grazed the strings with a single strum for a final check, then asked, "Do you fine folk care to hear a tale of one of your own?"

The response was deafening. It subsided only when his hands returned to their strings. After a moment, the wizened voice, filled with paternal pride and affection, sang out:

In the heart of an ancient wood
An older evil spawned its brood
Where legends stood, falling fast.
Llysaera, Eilir, and Selwyn
Made their way towards evil's new kin
And unearthed sin of the past . . .

Avallen

Inspired by Celtic Britain, Avallen (*ah-VAH-len*) is a mystical island home to the Vallic, a divided Iron Age people who have been in constant conflict. These clans are scattered across Avallen's diverse biomes, worshipping gods that embody the lands—enchanted forests hosting mischievous Fae and druidic rituals; rolling meadows scattered with earthen fortresses and cattle-raiding Vallic queens; mountains shrouded in mist, hiding ancient sanctuaries and terrifying beasts; and so many more.

Then there is the Otherworld, a place of legends that lies parallel to Avallen, the domain of their gods, the Ever Ones. It serves as the final resting place for the spirits of the dead, but also as the birthplace of creatures of myth such as the dreaded Ffieidd-Dra (*fee-AYTH-dra*) and the tricksy Fae. Though the Vallic believe their worthy ancestors are reborn as Fae, with the greatest of them becoming the noble Tylwyth Teg (*TUHL-with Tehg*), they are still cautious and sometimes hostile in their dealings with them. There are many stories of unwitting travellers who wander into this unearthly realm never to be seen again . . . or so rattled, they never wish to speak of their experiences as long as they live.

Magic is also bountiful on the island, running through it like a roaring river. It is powerful, flexible, and vicious; the average person would do well to avoid it most of their life. The Vallic have an affinity for the spiritual magic of the mystics, those that channel the natural forces of the Otherworld.

Avallen is not all nature, magic, and mysticism, though—a new kind of people have settled on their shores. The Raxian Empire, whose concrete buildings, urban living, taxes, and other cultural oddities made landfall on Avallen from the mainland to the east a generation ago. As the Vallic always have been, their response was divided. Some welcomed the Empire, with their technology and power, onto their land, while other clans put aside ancient rivalries to stand up against the invaders.

The arrival of a new culture also means a new way of looking at Avallen's magic and gods. The Raxians consider the incantations of the mystics far too unpredictable and dangerous; they much prefer the more logical spells of the mage, those that shape reality to their whim. And while the Empire exiled their own gods back on the mainland, there are a number of Raxians in Avallen willing to worship the Ever Ones—for strategic reasons, of course. Worship means protection, favour, and influence over the Otherworld.

In the midst of these tumultuous times, your tale is just beginning. You're an ordinary townsperson looking for a chance at adventure. From this humble origin, you will quest out into Avallen with your companions, growing both in character and in power as you discover its mysteries. You will choose to follow a legendary path, learning the ways of the Druid, the Gladiator, the Maleficus, or many more. You will seek out lost relics, slay terrific beasts, riddle with the gods, and change the fate of Avallen forever by choosing a side.

Avallen needs legends—how will you forge yours?

How to Play

Legends of Avallen is a role-playing game (or RPG for short) about exploring a mythical world and forging a legacy within it. In RPGs, there is no one explicit objective or way to "win" the game. Your objectives depend entirely on the decisions and story you and your group make together.

You need a few things to play: this rule book, character sheets, pencils, a deck of playing cards, and 3 or more players.

You, as a player, portray a humble townsperson that you create. They are your character in Avallen! You adventure alongside the other players in your group who control their own characters. Together, you quest in Avallen as a band of aspiring heroes weaving a tale of intrigue, heroism, and adventure. As you finish quests, your character's Level will increase, earning you new capabilities and greater power. **Part I** of this book deals with how to make a character and lead them on the path to becoming a legend.

However, one player in your group must volunteer to be unlike the others! This player does not have a single character of their own, but instead plays as the rest of the world and prepares the game; this unique role is called the Gamemaster ("GM" for short). The GM creates the quests that will shape the players' humble characters into legends. This is no simple task, but it is an extremely rewarding one. If you are the GM, check out **Part III** of this book. It is entirely devoted to helping you achieve this goal!

The rest of this introductory chapter will teach you how the game is played in general, but **Part II** of this book gives the rules necessary for specific situations when adventuring, fighting, casting spells, journeying, socialising, and shopping for equipment. Consult those chapters when the need arises!

Conversation as Play

You play *Legends of Avallen* as follows:

1. The GM describes a scene to the group.
2. The players discuss it and then describe what action they take as their characters.
3. The GM then considers those actions and describes how the world responds to them.

These three steps represent one round of play and form the structure of the conversation between the players and the GM that you repeat through the game.

You might be wondering why this book is so long if that is all there is to it. And you're right to ask! Though the GM controls the world, they do not control fate. Whenever you take a risky action—one that might fail and has serious consequences if it does—the game rules come into play and you make a **Check** to determine if you succeed or not. The GM decides if an action is risky, but fate decides its outcome.

Before you make a check, be sure to swing fate to your side by describing how you use the situation to your advantage and ask what aid your allies are able to give. Ultimately, the decisions you make will become the story you experience, change the world around you, and forge your character's legend.

Grab a Deck of Cards

When you take a risky action, one that could succeed but is made challenging by another character or the environment itself, you make a check to determine how well you do by drawing cards from a deck of regular playing cards.

A deck can be shared between players, or each player can use their own. Each deck needs all cards from each suit as well two jokers. Designate one joker as the red joker and the other as the black joker.

Each suit of the deck represents an important attribute of your character that can be tested when making a check. Red suits are physical attributes while black suits are mental attributes.

- ♥ Hearts represent your Vigour, a measure of your physical strength and endurance.
- ♦ Diamonds represent your Agility, a measure of your physical speed and finesse.
- ♠ Spades represent your Spirit, a measure of your mental fortitude and endurance.
- ♣ Clubs represent your Wit, a measure of your mental acuity and finesse.

Attribute Qualities	Strength and Endurance	Speed and Subtlety
Physical	Vigour ♥	Agility ♦
Mental	Spirit ♠	Wit ♣

Your attributes are laid out on your character sheet in the same way as the table above. Attributes that are diagonal from each other are opposite, sharing nothing in common. You will be hoping to draw your suit when making a check and avoiding your attribute's opposite if you can. Drawing Wit ♣ when making a Vigour ♥ check will surely see you fail!

Your character will have a numbered rank in each of these attributes, ranging from -1 to +5, with higher ranks representing increasing prowess. You choose your ranks when you create your character and will get to improve them over time by gaining levels through your quests.

Making a Check

When you make a check, you reveal the top card of the deck to determine the outcome of your action. Here are the steps to making a check:

1. The GM decides the attribute being checked and sets the value of the **Check Difficulty** that you must beat.
2. Look for **Advantages** to help your check while the GM looks for **Disadvantages**. Advantages and disadvantages cancel each other out.
3. Reveal one card from the deck, then reveal extra cards for each **Advantage** or **Disadvantage** you have left. Use the best if advantaged and the worst if disadvantaged.
4. Add your **Card Rank** to your **Attribute** and compare your total with the **Check Difficulty** to see if you **Succeed** or **Fail**.
5. Lastly, you can **Exert** yourself or your equipment to change failures into successes, or a foe's successes into failures.

The following sections explain how these steps work.

Check Difficulty

The GM decides which of your four attributes is being tested and sets the value of the Check Difficulty (**CD**) it must beat to succeed. The CD is the base difficulty of the check and is determined either by the environment you are in or the attribute rank of the character you are acting against.

> ***Example:*** *Eilir is in a town hall that is burning down, and she is trying to cross a gap by walking along a fallen support beam. The GM declares this a truly risky action. To maintain her balance, Eilir will have to check her Agility of 0 against the environment's CD of 1.*

Advantages and Disadvantages

Whenever you make a check, describe how you use your equipment and aspects of the environment to advantage you. Your allies may also use their turn to advantage you by describing how they assist you. Each unique and significant advantage you have grants you an extra card for your check. However, your opposition and the GM will also be sure to point out things that disadvantage you.

Advantages and disadvantages cancel each other out one for one. As you make the check, turn over an additional card for each remaining advantage or disadvantage you have. Use your best card from among them if you are advantaged or the worst from among them if you are disadvantaged.

Note that you can only gain advantages from things that assist you, not things that are necessary for the action. If you attack someone with a sword, your sword cannot also advantage you, as you are already using it to make the attack!

> *Since Eilir needs the fallen beam to walk the gap, it cannot advantage her. Eilir asks for Llysaera's spear to help her balance. Selwyn says that he will put his weight on the beam to keep it steady. The GM agrees those are two advantages but reminds the group that the smoke billowing past them will make it difficult for Eilir to see her footing. This Disadvantage will cancel one of their Advantages, leaving Eilir with only the one.*

Card Rank

When you make a check, you reveal one or more cards from the top of the deck and add your attribute rank to a card's rank to find your total. It is this random draw that makes your risky actions risky!

A card's rank depends on its suit and if it is a **Court Card**. Its colour determines if its rank adds to or subtracts from your attribute rank.

- **Jacks**, **Queens**, **Kings**, and **Aces** are Court Cards worth 2 ranks. Regular cards are worth 1 rank.
- Add the card's rank to your attribute if it matches your attribute's colour. **Add double if it matches your suit!**
- Subtract the card's rank if it doesn't match your colour. **Subtract double if it is your opposite suit!**
- **Jokers are wild Court Cards** that add or subtract 4 ranks as if they have a matching or opposite suit, depending on their colour.

Revealed cards are then placed in a discard pile for that deck. Whenever a Joker or the last card from a deck is discarded, all cards in that discard pile are shuffled back into the deck.

> *With one advantage, Eilir reveals two cards from the deck. For an Agility check, she is hoping to see a red card, with Diamonds being best, and hoping not to see black cards, with Spades being worst.*
>
> *She reveals the Three of Spades and the Jack of Hearts. The Three of Spades is a regular card worth 1 rank, but for this check it is of the opposite colour and the opposite suit, so it would subtract 2 from her attribute.*
>
> *However, Eilir was advantaged and flipped an extra card, the Jack of Hearts. Being a red Court Card, it is worth 2 ranks for her. As she is advantaged, she gets to use the best card and ignore the other. She uses the Jack of Hearts, and adds its rank to her Agility rank (which is 0) for a total of 2.*

Success and Failure

If the total rank of your card plus attribute beats the Check Difficulty, your action succeeds! If not, it fails.

If you succeed using a Court Card, or if you manage to succeed using a card of the opposite colour to your attribute, you earn a critical success! If you fail using a Court Card, you earn a critical failure!

Critical Success: You succeed with a Court Card or a card of the opposite colour. You achieve your intent and earn an **Edge**!

Success: Your total rank is more than the CD. You achieve your intent!

Failure: Your total rank is equal to or less than the CD. You do not achieve your intent but earn an **Edge**!

Critical Failure: You fail with a Court Card. You do not achieve your intent and your opposition gains an **Edge**!

> *Eilir got a total of 2 using a Court Card for her check. The GM set the CD at 1, so with a total higher than 1 using a Court Card, she earns a Critical Success! Using Llysaera's spear, Eilir deftly crosses through the smoke on the beam while Selwyn holds it down. She also earns an Edge.*

Edge

When you fail or critically succeed at a check, you earn an Edge. An Edge is a shift of momentum in your favour represented by a face-down card you take from the top of the deck

and keep but do not look at. You can only keep one Edge at a time, but can give extras you earn to allies without one.

You may use your **Edge** to advantage yourself with any other check you make or any check made against you. To do so, declare you are using the Edge before the check is made, and use the face-down card as if it were another advantage—it cancels with disadvantages just the same and is revealed for the check if it is still around.

Whenever you use your turn to assist an ally, you may also give your Edge to them as an extra advantage for their check.

Eilir takes a face-down card as an Edge for her Critical Success. Next round, she decides to help Selwyn cross the beam in the same way he did for her. She does not want to risk trying to throw the spear back to them, but she does give Selwyn her Edge as a second advantage to his check.

Double Up

Some actions in the rules list an outcome in square brackets, such as "make [1] move" or "deal [6] damage."

When you critically succeed such an action, you may double the outcome listed in this way in place of earning an Edge. Following the examples above, you could make 2 moves and deal 12 damage instead of earning an Edge.

Exert

When you are on the verge of failure, you can choose to push yourself or your equipment to the limit in order to succeed.

When you fail a check, you can ignore that failure and treat it as a success by **Exerting** yourself or any equipment you used to make the check. You can even exert once to treat a critical failure as a failure, and exert twice to treat it as a success!

Conversely, when a character succeeds in an action against you that you are aware of, you can exert yourself or your equipment to ignore the result of their success and treat it as a failure. You can even exert once to treat a critical success as a success, and exert twice to treat it as a failure.

Note that you are ignoring the success against you. This means the character acting against you does not suffer any repercussions as if they failed, does not earn an Edge for a failure, and cannot exert themselves to change the outcome.

One exception is that you cannot exert at all for checks made during a **Parley**. Exerting yourself or your equipment during such social situations is synonymous with losing face and won't help you one bit!

Despite Eilir holding the beam steady and giving Selwyn her Edge, Selwyn fails his Agility check to cross safely. To prevent himself from falling into the fire on the ground floor below, Selwyn Exerts himself, righting his balance at the last moment, and makes it successfully to the other side.

Being "Exerted"

When you exert yourself you become **Exerted**. Mark the "Exerted" condition on your character sheet. Being exerted just prevents you from exerting yourself again until you take a rest (see *Conditions & Recovery*, Ch. 9).

When you exert your equipment, it becomes **Broken**. Mark the "Broken" box next to it on your character sheet. Being broken means that it cannot be used at all until it is repaired. You can only exert equipment that was involved with the action.

Selwyn marks the Exerted condition on his character sheet, and mentions that he ought to be more cautious now until he can take a short rest.

Opposing Checks

Normally, when the environment endangers you, you must make a risky check to resist it. However, when another character acts against you and you resist them, that character makes a check, and you are the opposition for it. Their **Check Difficulty (CD)** will be your rank in the attribute being checked.

The GM declares advantages for the check made by a Non-Player Character (NPC), which includes the non-human creatures played by the GM, while you can declare the disadvantages and use your Edge if you have it. The GM draws cards to make the check. In this way, NPCs are treated the same as a player's character, except the GM controls them.

Supply

Finally, though it is not relevant to making regular checks, **Supply** is an important feature in *Legends of Avallen*. Supply is a catch-all resource that represents the food, equipment, and provisions that you carry to survive in the world. You need supply to use some profession abilities, treat exertion with short rests, and stave off hunger with long rests.

Supply is always treated as an ambiguous consumable resource. However, if you need a specific piece of adventuring equipment, you can expend 1 supply to add it to your inventory,

such as a rope, a piece of chalk, a tinderbox, or a torch. You will lose supply and have to carry the item around with you, so do this with caution!

You can restock your supply by buying more in settlements (see *Wealth*, Ch. 13). You can also find, trade for, or steal supply while adventuring as well as share it amongst your party. And if you have a Scavenger, they can make supply by scrapping other items (see *Scavenger,* Ch. 3).

. . . And That's It!

These are all the basic rules you need to get started making a character and begin playing *Legends of Avallen*. The next chapter will guide you through making your own character.

May the Ever Ones smile upon your adventures!

"Everyone hears of the dark sorcerers and foul fiends that stalk this land. And I have sadly come to find all those legends to be true. But no one spoke of Avallen's beauty. The luscious rolling valleys, the crystal clear spring waters, the enchanting lights of its Otherworld.

Atop every hillside is a picture to behold."

—Rellendetrio, Raxian Centurion

Chapter 2
Humble Beginnings

Every morning at the break of dawn, he leaves his house and sets out down the hill, the stinging scent of the ocean on the breeze signalling the start of a new day. On the way, he passes others whose days begin with the sun, offering a nod or other polite greeting and receiving the same in return. Though his town is small, he knows everyone here plays a vital role in keeping the community running, and he prides himself on being a salt farmer.

It's not easy work, but it's his work. As the sun climbs in the sky and the temperature rises, he removes his hat and shirt to cool off. And as always, it is just after noon that he finds his rhythm.

A shout invades his serenity. The ferocity in the voice makes him jump. Before he can regain his composure, there comes a chorus of roars. He looks up to find a troop on horseback, banners flying high in the sky, coming over the crest of the hill. His town is already on fire.

It's not long before the smell of smoke tickles his nostrils, blotting out the comforting scent of the sea. He watches as the blaze grows brighter and more furious out from the center of town. He hears the screams of the townsfolk—his friends, neighbours, kin—as he sees some attempt to flee.

He realises the rake had dropped from his hand. He hurriedly stoops down to collect it, hugging it to his chest. These raiders—whoever they may be—don't seem to have noticed him yet. Maybe if he stayed quiet—walked away from the town or kept his head down and continued to work—they wouldn't notice him, or perhaps let him go.

Thinking it a reasonable decision, he turns back to his work. But as the head of his rake connects with the ground, time comes to a halt. He's being torn in two. One part of him—his head—is telling him to run, to think of his own survival. Maybe another town along the coast would welcome an experienced salt farmer. Maybe he could establish a new life entirely somewhere else.

But another part of him—his heart—scolds him for just the thought of abandoning his neighbours. Everyone that lived here, all the people he greeted on his way to the fields and sang with at the hall at night would have his back without a second thought. Why wouldn't he do the same for them?

The next thing he knows, he's dropped his rake and he's running back towards town. Even if it didn't amount to much, he would do something to make a difference.

A Legend Rises

Your character begins with very little: the basic skill of your **Profession** and a pouch of coppers to your name. But as you venture across Avallen and have a hand in solving local problems, you will gain **Levels** of experience and new talents with them. After your profession, you will go on to select a base **Class**, and your skills will be opened to the arcane arts and martial styles.

With your adventures rising to more mythical heights, so will your abilities. As you begin to make a name for yourself across the island, you will choose to walk one of the **Legendary Paths**, such as the path of the Druid or the path of the Gladiator. Legendary Paths offer powerful, specialised abilities that will change how you approach the game both in and out of conflict. Your new talents and renown certainly will not go unnoticed by the residents of Avallen either.

Finally, at the most epic tiers of play, you will come to the end of your legendary path and choose how you master it. You will also be forced to face your character's own flaws as they contend with the "powers that be" in the mortal realm and in the Otherworld. Both your character's fate and Avallen's will rest in the palm of your hand. How will your story end? How will you change Avallen forever? Will yours be a legend of triumph or one of tragedy?

Character Creation

Creating your character is split into four parts.

1. Choose your **Profession School**, giving you a starting ability and describing how you have made your way in Avallen so far.
2. Choose your ranks in your four **Attributes**, describing your initial strengths and weaknesses.
3. Choose your **Personal Aspects**, describing your personality and what you value.
4. Decide your **Origin**, **Name**, and **Appearance**.

I. Profession School

Your character learns special abilities they can use from ability schools. Ability schools include profession schools, martial schools, and magic schools.

You begin at **Level 1** with the first ability from a profession school of your choice. Record your level as 1 at the top of your character sheet, next to *Character Name*, and add your profession ability to the *Ability Schools* section further down.

As you gain levels, you can learn from other profession schools as well as martial and magic schools, depending on the character **Class** you choose to follow.

The profession schools are detailed in the next chapter, but here is a brief summary for each of them:

Alchemist: Use Wit ♣ or Vigour ♥ to concoct potions that empower allies, poison foes, and explode with monster extracts.

Bard: Use Wit ♣ or Agility ♦ to command the attention of crowds, inspire emotions, and cash in on your celebrity.

Crafter: Use Agility ♦ or Vigour ♥ to repair broken gear, craft tools, and invent gadgets.

Merchant: Use Wit ♣ to barter trades, appraise items of value, and intuit the wants of those you speak with.

Priest: Use Spirit ♠ or Agility ♦ to treat illnesses, perform traditional ceremonies, and tend to wounds.

Scavenger: Use Vigour ♥ to scrounge supplies, skin the hides from monsters, and see the unseen.

Scribe: Use Wit ♣ or Spirit ♠ to write, alter, and copy documents and spell scrolls while gaining encyclopedic knowledge.

Socialite: Use Spirit ♠ to master formal etiquette, manipulate conversations, and read the intent of others.

Tamer: Use Vigour ♥ or Spirit ♠ to handle animals, train a pet, and command wild monsters.

Thief: Use Agility ♦ to steal items, excel at hiding, and stalk your targets to advantage your crimes.

Inventory

Your character sheet has an inventory on the second page. Here, you write what items you have on your person and in your backpack. Each slot has a size—large, medium, or small—and can hold an item of that size or smaller. Anything larger than large must be carried, and anything smaller than small can just be recorded in your notes.

Your Profession Kit

To use profession abilities, you must have your profession kit and any necessary supplies. A profession's kit is a medium-size item with contents and tools appropriate to your profession.

You may expend supply to turn it into normal adventuring gear you add to your inventory (see *Supply*, Ch. 1), but you need not do that for anything you might find in your profession kit. For example, a Bard keeps their instrument in their kit and does not need to spend supply to take it out.

Starting Equipment

You begin with a **basic** profession kit, write it in a medium-size slot in your inventory. You will later need to upgrade it to a fine profession kit if you learn your final profession ability (read more on item quality in Ch. 13). Then, on the front page of your character sheet, mark in 4 supplies and write 10c (coppers) and 1s (silver) in your coin purse. Alongside the clothes on your back, this is your starting equipment!

The following page shows an example starting character sheet. It includes some weapons and armour which you will not begin with but will likely obtain during your first quest.

2. Attributes

Your innate potential is described by ranks in two physical Attributes—Vigour ♥ and Agility ♦—and two mental Attributes—Spirit ♠ and Wit ♣. Attributes help when you make checks for risky actions (see *Making a Check*, Ch. 1).

Your attributes begin at rank 0, which is average for a regular townsperson. You get to increase an attribute rank of your choice to 1, then decrease another rank of your choice to -1. If you are not sure which attribute to raise, look to the attributes your profession uses and pick one of those. You gain more ranks in your attributes as your character level increases.

3. Personal Aspects

Personal aspects describe what your character is like, how they behave, and what they value. Personal aspects consist of a **Motivation**, **Virtue**, and **Flaw**.

Personal aspects can advantage social interactions in the same way aspects of the environment can. Sentient NPCs (Non-Player Characters) also have personal aspects that can be discovered and taken advantage of. Later, personal aspects are used to gain a powerful resource called **Resolve**. You may also change your personal aspects as you gain levels to show how your character has been shaped by their journey (see *Character Arc*, Ch. 9).

When creating your character, choose any one motivation, any one virtue, and any one flaw for them. The only rule is that you cannot choose a flaw that is related to your virtue, i.e. you cannot choose one of the two flaws to the right of your virtue on the table below. You cannot both be Valiant and Timid for example.

Consider how your personal aspects play with each other. How does your motivation inspire both your virtue and your flaw? How does your virtue and flaw frequently come into conflict? During play, you will sometimes need to make decisions that exacerbate the internal conflicts within your character as well between them and your party. Figuring out how you and your companions navigate those scenes is very much part of the fun!

Motivation	Virtue	Flaw of Deficiency	Flaw of Excess
Challenge *"I will prove myself."*	**Valiant** *"I risk for causes."*	**Timid** *"I avoid risks."*	**Reckless** *"I live for risks."*
Devotion *"I will serve a greater cause."*	**Just** *"I right wrongs."*	**Callous** *"There are no wrongs."*	**Vengeful** *"I punish wrongs."*
Discovery *"I will know more."*	**Wise** *"All know something."*	**Foolish** *"Who knows anything?"*	**Dogmatic** *"I know everything."*
Impulse *"I will satisfy myself."*	**Dignified** *"My image is worthy."*	**Shameless** *"Your image is worthless."*	**Vain** *"My image is everything."*
Influence *"I will rise to the top."*	**Benevolent** *"I help the needy."*	**Greedy** *"I only help me."*	**Servile** *"I help the strong."*

LEGENDS OF AVALLEN

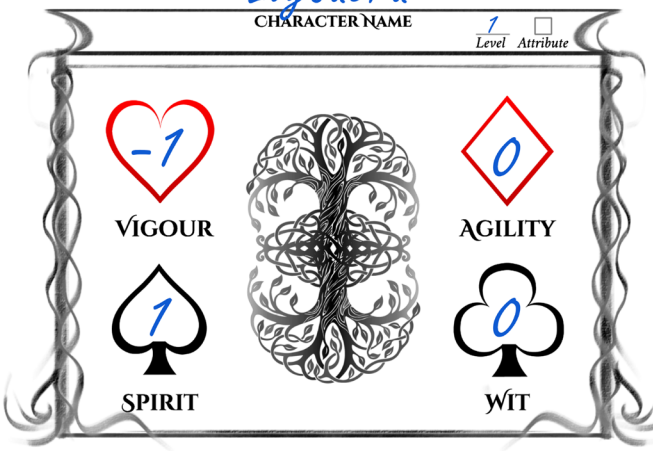
Llysaera
CHARACTER NAME

1 Level ☐ Attribute

Discovery
MOTIVATION

Benevolent
VIRTUE

Reckless
FLAW



☐ BURDEN ☐ RESOLVE

☐ EXERTED ☐ OVERWHELMED
Charmed ☐☐ Terrified
Enraged ☐

☐ EXHAUSTED ☐ SICK

☐ WITHERING
Days ☐
Hours ☐
Seconds ☐

☐ WOUNDED
-2 all Attributes
Treated ☐ +1 Phys. or Ment.
Recovering ☐ +1 All Attributes

COIN 10c 1s

☐ SHIELD

☐ 3 ARMOUR RATING
Gambeson (medium)

☐ MUSE

☐ SUPPLY ☒☒☐☐ ☒☒☐☐

WEAPONS

	Ammo	Attb.	Dmg.
☐ Longsword (versatile)	☐☐☐☐☐	Agi	4/6
☐ Shortbow (range 5S)	☒☒☒☒☒	Agi	3
☐ Dagger (throw 1S)	☐☐☐☐☐	Agi	3

LEGENDARY PATH

ABILITY SCHOOLS

Tamer
Profession school. Requires Tamer's kit.
*Expertise: **Farming**, **Animal Behaviour** and **Care**.*

☒ **I. Command**

Command a wild animal to *Quiet*, *Attack*, *Go*, or *Stay*. A hostile animal must first be calmed with Quiet. Expend 1 Supply and check Vigour ♥ or Spirit ♠.

☐ **II. Bond**

You have a small Pet animal with a Nature: *Fight*, *Magic*, or *Explore*. It may exert itself. Use your **Command** ability with it to: *Fetch*, *Watch*, *Play Dead*, or *Help* you during a scene with a task related to its nature once per round.

☐ **III. Beast Whispering**

Your Pet has a second Nature. You can use **Command** with monsters that are the same size as you or smaller by expending an extra supply.

INVENTORY

WORN ☐ Gamebson (medium armour, 4)

CLOAK ☐

	EQUIPPED	BACKPACK
L	☐ Shortbow [4], range of 3 spaces, uses Agility to hit and Vigour for damage, must track ammunition	☐
M	☐ Longsword [4/6], versatile (use with two hands for more damage!) uses Agility to hit and damgage	☐
M	☐ Basic tamer's kit	☐ Lengthy rope
S	☐ Dagger [3], can throw with range of 1 space, uses Agility to hit and damage, can be used in a grapple!	☐
S	☐	☐ Adder Stone, once a day, hold to see magic and its schools as well as through illusions and invisibility.
Other	Wooden carving of a deer my mother made me	

	MOUNT	
L	☐	☐

STORY

RELATIONSHIPS

Homes: Argalldre

Friends & Family: Uallas the Bard

Allies: Aurelia the merchant

Enemies: Rhi of the Magnus thieves

Other:

APPEARANCE

ACCOMPLISHMENTS

Goals:

Quests: Slayed the Afanc spawn in the Argoll

Legendary Trials:

NOTES

Never leave Selwyn alone with the food!

4. Origin

Lastly, your character's name and appearance are purely cosmetic choices that have no impact within the game rules. You can imagine whatever person you like!

However, what origin they have in Avallen will definitely have an impact within the story of the game and may influence what choices you make for their name or appearance. The peoples of Avallen have many cultures and styles of dress and just as varying opinions of each other.

Your origin describes the culture you primarily grew up in. You may have moved from your culture's territories to wherever it is your game begins—and your reasons for that are your own—but your origin might still affect how you dress and how you view the world. That is up to you.

You should speak to your GM before you choose an origin, since they can tell you where your character will begin their story, which will guide your choice. You could be starting the game as Pen Draig villagers living in the northern mountains or Raxian settlers fresh off a boat in the South.

Here, we describe the six most predominant cultures on Avallen, but you can always choose *Elsewhere* if they do not fit what you imagine for your character.

Pen Cawr

The Pen Cawr are the largest clan in Avallen, known for their strong alliance with the Raxian Empire and affinity for technology. Their territory controls the rolling hills and arable meadows on the south west of the island where they worship the Ever Child, valuing ambition, influence, and tricks. In the legend of the Wild Hunt, the Ever Child used their guile to banish the fearsome giants, or *Cawr*, into the Otherworld giving the Pen Cawr their name, which means *"Chief of Giants."*

Regular folk of the Pen Cawr that have settled outside of their territory typically left for better opportunities to make a name for themselves or to seek out the traditional Vallic ways that are being lost at home.

***Appearance*:** The common Vallic often wear a tunic and trousers made of natural fibers—linen, hemp, or wool. The Pen Cawr, in an imitation of Raxian styles, tend to leave most of their clothes undyed and only incorporate one colourful item.

***Male names*:** Acco, Bricius, Fiacrius, Ninian, Urus

***Female names*:** Belena, Esuvia, Onomaris, Sequana, Tancorix

Pen Baedd

The Pen Baedd are the most devout clan in Avallen, known for their strict customs and worship of all that is natural. Their territory is hidden deep within the canopies of the vast Glyn Coth forest, where they worship the Ever Mother, valuing piety, honour, and tradition. In the legend of the Wild Hunt, the Ever Mother used her magics to banish the great boars, or *Ysgithyrwyn*, into the Otherworld giving the Pen Baedd their name, which means *"Chief of Boars."*

With their deep devotion to the forest, the Pen Baedd are the least likely to be seen outside of their lands. Those that are either seek to earn followers for the Ever Mother through their own compassion or simply find their clan's customs too oppressive.

***Appearance*:** The Pen Baedd wear colourful well-fitted woven garments, so as not to have their clothes catch while traversing the forests. They dye their whole outfits from different parts of the same plant and accessorise with flowers, twigs, and bones of small critters.

***Male names*:** Arthfael, Cadeyrn, Elisedd, Morcant, Seisyll

***Female names*:** Dwywai, Efrddyl, Gwladus, Nyfain, Ystrad

"After the Wild Hunt, when the Ever Father sat down to make his clan, you know what he said? He said, I'll make 'em like me! So he gave us the strength to push boulders up mountains and drink all night long! Then he looked south and saw the people in the forests and hills, and you know what he said?

He said, my people won't be soft like them! So he brought on the snow, the fire, and the sheer cliff sides. And he knows we'll never complain, because it builds character!"

—Dearbhla Dye, Pen Draig Storyteller

Pen Levi

The Pen Levi are the most feared clan in Avallen, known for their vicious raids and ritual sacrifices. Their territory spreads out from the midland marshes within the eastern strait of the island where they worship the Ever Stranger, valuing ruthlessness, impulse, and death. In the legend of the Wild Hunt, the Ever Stranger gave great sacrifices to banish the undead hordes of the Mukkelevi into the Otherworld, giving the Pen Levi their name, which means *"Chief of Undead."*

It is not uncommon to find Pen Levi all over Avallen. Their culture encourages a nomadic lifestyle that is fueled by the violent struggle for limited resources in the marshes that pushes out many a family.

***Appearance*:** A lack of natural resources and a humid environment means the Pen Levi often go on scant clothing made of wool and leather, if at all. They wear dark colors to blend in with the swamp and often paint their bodies with a combination of mud, clay, and blood to keep cool. Some will wear the bones of their game—either animal or human—as a display of prowess.

***Male names*:** Aodhan, Diarmad, Eachann, Fib, Rannoch

***Female names*:** Caillic, Eilidh, Maire, Rhona, Senga

Pen Draig

The Pen Draig clan is the most renowned in Ataraxia, having led the coalition of clans that dealt a decisive defeat to the Raxians' advance north. Their territory sits atop, within, and beneath the Tames Peaks around Mons Gorsedd where they worship the Ever Father, valuing justice, community, and strength. In the legend of the Wild Hunt, the Ever Father used his fighting prowess to banish the dragons, or *Draig*, into the Otherworld giving the Pen Draig their name, which means *"Chief of Dragons."*

Those that leave the Father's Mountains do so to earn respect for their tribe in the eyes of others or, more often, because they have somehow brought shame to their family name.

***Appearance*:** Due to the cold climate, the Pen Draig layer and wear lots of wool, leather, and fur. They will dye their fur trim and often colour their hair and beards with natural dyes. Some interweave their clothes with a mysterious fiber called the Ever Father's Beard, which is said to be impervious to fire.

***Male names*:** Artos, Bran, Gwydion, Llyr, Urien

***Female names*:** Arian, Branwen, Eigyr, Luned, Rhagnell

Pen Afanc

The Pen Afanc clan is the most isolated in Avallen. Very little is known about them except that the greatest Bards make pilgrimages there for a festival of songs, poetry, and contests. Though the Raxians have so far failed to map them, the Pen Afanc territory is said to be a chain of smaller islands past the maze of the misty Ceo Isles north of Avallen, where the sun never rises. There, they worship the Ever Elder, valuing stories, secrets, and service. In the legend of the Wild Hunt, the Ever Elder uncovered ancient knowledge on the Afanc—dreaded water demons—to banish them into the Otherworld, giving the Pen Afanc their name, which means *"Chief of Sea Monsters."*

Those who travel down from the Misty Isles do not speak of their home but have an intense curiosity for the ways of the rest of Avallen.

***Appearance*:** The Pen Afanc are not often seen outside their territory, but they are often distinguished by their unique half-face masks with intricate, colourful designs. They also wear an abundance of rare and unnatural colours, such as pink, teal, purple, and sometimes even dyes that luminesce in the dark.

***Male names*:** Aed, Cathasach, Faelan, Oengus, Tnuthgal

***Female names*:** Cryda, Essa, Falith, Lasair, Taile

Raxian

The Raxian Empire is the most widespread sovereignty in this part of the known world, famed for their technology, prosperity, and diversity of peoples. Ataraxia's territory on Avallen is confined to the southeastern plains around the great River Tamesis, where they worship their twin Empresses, valuing wealth, charity, and devotion to the empire.

Common people of the Raxian Empire may have origins from all over the world. Those living in Avallen outside of imperial territory are usually either seeking out the wonders they heard in tavern tales or are fleeing the Raxian legal system.

***Appearance*:** If not in military gear, Raxians will typically wear long tunics of a neutral colour, either beige or white, with a colourful sash. Trousers are not considered proper unless necessary for an individual's job. Those of higher standings might wear a tunic of one solid colour and a plain sash instead, and those with connections may wear exotic cottons or silks.

***Male names*:** Aelius, Caeso, Quintus, Scipio, Vitus

***Female names*:** Alba, Fabia, Iulia, Sabina, Vita

No, I am not Raxian. I may be here in their uniform and under their banner, but I am no more Raxian than the clan that lives on these plains. I am from a land far on the eastern fringes of the empire, where my village and family were granted protection in exchange for my service.

The Raxians truly only think in transactions, and it's frustrating sometimes . . . But know that I understand your plight."

—Musa, conscripted soldier from Elsewhere

Elsewhere

There are lands beyond maps, not yet touched by Ataraxia, and home to a great many different cultures. Avallen has had occasional trade with peoples from far-off coasts well before the Empire came to their shores. But with the Raxians here, the world is growing ever smaller, and those from unheard-of places are becoming more common.

People from elsewhere in the world often come to Avallen for the opportunities found in a burgeoning magical land at the edge of an empire.

Character Growth

Wondrous as it may be, Avallen is a dangerous place, home to warring factions, conniving fae, and otherworldly abominations known as Ffieidd-Dra (*fee-AYTH-dra*). By completing challenging quests—given to you by others or set by yourselves—you raise your character's **Level** and learn new abilities to defend yourself, whether that be through martial prowess or an understanding of magic.

Earning Levels

Whenever you finish a quest that is appropriate for your **Tier of Play**—successfully or otherwise—a player in your group must record the legend of what you accomplished using notes, picture, story, or song. That way, you can recall your achievements after a few sessions when an NPC asks of them!

After every second quest you complete, raise your character level by 1. When you gain a level you also learn the first or next ability of a profession or class ability school of your choice.

Many levels also grant you bonus features (see the table below). For example, at level 1, the maximum you may raise an attribute to is 2, but upon reaching level 7, that maximum raises to 3.

After every first quest in a level, raise an attribute rank by 1. On your character sheet, mark the attribute box next to your level as a reminder that you've completed the first quest that level. After the next quest gain a new level, learn an ability, and uncheck that box.

Classes

Once you reach level 2, you gain your first class. There are four classes, each with a different style of handling a conflict. There are two martial classes—the Warrior and the Reaver—and two magical classes—the Mage and the Mystic. Each of these classes gives your character access to five ability schools to learn from that are exclusive to and embody that class.

Legendary Paths

Once you reach level 5, you will choose to follow a legendary path. Following a legendary path grants powerful abilities that will change the way you approach the game; however, you need to complete legendary trials to earn them (see *Legendary Trials*, Ch. 8). When you gain a legendary ability, you do so instead of learning any other ability.

Many legendary paths also grant you access to the martial or magic schools of a second class. Whenever you would learn a non-legendary ability, you may learn an ability from one of your second class's schools instead.

Following a legendary path will see you becoming a mythical archetype from Vallic and Raxian folklore, influencing the way the people of Avallen see you.

Tiers of Play

There are five tiers of play: Apprentice, Adventurer, Veteran, Hero, and Legend. Your tier of play is determined by your level and increases after every 3 levels you earn (see the table on this page). Advancing through these tiers increases the scope and difficulty of the quests you must complete to earn later levels.

Apprentice

During this tier, you begin learning about the world, the game, and your character. You will choose a class and complete quests whose impact is most felt by small local communities.

Adventurer

During this tier, you resolve to be an adventurer and begin your **Character Arc** (see *Character Arc*, Ch. 9). You will choose a legendary path to follow and complete quests whose impact is most felt by larger communities, earning you both allies and enemies.

Veteran

During this tier, you will become more experienced with your legendary abilities and begin to wrestle with your internal character arc as the quests you complete impact regions and their politics.

Hero

During this tier, you gain access to the powerful third-tier abilities of your class schools, have the chance to change your character arc, and complete quests that impact multiple regions at a time.

Legend

In this final tier, you end your character arc, and your legend is fully realised as you complete quests that change the fate of all Avallen forever.

Tier	Level	Bonus Features
Apprentice	1	Starting profession (*Ch. 3*), Max Rank: 2
	2	Choose class (*Ch. 4, 5, 6, & 7*)
	3	—
Adventurer	4	Character Arc (*Resolve, Ch. 9*)
	5	Choose Legendary Path (*Ch. 8*)
	6	1st Legendary ability
Veteran	7	Character Arc (*Descent*) & Max Rank: 3
	8	3rd Tier Profession Abilities
	9	2nd Legendary ability
Hero	10	Char. Arc (*Transformation*), 3rd Tier Class Abilities, & Max Rank: 4
	11	—
	12	3rd Legendary ability
Legend	13	Character Arc (*Recognition*) & Max Rank: 5
	14	—
	15	Master Legendary ability

Chapter 3
Professions

Greetings, stranger. The name's Quinn. Welcome to Caer Ffili!

You might be thinking why a place like this out in the middle of nowhere is so significant or why I sound so enthusiastic! Well, let me tell you—it's a wonderful hub. You have major towns within a week's journey in all directions, and this is the perfect central location if you're traveling from one end to another.

True, it might not've been much more than a minor Raxian fort to begin with, but even small walls speak of civilisation and modern comforts. So what did that do? It attracted everyone! People set up camp outside, they built makeshift buildings, they set up a market. Now I'd say it's a thriving little town in its own right, populated by wanderers and travelers.

It's a bit of a paradox, really—you can find anything and everything here, but no one ever stays long. It's constantly changing. In all my years of sailing, I'd say I've seen nothing quite like it. One day, you'll find the finest tanner in all of Avallen staying at the dingy little camp near the wall, and next week you're out of luck if you want your leathers repaired. Sometimes a shepherd will come by with an entire flock, and then it smells like sheep for a mile in all directions for days afterwards.

You'll get alchemists all specialising in the same concoction trying to undercut one another to get your business. Jugglers, poets, dancers—all kinds of entertainment's on the menu. Maybe you're unlucky and run into one of 'em fancy sorts and their whole entourage and you've gotta sleep outside since they bought out the whole tavern. Or maybe you're in luck and there's a healer staying next door.

Exciting, eh? You just never know what kind of sights—or smells—you'll get when you walk out the door in the morning! Just keep your wits about you and your belongings close by. You wouldn't want to encounter a pickpocket or one of them wild folk who don't pay mind to whose possessions are whose.

Caer Ffili's a place for weary travelers like you to rest and a place for wayward professionals to ply their trade on the road. Now I'm off to market, why don't you come with and see what's on offer today?

Getting By

This chapter lists the profession schools that you can learn from. Professions represent the knowledge, talents, and skills people use to get by in Avallen. For budding adventurers like yourself, professions grant new angles to tackle challenges and other important abilities such as repairing broken equipment and healing conditions.

Profession schools each have three abilities that are learnt in order. The abilities begin with the basics an apprentice of that profession would learn and end with the talents of a master—such as inventing mechanical contraptions or being able to speak with otherworldly monsters.

You cannot learn a third profession ability until you reach level 8. As you gain levels, you may choose to learn from other professions.

The abilities describe what they achieve followed by any necessary check or supply that is expended. Any supply expended is lost whether you succeed the check or not. If supply is needed for an ability and you do not have any, you cannot use the ability.

Profession Kits

A worker is only as good as their tools, and each profession has a different description of the kinds that come in its kit. To use your profession abilities, you must have a profession kit of the appropriate quality to hand.

A basic profession kit allows use of a profession's first and second abilities if they have been learnt. A fine profession kit can use all three abilities if learnt. And a masterwork profession kit advantages checks made for its profession abilities. A starting character begins with a **basic** profession kit (read more on item quality in Ch. 13).

You may exert your profession kit when you use your profession abilities. Once broken, you will not be able to use your profession abilities until your kit is repaired or replaced.

Expertise

Your profession gives you specialised knowledge in related fields that can help in surprising ways during your adventures. When you discover, investigate, or consider something, you can ask your GM if you would have any additional information based on your profession's expertise.

For example, approaching a body on the road, anyone can tell by looking it over that it is a dead merchant. However, the Priest could bring up their medical learnings and ask how long ago they died, whereas a Merchant could use their appraisal knowledge to look at their possessions and ask where they might have come from.

"My favourite Raxian invention is anonymity. In the other clan's settlements, everyone knows each other because they're all bloody related! We Pen Cawr though, we are sprawling, and our towns and citadels swell with opportunity. So much so that someone like me, without a coin to my name, can slip by and slip through, tasting all the luxuries life has to offer."

—Lachlainn Lewis,
the Deethside Dipper

Alchemist

Aurelia examines Gwbert's cliff face as it looms before her with none of the nervousness of her companions. She begins to concoct a climbing cordial that will help them scale the gigantic rock. Holding their collective noses, the group forces down the awful potion and begins their ascent. Aurelia's mind is wholly focused on the ingredient found within the Spriggan living at the top.

Alchemists in Avallen

Seen as a scientific pursuit by the Raxians, alchemists are well respected for their attempts to control nature but are kept under strict regulation by the Alchemist Guild. Many alchemists have flocked to Avallen to escape such constraints and pursue rare ingredients. The Vallic themselves have their own history with the alchemical, using tonics and specially baked breads in ceremonies to speak to the gods and before battles to reach a frenzied state.

Expertise

Alchemist abilities use Wit ♣ or Vigour ♥ to concoct potions or other consumables that empower allies, poison foes, and explode with monster extracts.

Alchemists have specialist knowledge in **Brewing**, **Herbalism**, and **Chemistry**. An alchemist's kit is supplied with ingredients, measuring tools, and mixing implements.

I. Concoct Potion

Brew a potion that stimulates the senses of those that drink it.

Concoct [2] small potions. Expend 1 supply and check Wit ♣ or Vigour ♥. You or anyone else can consume 1 potion to be advantaged with checks made for the task the potion was concocted for. The potion wears off once you take a short or long rest. You can only benefit from one potion at a time.

For example, concoct a potion of swimming to advantage swimming or a potion of persuasion to advantage persuading. You cannot exert a potion.

II. Monster's Extract

Brew a flask that harnesses the abilities of an Otherworldly creature.

Concoct [2] small flasks that, when smashed, use a monster's ability on the space it is smashed. Expend a monster trophy, 1 supply, and check Wit ♣ or Vigour ♥.

A flask can be thrown like a throwing weapon with a range of 2 spaces (see *Range*, Ch. 13). You do not need to make a check to throw the flask; instead, make a check for the monster's ability using Wit ♣ or Vigour ♥ to see who is affected.

Note that a monster trophy is the hide, claws, and organs you can take from creatures of the Otherworld that you slay. The GM will have notes on what ability is made from the monsters you encounter (see *Monster Trophies*, Ch. 16).

III. Distil Poison

Brew a poison to maim or murder.

Concoct [1] small poison that inflicts a non-wounded condition of your choice either when it is ingested or a weapon coated with it first breaks a foe's armour or wounds them. Expend 2 supply and check Vigour ♥ or Wit ♣.

Bard

Drest stops at the market corner and strums his lute, singing loudly to make sure he captures everybody's interest. He includes a local legend in his lyrics to hold their attention while his companions sneak into the building opposite. Drest focuses on his song so his mind does not wander off to other possible schemes, holding back a grin at how easy it is for him to enrapture the crowd.

Bards in Avallen

Singing folk songs supported by the chorus of many a Vallic while downing their ale, bards have long been captivating audiences across Avallen with retellings of local legends. In Ataraxia, the taverns have songs of their own, as well as theatres to perform in, with the very best bards serenading the Empresses themselves.

Expertise

Bard abilities use Agility ♦ or Wit ♣ to command the attention of crowds, inspire emotions, and cash in on their fame.

Bards have specialist knowledge in **Legends**, **Performance**, and **Music**. A bard's kit is supplied with an instrument, props, and makeup.

I. Perform

Attract a crowd and make them susceptible to your praise and parody.

Once in a scene, draw and hold people's attention. You may also change how they feel about one person or a group of people present in the scene, including yourself. Expend 1 supply and check Agility ♦ or Wit ♣.

II. Inspiring Tale

Embolden others for the task at hand with a similar heroic story.

Tell a tale related to your circumstance and check Agility ♦ or Wit ♣ to grant an Edge to [2] other characters in your audience. If this is not the first time you used this today, become Overwhelmed.

III. Bard's Leverage

All would rather be favoured in the tales of a master bard than the subject of their satire.

You can exert yourself during a Parley with those you have recently used your **Perform** ability in front of successfully.

Crafter

Valens pulls out his latest creation, the Guidestone. The party, used to Valen's inventions by now, stares curiously at the object. The stone slowly vibrates as its tip points north. Valens takes the lead, knowing they are moving in the right direction. The group is confident they will find the Pen Draig camp they were looking for, and in it, the murderer that they seek.

Crafters in Avallen

While some in remote parts are skeptical of modern machinery, crafters have always been vital in Vallic society. Whether by a besieged Vallic town in need of weapons and armour or a smaller village in need of some tools, crafters are widely praised for their contributions to everyday life. Likewise in Ataraxia, they are renowned for the advancements they bring, most notably the roads and aqueducts which have allowed the Raxian Empire to expand with the swiftness it has.

Expertise

Crafter abilities use Vigour ♥ or Agility ♦ to repair broken gear, craft tools, and invent gadgets.

Crafters have specialist knowledge in **Smithing**, **Engineering**, and **Artistry**. A crafter's kit is supplied with metalworking tools, woodworking tools, and spare materials.

I. Tinker

Spend time repairing a broken object.

Repair a broken item of a large or any smaller size. Expend 1 supply and check Vigour ♥ or Agility ♦.

II. Invent

Invent a new tool to assist with a challenge.

Invent a medium-size tool and explain how it advantages a task it is designed for. Expend 2 supply and check Vigour ♥ or Agility ♦.

For example, you can invent a Navigating Tool that works like a compass. It would provide advantage and can be exerted for navigation checks, especially those made by a Guide while Journeying (see Guide, Ch. 11).

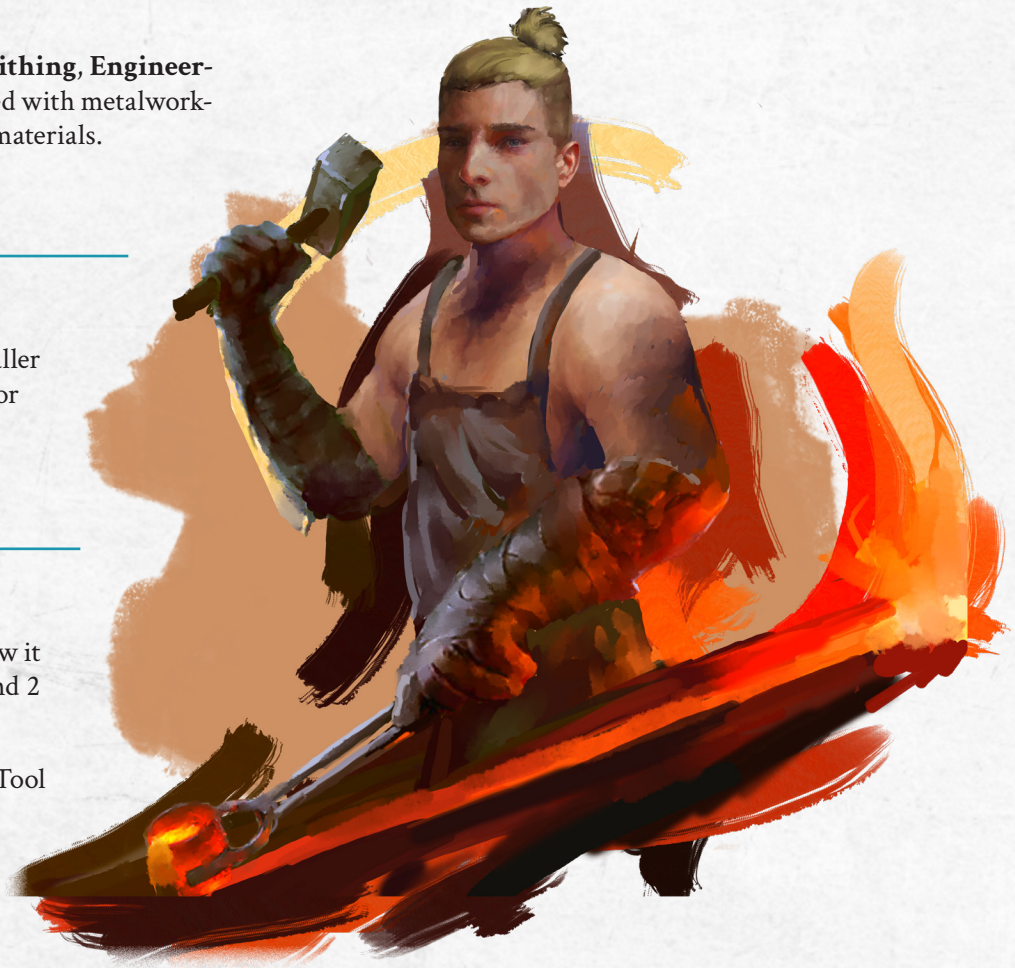
III. Construct

Build complex contraptions that might as well be magic.

Construct a large-size contraption and explain how it prevents failing or suffering harm from the task it is designed for under normal conditions. Under abnormal conditions, it acts as an advantaging tool. Expend 3 supply and check Vigour ♥ or Agility ♦.

For example, a swimming contraption might consist of a long, wooden tube and fitted leather flippers that allow you to swim underwater for hours without making checks or drowning. However, if you meet terrible weather or a whirlpool, you would need to begin making checks and can use the contraption to advantage you.

Note that you cannot make contraptions that allow you to do things that you could not already. You cannot make a flying contraption, but you can make a contraption that stops you suffering harm when falling, such as a glider.



Merchant

Itri exhibits the simple object, and the vendor leans forward with curiosity in turn. Anxious to acquire the trinket, the shopkeeper accepts the group's small offer of coin for the sword on display. The companions leave the emporium before cheering Itri, marveling that his bag always holds something for someone. Itri explains that it's simple, really—the trick is convincing them that what you already have is what they really want.

Merchants in Avallen

Mistrusted as greedy middlemen, merchants don't have the best reputation around Ataraxia, though the nobles appreciate foreign rarities and the more tasteful spoils of war. The Vallic have no such misgivings, however, welcoming travelling merchants as one of their own. The news they bring can be just as valuable as their goods to the more remote settlements.

Expertise

Merchant abilities use Wit ♣ to barter trades, appraise valuable items, and intuit the wants of those they speak with.

Merchants have specialist knowledge in **Business**, **Appraisal**, and **Trade Routes**. A merchant's kit is supplied with measuring devices, trade notes, and miscellaneous trinkets.

I. Barter

Use tricks of the trade to always get a better deal for your wares.

Change the buyer's or seller's cost of an item or service by [1] coin in your favour, but to no less than 1. Gift them an item worth coins of the next lowest type and check Wit ♣.

For example, you can gift a basic sword worth 4 silvers to try and lower the cost of a fine sword you are buying worth 4 golds, potentially turning 4 silvers into 1 or 2 gold if you play your cards right.

II. Negotiate

You know how to figure out what other people value, and this applies to personality as much as wares.

You are advantaged with checks made to make an agreement or deal.

III. Acquire

Secure items and services that cannot be found in the local market.

Find a service worth one wealth tier higher than a service available in a settlement or find a service of the same tier as the settlement that is not available (see Settlements & Services, Ch. 13). Spend 1 coin of the appropriate type and check Wit ♣.

For example, a village has a blacksmith and a temple but no tavern. You can get services from the blacksmith as if you were in a town, or you can find someone to house you as if they were a village tavern.

Priest

Selwyn rushes over to his injured companion, quickly confirming the wound is not fatal. Reaching into his pouch and removing the ingredients needed for his poultice, he gets to work while whispering an ancient prayer to the Ever Mother.

Priests in Avallen

Anyone can bind a surface wound, but it requires sacred wisdoms of a priest, passed down in temples, to treat serious ailments. Priests also serve a spiritual role, leading communions with the Ever Ones amongst the Vallic and ceremonies of reverence for the Empresses and their champions amongst the Raxians.

Expertise

Priest abilities use Spirit ♠ or Agility ♦ to treat illnesses, advise others, and heal wounds.

Priests have specialist knowledge in **Health**, **Theology**, and performing **Ceremonies**. A priest's kit is supplied with common herbs, religious symbols, and surgeon's tools.

I. Heal

Mix herbs into simple salves to heal conditions.

Recover Exhausted, Sick, Withering, or Unconsciousness from a character as long as you know the cause of the condition. Expend 1 supply and check Agility ♦ or Spirit ♠.

II. Consult

Use sage advice and words of the gods to give counsel.

You are advantaged for checks made to change how people feel about another person or group of people not present in the scene.

III. Mend

Straighten cracked bones, stitch organs closed, and bind wounds with herbs.

Recover one stage of a wound that you have not yet successfully used this ability for. Expend 2 supply and check Agility ♦ or Spirit ♠.

Scavenger

Fflur inspects the Cat Sith, the rank smell emanating from the carcass not affecting her one bit. With a skilled hand, she skins and debones the beast without pause. The creature now stripped clean and the meat stowed away, Fflur moves onto her second and more important task: the preparation of an invisibility cloak from the wyrd's shadowy hide.

Scavengers in Avallen

Living the old ways, scavengers use their resourcefulness to survive. They have ample opportunity to explore nature, encounter creatures, and patrol borders, all of which is admired by the Vallic. Scavengers also survive within Raxian settlements, though the Raxians see things differently and suspect that there must be something wrong with anyone who lives on the streets or in the wilderness.

Expertise

Scavenger abilities use Vigour ♥ to scrounge supplies, skin the hides from monsters, and see the unseen.

Scavengers have specialist knowledge in **Cooking**, **Survival**, and **Nature**. A scavenger's kit is supplied with tools used for cutting, skinning, and preserving.

I. Salvage

Make the most of everything.

Make [1] supply and grant 1 Edge to a character. Expend a creature trophy or break a medium- or large-size item, and check Vigour ♥.

A creature trophy is the hide, claws, and organs you can take from any animal, or monster you slay.

II. Skin

Use the hide of a fallen monster as a protective cloak.

Make a medium-size cloak from a creature trophy. If you use a monster trophy, the cloak will have one of the monster's abilities. Expend a creature trophy, 3 supply, and check Vigour ♥.

Note that a monster trophy is the hide, claws, and organs you can take from creatures of the Otherworld that you slay. The GM will have notes on what ability is made from the monsters you encounter (see *Monster Trophies*, Ch. 16).

III. Wild Sight

See what others would miss by closely examining tells in the environment.

Exert yourself and spend ten minutes studying a scene. You read the events that transpired within the scene over the last 24 hours and spot anything hidden or shrouded by illusion.

Scribe

Thrax inspects the document, checking one last time for anything that may give it away as counterfeit. Satisfied with his work, he puts it in his pocket and turns the corner to join his party in front of the Raxian courthouse. Standing confidently before the guard, Thrax hands over the letter apparently signed by the Arbiter himself. Satisfied, the guard steps aside, and the group walks through, trying not to look suspicious.

Scribes in Avallen

Even though the Vallic have stuck to their more traditional ways, the ability to read, write, and communicate is becoming ever more important in a shrinking world. Scribes are playing a more prominent role in Vallic society, though the scepticism of recording one's history to paper is ever present. For the Raxians, maintaining the bureaucracy of the Empire is a never-ending task, and the scribe's talents in keeping that machine running are vital.

Expertise

Scribe abilities use Wit ♣ or Spirit ♠ to write documents, gain encyclopedic knowledge, and forge spell scrolls.

Scribes have specialist knowledge in **History**, **Philosophy**, and **Languages**.
A scribe's kit is supplied with parchments, inks, quills, and many notes.

I. Calligraphy

You know how to scribe original texts and copy others.

Alter, copy, or write a document. Expend 1 supply and check Spirit ♠ or Wit ♣.

II. Study

Use your extensive reading to figure things out about the world.

Realise [1] fact about something you can see. Check Spirit ♠ or Wit ♣. If this is not the first time you used this today, become Overwhelmed.

When you realise a fact, the GM will give you additional information. You could try to realise something about the thing's history, nature, or abilities.

III. Transcribe Spell

Write the very essence of magic into your works.

Create a small-size spell scroll which allows anyone to attempt once to cast a spell from it with 1 advantage. The spell must be one either you or an ally that is with you knows. Expend 2 supply and check Spirit ♠ or Wit ♣.

Socialite

Eilir eyes the highwaymen and their brandished weapons without fear. Before any further escalation, she clears her throat and introduces her friends: "Fine gentleman, do you not know who this is? Meet Llysaera, slayer of the Afanc, hero of Argolldre. And Selwyn, adorned priest of the Ever Father. This is not a fight you want to take, and these are not enemies you want to make. We'll forget we ever saw you if you let us pass peacefully." Unnerved, the highwaymen look to each other for a show of confidence. Finding none, they slowly begin to back away.

Socialites in Avallen

The announcing, greeting, and mannerisms of the various castes of Vallic people is important for getting your way in Avallen, and the socialite studies all the intricacies of these customs. While the leaders of the Vallic are often powerful warriors or priests, in Ataraxia, it is the socialite that can subtly navigate the political and social fields of battle that rapidly climbs the hierarchical ladder.

Expertise

Socialite abilities use Spirit ♠ to navigate formal etiquette, manipulate conversations, and read the will of others.

Socialites have specialist knowledge in **Politics**, **Etiquette**, and **Courtship**. A socialite's kit is supplied with makeup, perfumes, and small gifts.

I. Introduce

Perform formal introductions and glean the character of those that respond.

Make a formal introduction to increase the patience of those you Parley with by 1 and uncover a personal aspect of thiers. Check Spirit ♠.

Note that personal aspects include their motivation, virtue, and flaw, as well as objections or anything else personal that can influence the Parley at hand.

II. Read Countenance

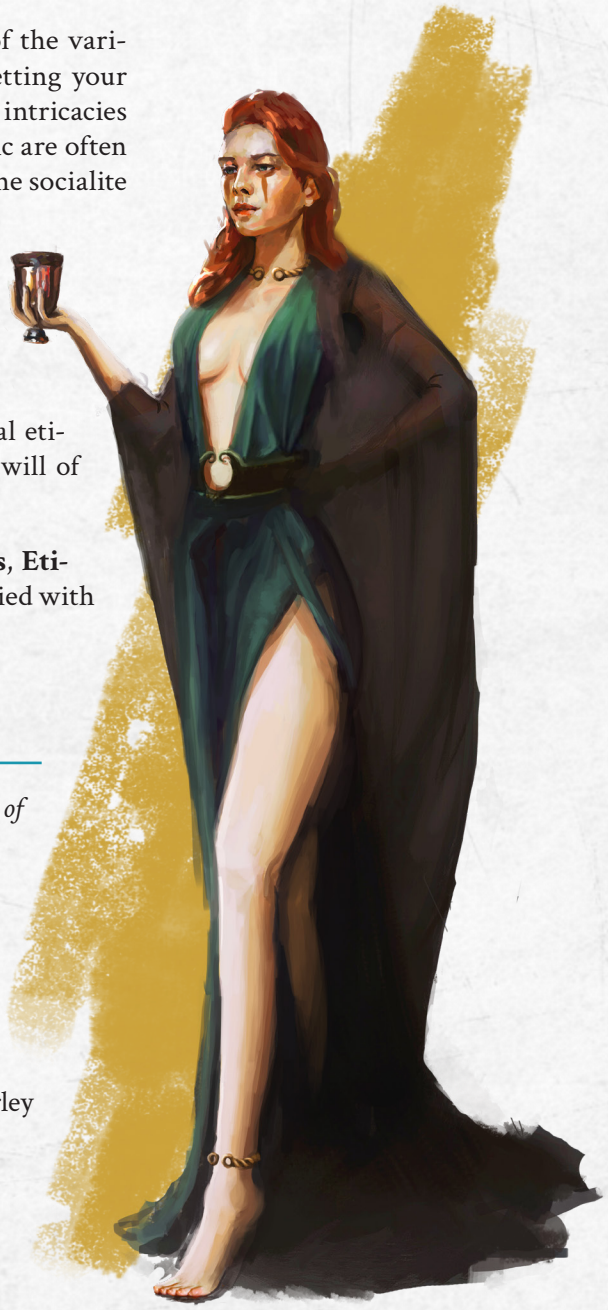
You can read others like a book.

You are advantaged for checks made to uncover a personal aspect, including when you use your **Introduce** ability.

III. Influence

Others can't help but come around to your side of things.

Whenever you gain an Edge during a Parley, you may look at it.



Tamer

Llysaera kneels down to her dog, Chigau, and whispers instructions into his ear. The group watches as the hound squeezes through a gap in a window too small for anyone else to get through. A few moments later, they hear the door's wooden bar being knocked out of place. It swings open, and Chigau scampers out, tail wagging. He reaches Llysaera and enjoys a well-earned treat.

Tamers in Avallen

Tamers are respected by the Vallic for their vital role in farm work and rearing animals, especially for their care of cattle. For the Raxians, it is the complete opposite. While owning farmland is considered a great and honourable virtue, caring for animals is a job for simple folk that commands little respect.

Expertise

Tamer abilities use Vigour ♥ or Spirit ♠ to handle animals, train a pet, and command wild monsters.

Tamers have specialist knowledge in **Farming**, **Animal Behaviour**, and **Animal Care**. A tamer's kit is supplied with grooming tools, whistles, and treats.

1. Command

You understand animals and can give even untamed ones simple commands.

Command a wild animal to *Quiet*, *Attack*, *Go*, or *Stay*. A hostile animal must first be calmed using *Quiet* before being given other commands. Expend 1 Supply and check Vigour ♥ or Spirit ♠.

Quiet: You calm a hostile animal and make it susceptible to other commands.

Attack: You Enrage an animal at a target. It will attack or harrass it within its capacity.

Go: The animal will go where directed.

Stay: The animal will stay where it is until it must move.

This ability is used with *wild* animals; you do not need to use it with tamed animals. Anyone can command a tamed animal, but if you make a check to do so, you have an advantage because of your expertise. Note that "animals" are naturally born, nonhuman creatures. Creatures born in the Otherworld are monsters, not animals.

II. Bond

You train a loyal cat, dog, bird, or other small animal.

You have a small pet animal with a nature: Fight, Magic, or Explore. It responds to your simple commands but you may use your **Command** ability to give it advanced tasks: *Fetch*, *Watch*, *Play Dead*, or *Help*. It may exert itself when you use your Command ability with it.

Fetch: It will retrieve something you can see or a copy of something you can show it.

Watch: It will keep watch over or follow something.

Play Dead: It will do its best to remain quiet and motionless.

Help: It will advantage you for a scene with checks related to its nature.

If your pet has the Fight nature, it cannot make damaging attacks in a Conflict when you Command it to help. Instead it advantages you or an ally with an attack or defence once per round.

Your pet does not need to make checks and does not have attributes. If a check is made against your pet, it is made against either your Vigour ♥ or Spirit ♠. If your pet would be harmed, it instead becomes Exerted and falls unconscious until it rests. When your pet is Exerted, it cannot be given any more Commands. Its exertion can be treated with supply during a short rest like your own.

III. Beast Whispering

Your training and experience with your pet allows you to command rarer beasts.

Your pet now has a second nature of your choice. You can also use Command with monsters that are the same size as you or smaller by expending an extra supply.

"Things have never been better since the Raxians and Brenin Daedica called truce. The Raxians pay handsomely for the rare herbs and seeds that the Pen Baedd markets are full of and they in turn are growing fat off the cheap grain from the south. It won't last though. Everyone knows Daedica's just buying time. One of her daughters is sleeping with Gigasius' exiled brother, for the Ever Ones' sake! It's a shame really. You can profit from war, but peace is prosperity, that's what I say."

—Vallic caravan driver

Thief

Zoe creeps towards the unsuspecting sentry while her companions keep him talking. With the utmost control over her movement, she manages to get right behind him without notice. As the conversation seemed like it was coming to an abrupt end, Zoe uses all speed to lift the key from his belt and tiptoe away without a trace.

Thieves in Avallen

In Vallic society, subtle trickery is well respected, being inspired by the Ever Child and many of the fae. A trickster loyal to their clan who shares their spoils taken from elsewhere will always have a place at the hearth. While stealing in Ataraxia may be more lucrative, habitual pickpockets and con artists will eventually find themselves in an unmarked grave.

Expertise

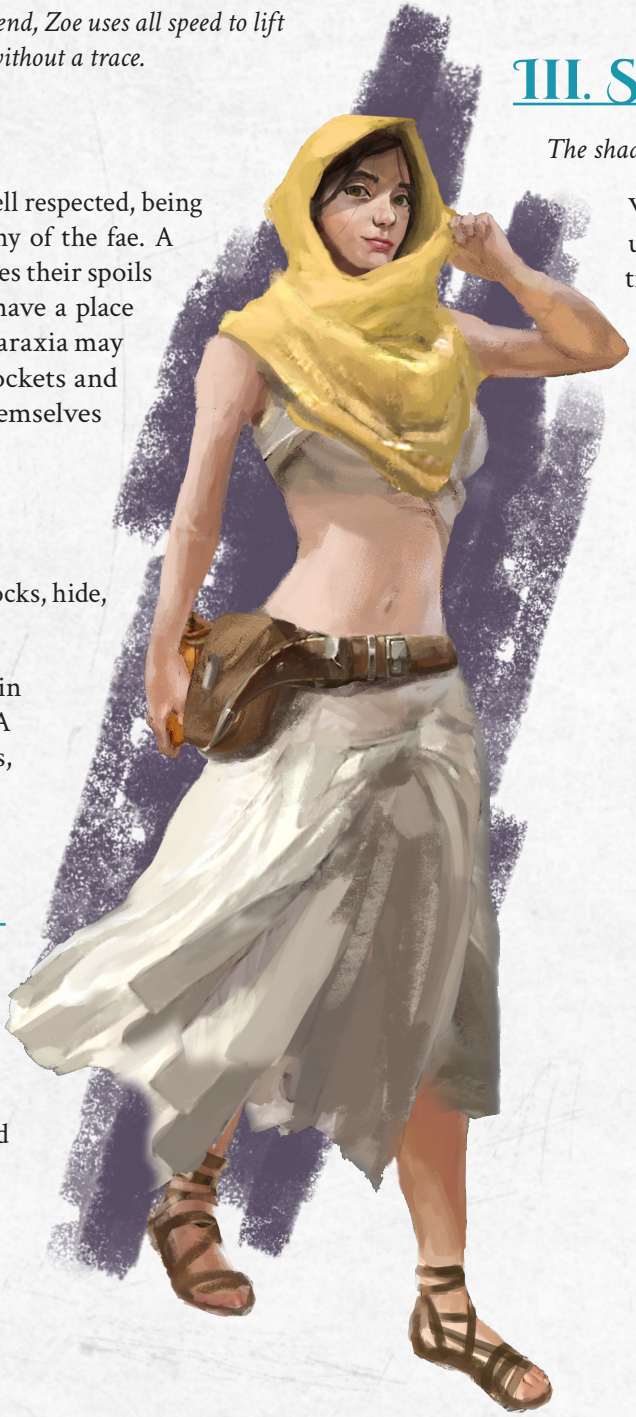
Thief abilities use Agility ♦ to pick locks, hide, and stalk targets for their crimes.

Thieves have specialist knowledge in **Crime**, **Gambling,** and **Security**. A thief's kit is supplied with lockpicks, discrete tools, and dice.

I. Trick

You use deft motions to pick locks and pockets.

Subtly manipulate a small item to cheat at a game with it, pickpocket it, or disable it. Expend 1 supply and check Agility ♦.



II. Deceive

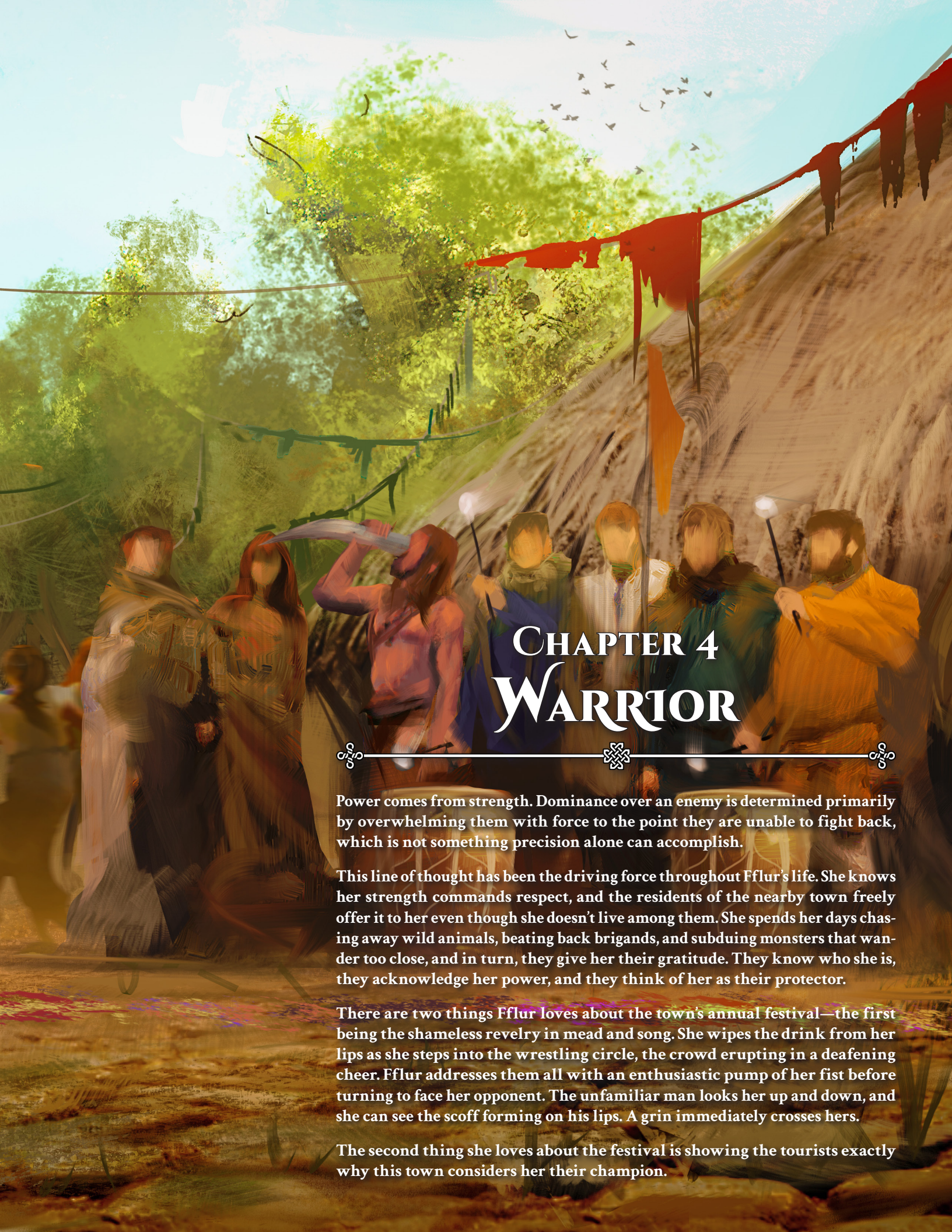
You are well versed in the art of deception.

You are advantaged for checks made to lie, hide yourself, or hide anything on yourself.

III. Skulduggery

The shadows are your home.

Whenever you gain an Edge while using your **Trick** or **Deceive** abilities, you may look at it.



Chapter 4
Warrior

Power comes from strength. Dominance over an enemy is determined primarily by overwhelming them with force to the point they are unable to fight back, which is not something precision alone can accomplish.

This line of thought has been the driving force throughout Fflur's life. She knows her strength commands respect, and the residents of the nearby town freely offer it to her even though she doesn't live among them. She spends her days chasing away wild animals, beating back brigands, and subduing monsters that wander too close, and in turn, they give her their gratitude. They know who she is, they acknowledge her power, and they think of her as their protector.

There are two things Fflur loves about the town's annual festival—the first being the shameless revelry in mead and song. She wipes the drink from her lips as she steps into the wrestling circle, the crowd erupting in a deafening cheer. Fflur addresses them all with an enthusiastic pump of her fist before turning to face her opponent. The unfamiliar man looks her up and down, and she can see the scoff forming on his lips. A grin immediately crosses hers.

The second thing she loves about the festival is showing the tourists exactly why this town considers her their champion.

Warriors in Avallen

Recognised by their fearsome presence and the armoury they carry on their back, a Warrior can hardly walk into a village without pleas for protection or recountings of epic battles.

For the Vallic, being a Warrior is a way of life made of honour and sacrifice. For the Raxians, on the other hand, a Warrior is a skilled trade like any other and a chance to see the world.

Whether it's on the front lines of the battlefield or as an escort for the wealthy and powerful, the strength and prowess of a Warrior is respected—and sometimes feared—all across Avallen.

Becoming a Warrior

The Warrior is a hardy fighter who uses Vigour ♥ to face challenges head-on. You should become a Warrior if you prefer to lead the charge and protect your companions from danger both on and off the field of battle.

Warriors learn from the Athletics, Great-weapon, Guardian, Shield-bearer, and Wrestling martial schools. You cannot learn the 3rd ability of any of these schools until you reach the Hero Tier at level 10.

At level 5 a Warrior may follow one of these legendary paths:

- Teulu
- Gladiator (while also becoming a Reaver)
- Swyn-Pict (while also becoming a Mystic)
- Primus (while also becoming a Mage)

Athletics

The athlete leaps over the wall and charges at the Legionnaire. They collide with a sickening crunch; his gladius grazes her flesh in a series of well-trained blows, and her own years of training help her ignore the pain. When he pauses to catch his breath, she unleashes her own barrage of attacks, her blows only pausing once her enemy lay still at her feet.

Athletics hardens your combat endurance to overcome punishment, increases your strength to tackle obstacles, and trains control over your battlefield adrenaline.

I. Body Conditioning

Grit your teeth and carry on as though you didn't have an arrow in your leg.

Give up your Edge to ignore the effects of all non-Exerted conditions you have until your next turn.

II. Horse's Prowess

Your sheer strength and endurance makes you better able to charge at foes and overcome obstacles.

You get +1 to checks made to Exploit a foe (see *Exploit*, Ch. 10). You get +1 to Vigour ♥ checks made on foot against the environment when running, climbing, etc.

III. Battle Fervour

You can control the rush of adrenaline and rage during a battle.

Once in a Conflict, you may become Enraged at your foes to gain an additional action during your turn.

You cannot use this ability if you are already Enraged.

Great-Weapon

As his enemies close in around him, the great-weapon fighter whirls his spear in an arc so as not to become overwhelmed. The Coblyns leap back in alarm as two of their number crumple to the ground, both cut in half through the waist. Then the great-weapon fighter unleashes a savage war cry, causing the surviving fae to lose any remaining bloodlust and flee.

Great-Weapon is a forceful fighting style that knocks foes around, shows off frightening displays, and can cleave through multiple enemies with a single strike.

Using Great-Weapon abilities requires a large melee or throwing weapon.

I. Tremendous Blow

Your enormous swings knock your foes around.

Give up your Edge to have an attack also Push a foe up to [1] space if it hits (see *Push*, Ch. 10.).

II. Boar's Prowess

You have perfected the art of intimidation and can incite fear in your foes using war cries and displays with your weapons.

Once in a scene, you may check Vigour ♥ against Spirit ♠ with a target character about the same size as you, or a group of characters much smaller than you, to make them Terrified of you.

III. Cleave

Your greatest attacks can harm multiple foes.

When you critically hit a foe, instead of dealing double damage, you may hit another foe in the same space as them without checking.

Guardian

The Trows grow more careless with every desperate swipe as they seek to get at the child. The guardian's blade parries away their blackened claws; her counterthrust wets the soil with dark blood. Panic seizes the other brute, but the guardian skewers it before it can take another step. With two dense thuds, the sound of battle is replaced by faint sobbing and consoling hushes.

Guardian is a reactive fighting style that uses fast counter attacks to punish foes, controlling strikes that prevent enemies from moving, and a relentless guard that gives no ground.

I. Counterstrike

Subvert the old maxim and make a good defense into a great offense.

When a foe fails or critically fails a check against you while you Protect something, you may Exploit them without using your once-per-round Exploit.

II. Owl's Prowess

Your guard is ever vigilant, and you ensure your group is never caught unawares.

You may call out to prevent foes being advantaged by acting out of sight against you or your allies. You may also call out to allow you and your allies to exert when ambushed (see *Ambush*, Ch. 10).

III. Ever Ready

You are always prepared to respond to your foes.

Skip your turn. Then, once before your next turn, you may Attack or Protect in response to any declared action.

"The Pen Draig call themselves hardy, but they do not live in a barren land! The Pen Cawr call themselves proud, but look how they accommodate the invaders! The Pen Baedd call themselves zealous, but look how they cower in their forests!

We are born of swamps. We live off nothing but mud. And that's what makes us strong! That's what makes us warriors! We will beat back the invaders, rouse Avallen, and unite this island under one clan!"

—Faron the Conqueror, Pen Levi Breyr

Shield-Bearer

The shield-bearer readies himself as the Breyguard charges towards him, holding out his shield to ward his companions as well. He stands firm as an axe batters against his shield. Then, as the axe draws back, he thrusts forward, battering the giant of a man back, giving his ally a chance to strike through the guard.

Shield-Bearer is a defensive fighting style that protects allies, creates openings with shield bashes, and masters the fabled shield throw.

Using Shield-Bearer abilities in a Conflict requires a medium- or large-size shield.

I. Shield Wall

Your shield becomes a bastion that no number of foes can overwhelm.

You may give up an Edge on your turn to use your shield advantage against all attacks on you and a chosen ally in your space until your next turn.

II. Wolf's Prowess

Always have your allies' backs, both on and off the battlefield.

Whenever you use or give up an Edge while helping an ally in a Conflict or Parley, give them an additional +1 to the next check made by or against them.

Helping means aiding in any way. This includes assisting, Set-up, Protect, and using your Shield Wall ability for example.

III. Shield Throw

Like the legends of old, you can launch your shield at foes so hard that it returns.

Give up your Edge to throw a shield or broken shield at a foe with Vigour ♥ and a range of 2 spaces to deal [4 + Vigour + Vigour] damage.

Wrestling

The wrestler struggles with the Beithir as it writhes around her, but at least she knows it won't lash out at her companions. After narrowly dodging a snap of its jaws, she grabs its slimy head and uses its own momentum to slam it into the ground. Now with its belly exposed, her friends make short work of it.

Wrestling is an overpowering fighting style that specialises in grappling to let you crush your foes between your hands and rid them of their consciousness.

Using Wrestling abilities requires a free hand.

I. Clinch

You are well trained in handling foes and can move them as you please.

As you successfully begin or end a grapple, you may also Push your foe [1] space.

When you Push a foe a space, you can choose to move them within their current space instead, such as by knocking them down or pushing them onto something (see *Push*, Ch. 10).

II. Bear's Prowess

You are stronger than most and know how to leverage it.

You may use Vigour ♥ for all Grapple or Push checks made by or against you. You get +1 to Vigour ♥ checks made with your hands against the environment when lifting, climbing, etc.

III. Savage Suplex

Throw your foes like rag dolls.

When you Push a foe during a grapple, you also deal your unarmed [damage] to them.

"Empress Zoë Ataraxiagenita gazed across at the island of Avallen and enquired of those standing about her what land it was and what folk inhabited it. When she had been told the name of the realm and of its inhabitants she went on gazing out to sea. "Those Vallic know nothing of modern warfare, living as they do beyond the deep sea and quite cut off from the world. We will teach them of it and, in so doing, further the glory of Ataraxia."

—Commentaries on the Vallic War, by Gnaeus Agricola

Chapter 5
Reaver

Power comes from precision. Dominance over an enemy is determined primarily by making the right strike at the right time, which is not something brute force alone can accomplish.

It is this idea that has led Valens down his path, knowing that the most careful calculations can lead to the most devastating blows. And when he receives word that a powerful Raxian weapons merchant will be heading towards the border, he sets into motion a plan he knows will ruin the warmongering scoundrel who has sullied his hands with blood from both sides. Two unfortunate soldiers who made the wrong decision to travel earlier that morning now hang from the low branch that extends over the road. No cart would be able to pass such a gruesome obstruction, especially with the steep hills that flank the pass. Valens sits quietly in the shade of a tree, waiting for the merchant's gaudy excuse for transportation.

The sun sits at its apex in the sky when he hears the familiar sound of wood rattling on stone. But Valens does not dare move for the risk of drawing unnecessary attention to himself; instead, he waits for the carriage to pull to a stop before the bodies. He watches as the driver steps down from his perch, comes to stand beneath the bodies, and places a worried hand on his head. Perfect. Valens slowly brings himself to his feet and draws an arrow. This has gone exactly as he has planned. He will not miss.

Reavers in Avallen

The Reaver is often seen clad in lighter armour with daggers at their hips and a bow on their back. Their sharp gazes constantly dart around, taking in their surroundings. It's these key features that the people of Avallen use to identify them, and they know well enough to stay out of their way.

Despite the wide berth people give them, they still have a reputation for being nothing more than scoundrels, rogues, and bandits. Nonetheless, their dextrous handling of blade and bow impresses all.

"The end justifies the means" is a favoured maxim among Reavers, and the sentiment is often reflected in their work. Whether hunter, scout, or assassin, their speed and precision is invaluable to desperate village folk and the powerful schemers of Avallen alike.

Becoming a Reaver

The Reaver is a scrappy fighter who uses Agility ♦ to maintain the upper hand. You should become a Reaver if you prefer to best your foes and support your allies through more subtle means.

Reavers learn from the Acrobatics, Archery, Boxing, Skirmisher, and Two-Weapon martial schools. You cannot learn the 3rd ability of any of these schools until you reach the Hero Tier at level 10.

At level 5 Reavers may follow one of these legendary paths:

- Slayer
- Gladiator (while also becoming a Warrior)
- Maleficus (while also becoming a Mystic)
- Fae Touched (while also becoming a Mage)

Acrobatics

Jumping from rooftop to rooftop at breakneck speed demands most of the acrobat's attention, but he can still afford to check on his quarry's location. He glances to the ground once more before somersaulting off the building and onto the ground, impaling the Quaestor beneath him.

Acrobatics trains you to harmlessly cross a battlefield, nimbly overcome obstacles, and react quickly to threats.

I. Tumble

Use extraordinary leaps and flips to avoid hazards that would otherwise hinder your movement.

You may disadvantage a Rush check you make to ignore all difficult terrain until your next turn (see *Movement*, Ch. 10).

II. Cat's Prowess

Thanks to your training in acrobatics, you are adept at pouncing on foes and overcoming obstacles.

You get +1 to checks made to Exploit a foe. You get +1 to Agility ♦ checks made on foot against the environment when running, climbing, etc.

III. Uncanny Reactions

When you focus, nothing can catch you out in the chaos of battle.

Skip your turn. Then, once before your next turn, you may attack or make 1 move in response to any declared action. If you move out of range of an action, it will not affect you.

Archery

As the group makes short work of the tainted Ellyll, the corrupt Druid shifts into a bird and takes to the sky, the vital sigil in his beak. The archer nocks an arrow, patiently waits for her shot to align, then looses the arrow straight through the Druid's small heart.

Archery is a precise fighting style that can hit the smallest of targets, maneuver while shooting, and unleash a volley of missiles if the need arises.

Using Archery abilities requires a ranged weapon.

I. Snap Shot

You have a quick aim and can move while shooting.

You can Exploit foes outside of your space within your weapon's listed range (but not within its doubled disadvantaged range, see *Range*, Ch. 13). Whenever you move to a space with no foes in it without Rushing, you may Exploit a foe.

II. Hawk's Prowess

Your training gives you a keen eye.

You get +1 to checks made to spot things, such as finding someone, tracking, foraging, etc. You also add this bonus whenever you use an Edge for a ranged attack.

III. Hail of Arrows

Your exceptional skill allows you to cover an area with shots.

Expend 1 ammo and give up your Edge to attack a space with your ranged weapon. Foes are not advantaged by cover or lying prone against this attack.

Note that only slings and bows have ammo to expend.

Boxing

Coming face-to-face with the Lavellan, the boxer unleashes a quick series of jabs at the vulnerable points within its thick hide. He ducks to avoid a snap of its jaws, sidesteps a swipe of its claws, follows with the delivery of a savage uppercut, and leaves the rodent crumpled on the floor.

Boxing is a furious fighting style that can make rapid attacks against grappled foes, focus on striking weak points, and master close-quarters engagements.

Using Boxing abilities requires a free hand.

I. Sudden Jab

Float like Bwbach, sting like a Llamhigyn.

As you successfully begin or end a grapple, you may Exploit your foe with an unarmed attack without using your once-per-turn Exploit.

II. Adder's Prowess

Seize your foes opportunities as your own.

Whenever a character gains an Edge against you in a Grapple or Parley, you also gain an Edge. You may use Agility ♦ instead of Vigour ♥ for your unarmed attack damage and defence against grappling.

III. Knockout Punch

You know just the place to strike to fell any foe.

When you would Wound a foe with an unarmed attack, you may have them fall unconscious instead (see *Dying*, Ch. 9).

Note that unlike being asleep, an unconscious character cannot be easily wakened and so cannot resist checks. This means that their body can be moved, and they can be killed without any other checks required.

"Reavers are like fae. Many folk call them evil, since they've been taunted, tricked, or thieved by one. But as always, folk are missing half the story.

The fae respect smarts, eloquence, and cunning. Which is why they call me friend. To put it plainly, if you're frustrated by fae, be frustrated by your own shortcomings instead."

—Eòin, Fae Heart

Skirmisher

The skirmisher bombards the giant Buggane with harrying shots from her sling. When it turns its fiery gaze towards her to defend against the onslaught, her companions find an opportunity to strike past its shield of claws. As the Buggane struggles to recover, the skirmisher gives it her all and sends a stone flying into its forehead, finally felling the mighty monster.

Skirmisher is a sly fighting style that can create openings for allies, provoke foes into fights, and reliably strike your enemies' critical spots.

I. Cunning Strike

Unleash harrying attacks on your foes that create openings for your allies.

Give up your Edge for a melee or ranged attack. If it hits, an ally may Exploit that foe.

II. Fox's Prowess

You have perfected the art of provocation and can incite violence in your foes using all sorts of insults and obscene gestures.

Once in a scene, you may check Agility ♦ against Wit ♣ with a target character or a group of characters much smaller than you to make them Enraged at you.

III. Precise Attack

Twist the blade and make the most of any opportunity to deal as much damage possible.

You may exert yourself, but not your equipment, to treat a successful attack as a critical success.

Two-Weapon

As the Gwllgi bares its razor fangs and charges at the dual-wielder once more, he dodges the attack and strikes at its haunches with his sword. Before the hell-hound can respond in kind, he fluidly follows through on his motion with a slash of the dagger to the fiend's throat, putting an end to its rampage.

Two-Weapon is an elegant fighting style that gives opportunities to strike twice, makes your off-hand weapons as lethal as main weapons, and can turn your critical hits into a flurry of strikes.

Using Two-Weapon abilities in a Conflict requires a main weapon and a small off-hand weapon.

I. Double Strike

In quick succession, you lead one strike into another.

Give up your Edge and off-hand weapon advantage to attack with both your weapons with the same check. You may try to hit the same target twice or two targets once.

II. Crab's Prowess

Your training makes you deadly with even the smallest of weapons and skillfully ambidextrous.

You deal [+2] damage with small melee weapons. You get +1 to Agility ♦ checks made with your hands against the environment when climbing, sailing, etc.

III. Deadly Flurry

You turn what would ordinarily be a vicious strike into two life-threatening attacks.

When you critically hit a foe, instead of dealing double damage, you may also hit them with your off-hand weapon without checking.

Note that when you combine this with your **Double Strike** ability, you can hit a foe three times with one attack check!

"We have such an excess of bravery that we know our houses to be safer than their walls and our blades stronger than their whole suits of armour. When we win, our victory is absolute. But should they overpower us, we can still escape for we can melt away into the forests, swamps, and mountains so that they can never find us . . . unlike us, in Avallen, they fall prey to hunger, thirst, or cold; they need shelter, they need leaven bread, wine and oil—and without these they die, whereas we have the mountains for shelter, the forests for food, and swamp-ale for drink! We know this land as a Mother, a Father, but to them it is a Stranger. Let us prove to them that they are hares and foxes trying to rule over boars and draigs!"

—Brenin Daedica before the Battle of Glanbach

Chapter 6
Mystic

Spiritual harmony with the aether allows for the caster and magic to operate as one entity. Such volatile energy must not be bent against its will.

It is this idea that has brought Eilir into the dark woods alone in search of answers. Though her friends insisted on coming with her to offer protection—conducting a ritual like this in such a place would most certainly draw unwanted attention, for better or worse—she turned them down. It must be only her and the natural world.

Despite the low light and poor visibility, she knows exactly where to go to find what she needs: the soft down of a baby bird; a twig of holly, unblemished by blood; the husk of an insect; and a raven's skull. She gently cradles the items as she makes her way back to her clearing. Carefully, she arranges them in the iron pot she had waiting. She picks up a dry leaf near her feet. With a brief incantation, it begins to smoke; the second she sees the embers grow, she tosses it in with the rest.

No fire leaps out at first, but that does not worry her. She sits and begins to chant, arranging the sticks, stones, and bones in a particular pattern around her. There comes a flash of heat. She looks to find the flames now blazing in unnatural colours, and she stares, unblinking, into it. Soon, she will get her answer.

Mystics in Avallen

Designs of painted patterns and animal bones cover the body and light-clothed garb of the Mystic, representing protection over not this world but the next. Whether these striking decorations are actually emboldened with magic, the common folk can't say. All they know is that the reputation of Mystics speaks of power over nature itself, carrying both life and death in their hands.

Granting guidance from the Otherworld, aid in agriculture, and healing spells, Mystics that deign to serve a community are highly respected by the Vallic, though all have heard of dark Mystics that practice baleful magics to their own ends or in service to Otherworldly fiends. It is these cultic practices that the Raxians associate most with the spiritual Mystic, given their own Otherworld is a dark, barren world, home only to the damned.

Eager to gain further mastery over the world, Mystics seek out news and requests regarding natural anomalies and peculiar creatures, which are a common occurrence across Avallen.

Becoming a Mystic

The Mystic is a medium of the Otherworld who uses Spirit ♠ to channel natural forces. You should become a Mystic if you wish to learn forthright magics that empower your allies and obliterate your foes.

Mystics learn from the Blood, Divination, Elemental, Lunar, and Solar magic schools. You cannot learn the 3rd ability of any of these schools until you reach the Hero Tier at level 10.

At level 5 a Mystic may follow one of these legendary paths:

- Druid
- Swyn-Pict (while also becoming a Warrior)
- Maleficus (while also becoming a Reaver)
- Fili (while also becoming a Mage)

Spellcasting

Mortals in Avallen use magic by casting spells. Spells come from spell schools and are often flexible in nature but default to affecting a single target that you must touch.

The number given in parenthesis at the beginning of its description is its **Complexity**. A spell's complexity grants that many disadvantages to casting it. You may also raise a spell's complexity to increase its range and scope. Some spells also list "Conc." after their complexity, which stands for **Concentration**. Concentration spells can be maintained over time by expending an advantage on them on each of your turns.

The rules for magic are given in Chapter 10. There, you will find how spellcasting works, its dangers, and how to cope by using appropriate equipment and Rituals.

Cantrip

Once you have learnt the first spell from a spell school, you also learn how to cast a cantrip spell using that kind of magic. A cantrip is a small spell, a minor feat of wonder, that advantages or disadvantages another check.

> **Cantrip:**
>
> *Subtly perform a small wonder to help or hinder.*
>
> **(0)** Using magic from a school you know, you advantage or disadvantage the target for a check. This spell is cast with a simple motion and single spoken word.

A cantrip might often not be as impactful as the Set-up action (see *Set-up*, Ch. 9) and, as a spell, can harm you if you fail to cast it. However, you may raise the complexity of a cantrip to increase its range and scope.

The varied nature of magic also allows you to be very flexible with a cantrip's effect within the realm of its spell school. As always, the GM is the ultimate arbiter of whether your use of a cantrip is within the realm of your spell school or not. For example, an Elemental Mystic might shift a piece of ground to help their group climb a wall, or a Blood Mystic might give a diplomat a headache before they speak with them.

Blood

The Blood Mystic stands over her companion, who grunts as his dagger slashes his own hand. She reaches down to touch the blood while looking at the Breyguard in the distance, muttering an incantation under her breath. Her companion shudders, and the Mystic is pleased to see the Breyguard do the same. With the binding complete, the pair move forward, confident that the warriors would not harm her companion if it meant harming themselves too.

Blood magic allows you to strike past a foe's physical defenses, empower or enfeeble the body, and drain the life from one being to another.

I. Blood Boil

Attack and overwhelm a foe with their own blood.

(0) The target becomes Enraged at their nearest non-ally, and you deal them [4+Spirit+Spirit] damage (see *Conditions*, Ch. 9).

II. Blood Rite

Manipulate blood to empower or enfeeble the body.

(1, Conc.) The target is your choice of advantaged or disadvantaged for all physical checks made by and against them.

III. Blood Bind

Tie one's fate to another.

(2, Conc.) The target gains the same conditions as a willing character that you touch. Whenever the willing character gains any other conditions, the target gains them as well.

Divination

The diviner watches as his companions move through the cave, taking the left path at the fork in the tunnel. It's not long before they're met with a multitude of spikes sprung from cracks and crevices, which splay their innards across the rock walls. He gasps, his eyes snapping open to find those very people pressing him for answers. He moves towards the right path, mentioning that only death lay to the left. His companions trust his visions and follow in his path, questioning him no more.

Divination magic allows you to reveal the unseen, guide the fate of actions, and receive answers from the beyond.

I. Second Sight

Expand the senses and see glimpses of things that ought not be seen.

(0, Conc.) The target can see in all directions through darkness and obscurement. In addition, choose one:

- They can see the aura and school of magics.
- They become Vulnerable to one Exploit and Overwhelmed when this spell begins (see *Exploit*, Ch. 10 and *Conditions*, Ch. 9).

II. Scry

Your visions into the near future allow you to twist fate to your will.

(2) The target reveals [2] cards from the deck and chooses 1 to gain as an Edge.

III. Divine

Gain knowledge by communing with entities of the Otherworld.

(3) Ask [1] question about a target you have never asked in this way before. The GM will answer truthfully with Yes or No and may present you a vision.

"I have heard of what became of the Raxian Otherworld. Their connection to it is weak, and I see that same detachment spread within our own. I cannot bear to think what would happen to Avallen as a whole if we walk this path. I pray that our Ever Child reveal their scheme to me, for the other gods would surely bring war."

—Finann O'Ragan, the Thunder Oak

Elemental

The sudden shriek signals that the Coblyns had found their camp. An arrow whizzes from amongst the trees, heading straight for the party's hapless mage. The elementalist instantly reacts, drawing up the earth to form a rocky armour for her companion. She turns her focus to the nearby lake and, with a brief motion, draws out a surge of water. It washes over the Coblyns, sweeping them away and giving the party just enough time to flee.

Elemental magic allows you to manipulate Earth, Water, Air, and Fire to strike foes, protect allies, and conjure storms.

Each element is associated with a different attribute:

- Earth with Vigour ♥
- Fire with Agility ♦
- Water with Spirit ♠
- Air with Wit ♣

Whenever you cast an Elemental spell, you must choose which element you are using. This then determines which attribute is used in the spell and is checked by you and any foes targeted by it.

I. Elemental Blast

Use an element to release a violent energy.

(0) Deal the target 6 + Attribute + Spirit [damage].

II. Imbue Element

Infuse a target with the energies of an element.

(1, Conc.) Choose one for your target:

- They get +2 armour rating, and they cannot be afflicted by Withering, be harmed by falling, or drown (see *Conditions*, Ch. 9).
- A weapon of theirs deals +2 damage, and they may give up an Edge when they hit a foe to inflict Withering (seconds) if the foe is not already.

III. Elemental Mastery

Conjure a tempest of an element.

(2, Conc.) Choose one:

- Move and reshape a target element in the environment, then maintain its new form for as long as you concentrate. Characters cannot make a check against this spell to ignore the effect it has on an environment.
- During each of your turns, Push the target 1 space and inflict Withering (seconds) if they do not already have it (see *Push*, Ch. 10).

Lunar

As the Lunar Mystic channels the moonlight upon the crops, the plants slowly begin to shrivel until all life has been sapped from them. The Mystic and his companions leave the area, eager to convince the local farmers their yield had withered because they had displeased the Ever Mother, and even more eager to tell the farmers exactly what they could do to make it up to her.

Lunar magic allows you to spell afflictions upon your enemies, cast areas into darkness, and force foes to fall asleep.

I. Moon's Touch

Inflict ailments with the dark of night.

(0) Choose one for the target:

- Until next sunrise, it emanates a pitch black darkness into its space that also wilts plants.
- It becomes Exhausted (see *Conditions*, Ch. 9).

II. Lunacy

The moon's gaze can madden or enlighten the mind.

(1, Conc.) The target is your choice of advantaged or disadvantaged for all mental checks made by and against them.

III. Slumber

The soft light of the moon induces a deep sleep.

(3, Conc.) The target falls asleep for as long as you concentrate or until they are severely disturbed.

Note that this is not an unconsciousness that can be recovered using a short rest or the Priest's Heal ability.

Solar

The Solar Mystic scours the deadend and finds what she was looking for—a tiny shoot, the only green in the towering wall blocking their path. She stands back and channels energy from the sun, causing a flower with purple petals and a bright yellow centre to bloom. But it doesn't stop there—the shoot thickens and rapidly grows to great heights, rising over the wall and forming a natural path of escape.

Solar magic allows you to cure afflictions and wounds, dispel darkness from areas, and grow entwining roots on command.

I. Sun's Touch

Cure ailments with a shimmering light.

(0) Choose one for the target:

- Until next sunrise, it illuminates its space with light that also blooms plants and ripens fruits.
- Recover Exhausted, Sick, or Withering that you know the cause of (see *Conditions*, Ch. 9).

If you think you know the cause of a condition but you are wrong, even if you succeed in casting the spell, it will fail.

II. Rapid Roots

Spurt a growth of roots and vines that make moving slow but effective.

(1, Conc.) Choose one for the target:

- It treats all regular terrain as difficult terrain instead.
- It treats all walls and gaps as difficult terrain (see *Movement*, Ch. 9).

Characters that enter a space with this spell on it cannot make a check to avoid its effects.

III. Regenerate

Brilliant sunlight brings warmth and comfort to the broken.

(3, Conc.) At the beginning of each of their turns, the target treats or recovers their least severe, non-Exerted condition until they recover Wounded once.

"Spiritual magics are outlawed within the Empire, but many that live outside the protection of walls appreciate our presence."

—Raxian Mystic

Chapter 7
Mage

A sharpened intellect allows for a calm and rational approach to magic—such volatile energy cannot be commanded on instinct alone.

That school of thought affords Itri composure and confidence as he strides up the winding stairs to the entrance of Caermons Talorc. He has an important meeting with a local merchant, but he knows that regardless of the importance of his personal matters, the guard will stand their ground. What would an Imperial like him be doing so far north, away from Raxian territory? But that, in fact, is none of the guard's business, and he comes to the conclusion that it would be in his best interest to avoid dealing with the guard entirely.

With a soft murmur and a flick of his wrist, he bids the aether around him to bend to his will. There is a purple glow as the essence coagulates in front of him, taking the shape of a woman that does not really exist. She marches up the stairs ahead of him, and it is only she that the guard stops at the archway. *That's right, my time is much too valuable to be wasted*, Itri thinks as he passes them, casting a sideways glance at the guard as he does. The guard does not even notice him. Itri's business shall not be impeded.

Mages in Avallen

Wearing a robe adorned with mysterious sigils and carrying a marvelous staff, the Mage is hard to miss, though they can go unseen if they wish. Common folk will often plead for magical solutions to their mundane issues, and their children harass them for spectacular illusions and tricks, but they never forget their manners when they do.

Mages are seen as tricksters by the Vallic; their subtle and unnatural spells are distrusted when compared to the traditional, spiritual ways of Vallic magic. That said, it is hard to find a leader who will turn down magical aid, no matter the kind. The Raxians, however, hold Mages in high regard, viewing them as philosophers of magic that have ascended past the need of the Otherworld. In the Empire, Mages lend their exceptional talents to the courts of politicians and generals.

Often guarding against malevolent magics, investigating oddities or crimes, and bolstering martial expeditions, the talents of a Mage are always in high demand across Avallen, given its wondrous nature.

Becoming a Mage

The Mage is a student of magic who uses Wit ♣ to shape reality. You should become a Mage if you wish to learn meddling magics that safeguard your allies and beguile your foes.

Mages learn from the Illusion, Psychic, Sigil, Time, and Void magic schools. You cannot learn the 3rd ability of any of these schools until you reach the Hero Tier at level 10.

At level 5 a Mage may follow one of these legendary paths:

- Magister
- Primus (while also becoming a Warrior)
- Fae Touched (while also becoming a Reaver)
- Fili (while also becoming a Mystic)

Spellcasting

Mortals in Avallen use magic by casting spells. Spells come from spell schools and are often flexible in nature but default to affecting a single target that you must touch.

The number given in parentheses at the beginning of its description is its **Complexity**. A spell's complexity grants that many disadvantages to casting it. You may also raise a spell's complexity to increase its range and scope. Some spells also list "Concentration" after their complexity. Concentration spells can be maintained over time by expending an advantage on them on each of your turns.

The rules for Magic are given in Chapter 10. There, you will find how spellcasting works, its dangers, and how to cope by using appropriate equipment and rituals.

Cantrip

Once you have learnt the first spell from a spell school, you also learn how to cast a cantrip spell using that kind of magic. A cantrip is a small spell, a minor feat of wonder, that advantages or disadvantages another check.

> **Cantrip:**
>
> *Subtly perform a small wonder to help or hinder.*
>
> **(0)** Using magic from a school you know, you advantage or disadvantage the target for a check. This spell is cast with a simple motion and single spoken word.

A cantrip might often not be as impactful as the Set-up action (see *Set-up*, Ch. 9) and, as a spell, can harm you if you fail to cast it. However, you may raise the complexity of a cantrip to increase its range and scope.

The varied nature of magic also allows you to be very flexible with a cantrip's effect within the realm of its spell school. As always, the GM is the ultimate arbiter of whether your use of a cantrip is within the realm of your spell school or not. For example, an Illusion Mage might produce a flash of colours to distract a group of foes, or a Sigil Mage might cast a calming symbol over an ally before they speak with a chieftain.

Illusion

The illusionist watches as the oathsworn makes a decisive jab at a figment of his imagination, missing the real Mage by a good metre. "Swing and a miss!" he taunts. The warrior bellows in anger and swipes wildly to his right, missing again. The illusionist opens his mouth to say more but realises he would only be wasting further time. With another brief incantation, he vanishes entirely.

Illusion magic allows you to make something difficult to notice, trick the senses of others, and completely control the appearance of things.

I. Blur

Shroud the appearance of something to make it harder to notice and recognise.

(0, Conc.) Advantage checks the target makes to hide and disadvantage attempts made to attack or target them.

II. Phantom

Fool the senses and overwhelm the mind.

(1) The target is Overwhelmed. They also are Charmed, Terrified, or Enraged by an illusion you create until they touch it or leave the place it is in (see *Conditions*, Ch. 9). Only those targeted by the illusion see it.

Note that touching the illusion with a weapon or other item counts as touching it.

III. Veil Reality

Completely alter how something appears to all.

(2, Conc.) You create an illusion that alters the target's appearance to anything of your choice, even to nothing.

Once the spell is successfully cast, others can only naturally identify the target's illusory nature by physically interacting with it.

Psychic

The psychic listens to the priest explain his reasons as to why they can't enter the Otherworld, at least not tonight. His thoughts reveal he is telling the truth. Nevertheless, they need to enter before the sunrise. The psychic closes her eyes and reaches out for the reins of the priest's mind, and he contentedly leads them to where they need to go.

Psychic magic allows you to move objects with your mind, read thoughts, and compel the actions of others.

I. Telekinesis

Move objects with your mind.

(0) Interact once with a target using your mind as if you were using your hand. You may Push a large object or foe [2] spaces. If a foe hits or is hit by an object larger than them, deal that foe [5+Wit+Wit] damage. (see *Push*, Ch. 10).

II. Telepathy

Peer into the minds of others.

(1, Conc.) Hear the surface thoughts of the target and see what they see. You can share your own thoughts and vision too.

III. Command Mind

Control the will of another.

(3, Conc.) The target does a task of your choice while you concentrate on this spell. This command is not followed if the target knows it will harm them or others it would not want to harm.

Sigil

The sigilist focuses on the demonic Cythrawl before him, watching as its cultist casts enchantments in preparation for the fight. The horror charges towards them, slams into an invisible barrier, and claws futilely at sigils drawn into the ground. The sigilist then dispels the cultist's own defenses and leaves the rest to his companions.

Sigil magic allows you to create protection circles, unravel other spells, and bind others with magic.

I. Ward

Cast ancient symbols that magically guard their target.

(0, Conc.) Protect the target using your Wit ♣ (see *Protect*, Ch. 9). Damage you take while protecting your target is reduced by 5 when wearing light armour, by 3 with medium armour, and by 1 with heavy armour.

If you protect a space, you protect all of those that are in it and can force characters that try to enter that space to make a check against your Wit ♣ or fail to enter it.

If you cast this spell on yourself, you get to defend all attacks and spells with Wit ♣, and any damage you take is reduced as described in the spell.

II. Dispel Magic

Pull at the threads of magic to unravel it.

(1) End [1] target concentration spell or bound Unshapen that you know of and give an Edge to you or an Ally in range.

Unshapen is a feature of the legendary path of the Maleficus (see *Maleficus*, Ch. 8).

If the concentration spell or bound Unshapen affects a space, you must also target that space to end it. You cannot end it for individuals within that space. You cannot end a spell by targeting the individual that is concentrating on it; you must target the spell itself.

III. Forbid

Cast ancient symbols that bind those targeted from taking action.

(2, Conc.) The target will not do something of your choice while you concentrate on this spell. This command is not followed if the target knows it will harm them or others it would not want to harm.

For example, you can prevent anyone in a space from lying, moving, or casting spells but cannot forbid them breathing or defending themselves.

Time

The party dashes across the bridge, fleeing the Dialgarwr and its ghostly steed. The time Mage works her magic; knots snap, wood splinters, and the bridge collapses to the chasm below, but not fast enough to take the revenant, who draws a flaming blade and impales the Mage. Between coughs of blood, she manages one more spell. The world stutters, and the time Mage appears where she was moments ago, unharmed. As does the Dialgarwr, but with no bridge to stop it from plummeting to its doom.

Time magic allows you to change the condition of objects, rewind a moment, and control the flow of time.

I. Adjust Entropy

Temporarily adjust time to mend or break items.

(0, Conc.) You repair or break a target type of item of your choice, of size large or smaller, for as long as you concentrate on this spell.

Example items include weapons, armour, or shields.

II. Rewind

Reverse the flow of time for a moment.

(1) Return the target to the condition and position it was in at the beginning of its previous turn.

This spell can fix broken items, cure conditions, or undo a person's declarations in a parley, but only if those things happened within the previous round. Those affected can recall the rewound events, but they feel like figments of their imagination.

III. Time Torrent

Gift time . . . or take it away.

(2, Conc.) Choose one:

- The target is advantaged with all checks and, on each of their turns, can make 1 movement without an action.
- The target is disadvantaged with all checks and, on each of their turns, their movement is reduced by 1.

Void

Eager to find the object of his search, the void Mage stares into the quarters of the Cawr Breyr, who is distracted elsewhere. He feels his way into the void and takes a step forward. An onlooker would expect him to hit the wall, but instead, he appears in the middle of the Breyr's luxurious study. He wastes no time beginning his search.

Void magic allows you to create dangerous rifts, instantly travel through space, and banish beings to the void.

I. Rift

Build up voidal energies that tear at beings and spirits.

(0, Conc.) When you stop concentrating on this spell, deal the target [Wit+Wit] damage plus an additional [4] damage for each turn you expended an advantage to concentrate on it.

II. Teleport

Shunt something through the space between worlds to appear somewhere else.

(1) You instantly move the target to another surface that can support it which you can see or feel up to 6 spaces away.

III. Exile

Force things into the space between worlds.

(3, Conc.) You cause the target to disappear into its own empty world, where it still experiences time. When you stop concentrating, the target returns to where it disappeared from.

"Deep in the swamps of the Pen Levi—where the mist turns and twists shadows in the corner of your eye—there roams a magical creature. Siren, the Gravesung. What creature she is, human, fae, or something else entirely, no one knows; but do know that she is worthy of her name. Each moonlit night you can hear the spellbound lure of jolly tunes and the rhythmic stamping of feet rolling over the marshes. But do not be tempted from your path! All that have joined her merry dance are dancing still."

—Vallic children's tale

Chapter 8
Legendary Paths

Do you hear the sounds of celebration? Of the lyre, of the horn, of the people as they stomp and cheer? Rejoice, for the heroes have come to Dinas y Coed! The people below are a dense collection of grasses rolling in the wind, extending their hands towards the avenue so they might bless themselves with a brief touch of the heroes. The people above are flowering trees in late spring, scattering colourful petals in a display of welcome and happiness.

Lo, here comes Elisedd the Teulu, Guardian of the Weak, a great and jovial warrior! He feeds off the hatred of his enemies—the greater the army, the greater his strength. He burns with the desire to keep others safe! He fended off an entire horde of Coblyns to protect his home village single-handedly!

Now we have Fortuna the Slayer, the Queen of Precision, the surest shot in all the land! She never needs more than a handful of arrows in battle, for she has never needed more than one to take down even the greatest foe! She is said to have pinned a will-o'-wisp to a tree from a hundred yards away!

And there is Cecilia the Magister, Commander of the Aether herself, the most powerful spellcaster in all of Avallen! She obliterates all who stand in her way without a single sound, without even a blink! She once took down an evil warlord by herself simply by shaking his hand!

And lastly, Gubatan the Druid, Whisperer of Trees from a faraway island! He hears the plants' secrets, reads the leaves and the roots, and brings life back to the meadows ravaged by war! He once ousted warmongering Cadrix by becoming as a bear and rallying creatures of the forest to retaliate!

Together, these four show us that peace and balance, that coexistence between Vallic, Raxian, and all of the world is possible. We of the Pen Baedd shower them with praise and gifts and welcome, for they are an example of greatness for us all!

Tall Tales

Both the hero and villain in every tale shared around a fire, ale, or political table is a legend of sorts. Those whose names travel far and wide are the legends of Avallen. Their names are shared in bellowed accounts or whispered fear because of the astonishing deeds they have carried out. With the strength of a Cawr, the guile of a Morgen, or the magics of an Ever One incarnate, they pull through in the face of the most impossible odds and achieve what no other can. It is difficult to know where the tall tales of their capabilities end and the truth begins.

However, those who walk the path of a legend find that it is not all glory and song. There is a weight of expectation, responsibility, and obligation to be carried so that your name is never forgotten.

Following a Path

Following a legendary path grants powerful legendary abilities that will change the way you approach the game and will see you become a mythical archetype from Vallic and Raxian folklore. Once you have gained enough experience and renown by completing the many quests required to reach level 5, you choose a legendary path to follow.

There are ten legendary paths in all, and each character class has access to four: one path that is unique to that class and three paths that are each shared with another class. If your chosen path is shared by a second class, then you also join that second class and may learn its abilities. The Path of the Gladiator can learn from both the Warrior and Reaver martial schools, for example.

Legendary paths have three core abilities, learnt in order, instead of regular abilities at levels 6, 9, and 12. At level 15, you choose between two mastery abilities instead of a regular ability. You must complete legendary trials to learn these abilities.

The legendary abilities for paths are often fueled by a resource unique to that path. Each special resource is gained in a different way. For example, the Teulu gains levels of Fury during a conflict that make them ever more formidable as they strike or are struck by foes, whereas the Magister gains Study points after each long rest they take, which they spend to prepare complex spells.

Expertise

Much like professions, setting down a legendary path gives you specialised knowledge related to its field of expertise. As soon as you begin following a path, you begin your learning and gain its expertise.

Legendary Trials

Following a legendary path is not easy. To earn the abilities of your chosen path, you must complete trials of a legendary calibre to match. Each path has a list of suggested legendary trials, though your GM may devise others! Each completed trial allows you to learn one ability from your path.

Always be on the lookout for opportunities to complete legendary trials. As long as you have more trials completed than the legendary abilities you have learnt, you will gain a new legendary ability at the appropriate levels. If you reach a level when you would learn a legendary ability but have not completed enough trials, you will not gain that ability until you have completed the appropriate number of trials.

Tyngeds

A Tynged (*TUN-ged*) is a mythical obligation. By other names, it is known as a vow, oath, pact, or geas with the world it-

self. Tyngeds are bestowed, cursed, or sworn upon characters, items, and places for many reasons. While following a legendary path, you may swear a Tynged for yourself at any time in place of completing a legendary trial to earn a legendary ability.

Know that you should not swear a Tynged flippantly. If you ever break such a vow, you will lose all your legendary abilities until you complete a proper legendary trial to replace it.

Choose wisely who you let know of your Tynged, for they will have a great leverage over you and could prepare circumstances in which you might break it. Similarly, uncovering another character's Tynged will grant you great power over them.

Each path lists two thematic Tyngeds amongst its suggested trials. Here is are some other generalised Tyngeds you might take. You may also come up with others with your GM.

- I will never lie.
- I will never refuse a gift.
- I will never help another at night.
- I will never reveal my identity.
- I will never let this chosen item leave my possession

"Quintus Veranius had already secured his place in history through his great victories over the northern Volcae barbarians and his defense of Gallia against the sea raiders of Ashkalo. But the most famous instance of Veranius's courage and military mastery was his expedition to Avallen, for he was the first legatus to bring a navy into the western ocean, and then by invading a mysterious island, which historians even doubted existed other than in name and fable, he could be said to have pushed the Raxian Empire beyond the limits of the known world."

—Kaato the Sage writing on Praetor Quintus Veranius

Druid

Eilir relaxes, the wind creaking her branches, the sun nourishing her leaves. While on the mountainside, her companions appreciate the shelter as well as having one less mouth to feed. Now that it is night, she feels the approach of unnatural beasts with her outstretched roots. The Druid casts a spell with a shower of spores to awaken and bolster her allies. Then bark and leaves shift to fur and claws, and Eilir howls at the moon to greet their foes.

For the Vallic, Druids are revered priests, independent of the clans, who advise leaders by communing with the Otherworld for the will of the Ever Ones. For the Raxians, Druids are feared werefolk, said to vengefully stalk small, defenseless communities.

Following the Path of the Druid will see you become a legendary shapeshifter and a bridge between this world and the next.

Playing a Druid

The Druid is the unique path for the Mystic, whose legendary ability is shapeshifting. A Druid can learn to shapeshift into four different forms: the rodent, the predator, the bird, and the tree. Each form has particular strengths, with the rodent being adept at sneaking, for example. This makes the Druid a spellcaster who can play many roles and adapt to any situation in the moment.

Expertise

Druids have specialised knowledge in **Worship** and **Nature**.

Legendary Trials

- Best another Druid.
- Find a Druid artifact.
- Visit a sacred location for Druids.
- Meet with an Ever One.
- Facilitate a legendary union.
- **Tynged:** I will never wound another.
- **Tynged:** I will never sleep indoors.

Shapeshifting

Use your action and consume a supply to Shapeshift into one of your known forms. Shapeshift back in the same way but without consuming a supply.

When you Shapeshift, all of your possessions drop to the ground and your armour rating becomes 5+Spirit+Spirit or just your Spirit ♠ when your armour is ignored. While Shapeshifted, you cannot talk or cast spells. You are indistinguishable from a regular animal unless you choose to give your form unusual colourations.

"Eilir was raised to wed a Raxian politician. However, the Ever Child pays no mind to mortal designs and sent visions to beckon the beautiful Breyr's daughter into the forest's embrace. In the service of the Ever Child, Eilir used her charms to renew the alliance between two Tylwyth Teg. After peace returned to the forest, she found herself the subject of numerous proposals from Otherworldly suitors—only to reject them all and re-emerge from her sojourn as Druid of the Argoll."

—From the Red Book of Gwyrdale

I. Rodent's Form

You take the form of a small, unassuming creature.

You can Shapeshift into a small-size rodent of your choice.

Your Agility ♦ becomes equal to your Spirit ♠. You can climb, swim, and hide with two advantages. You can only carry small items.

II. Predator's Form

Fierce fangs and vicious claws prove to be effective tools in battle.

You can Shapeshift into a medium-size predator of your choice. Your Vigour ♥ becomes equal to your Spirit ♠. You attack and defend using Vigour ♥ with advantage, and you deal 6+Vigour+Vigour [damage]. Your hide can break as if it were armour, and it repairs when you Shapeshift back.

III. Bird's Form

Airborne critters are the best scouts and the quickest messengers.

You can Shapeshift into a small-size bird of your choice. Your Wit ♣ becomes equal to your Spirit ♠. You can fly and see clearly at long distances, and whenever you move, you can move +1.

Mastery: Tree's Form

The greatest trees are not only the sturdiest of shelters but the most soothing places of respite.

You can Shapeshift into a large-size tree of your choice with armour rating 10+Spirit+Spirit. Your roots cover your possessions and you do not need to sleep or consume supply to take rests, but you cannot move. You can cast spells while a tree with three advantages but can only target those in your space or its adjacent spaces.

Mastery: Pack's Form

The seasoned adventuring party becomes a ferocious wolf pack.

You can Shapeshift willing targets that you touch into a form you know if they consume a supply.

Fae Touched

Drest taps into his connection, willing its power, shrouding himself. He steps across the length of the busy hall in an instant, disappearing from vigilant eyes and re-emerging with the face of another to disguise his horns and discoloured eyes. The Fae Touched approaches the Brenin, who had earlier rejected his proposal, and introduces himself by kissing her hand. With this touch, the Brenin's thoughts flow through Drest's mind, and he handily steers the conversation towards an enlightened proposal that was, of course, all her own.

The Vallic are well aware of the mischievous nature of the Fae and so treat any human that studies their tricks and shares their likeness with suspicion. Nevertheless, they consider any allied Fae Touched a fortuitous bond. In Ataraxia, the abilities of the Fae are not well known, but many Raxian generals and politicians in Avallen quickly saw the Fae Touched's potential in subterfuge, and now their abilities are in high demand.

Following the Path of the Fae Touched will see you become a legendary trickster with subtle talents.

Playing a Fae Touched

Shared by the Reaver and the Mage, the Path of the Fae Touched delves into an understanding of Fae Tricks. Like the Fae, you are able to innately twist fate or cast spells with no signs you're even using magic. However, this ability is limited to affecting only those that you can touch. This makes the Fae Touched a slippery caster who's always looking to get close to their foes.

Expertise

Fae Touched have specialised knowledge in **Fae** and **Tricks**.

Legendary Trials

- Best another Fae Touched.
- Find a Fae Touched artifact.
- Visit a sacred location for the Fae Touched.
- Get something from each of the five Fae families.
- Trick a legendary leader.
- **Tynged:** I will never hide my Fae features.
- **Tynged:** I will always speak in riddles and half-truths.

Fae Tricks

You use your Fae Touched abilities by spending a number of Fae Tricks. Whenever you finish a long rest, you lose any unspent Fae Tricks and then gain 2. This number increases as you learn new abilities—you gain 3 when you learn Fae's Heart, 4 when you learn Fae's Touch, and 6 when you choose your mastery.

I. Fae's Luck

Against all odds, things always seem to turn in your favour.

Spend 1 Fae Trick at any time to look at the top card of the deck and keep it face down. You can only have one card like this at a time. For any check you are involved with, you may replace a revealed card with your face-down card. The result is then checked from the currently revealed cards.

When you learn Fae's Luck, you will also grow a Fae-like feature that, when noticed, makes it obvious you are something *different*. This feature might be pointed ears, oddly-coloured eyes, small horns upon your head, or even a tail. The feature is up to you and your GM. It will not confer any physical advantages but might explain your Fae's Luck.

II. Fae's Heart

Magic is a part of you now.

Spend 1 Fae Trick to cast a spell with 1 advantage while ignoring its complexity and your equipment. The spell affects only yourself, and no one will notice you cast it.

III. Fae's Touch

Your Fae magic strengthens, allowing you to slyly influence others.

Spend 2 Fae Tricks to use Fae's Heart on any single target you touch. Note that they cannot disadvantage your spell with equipment as they do not know you are casting.

Mastery: Fae's Stare

Your stare is beguiling.

Spend 3 Fae Tricks to use Fae's Touch with a target you make eye contact with instead of touch.

Mastery: Fae's Guile

With a flick of the wrist, a quick glance, your will is magic.

Once a round, you may spend 1 additional Fae Trick to use Fae's Heart or Fae's Touch at any time, even after an action is declared.

"A song for Drest meant silvers,

So he sought to plate his tongue—with spelled verse!

But a morgen he wronged

Rewarded his tricksy song

With horns befit a tynged."

—An englyn for Drest the Horned Bard

Fili

Llysaera concentrates, layering music, weaving magics. Her song grows in intensity, a mix of melodic spells that wrap her allies in powerful enchantments. With a great crescendo, she ends the song in a surge of aethereal energy, knocking their foes down. Llysaera improvises a short, witty ditty to commemorate the victory, and her companions chuckle; the group's legend will spread far and wide thanks to the Fili's ballads.

Filis are wonderous bards, insightful historians, and tricksy magicians who use all kinds of magics through the power of song. Many rulers understand that words are more powerful than swords and do their best to have a Fili sing songs that praise them.

Following the Path of the Fili will see you become a legendary storyteller with magical musics.

Playing a Fili

Shared by the Mage and Mystic, the Path of the Fili has access to all magic schools but specialises in concentration spells using a Fili's Song. By performing music, you can easily maintain the magics of multiple spells. As your song builds in layers, it enhances your own abilities, though you can also end it in a crescendo of powerful magic. This makes the Fili a spellcaster that is excellent at empowering allies and overwhelming foes.

Expertise

Filis have specialised knowledge in **Legends**, **Music**, and any one expertise chosen from another legendary path or profession.

Legendary Trials

- Best another Fili.
- Find a Fili's artifact.
- Visit a sacred location for Filis.
- Tell a tale to a thousand listeners.
- Compose a poem for a legendary union.
- **Tynged:** I will never refuse to tell a tale.
- **Tynged:** I will never use a weapon.

Fili's Song

You can cast spells using music as a Fili's Song. To perform a Fili's Song, you must sing and use both of your hands to play an instrument. While doing so, your magic is indistinguishable from song, but you cannot speak. You can also use a medium-size instrument as an icon and a large-size instrument as a greater icon.

I. Fili's Melody

Make a spell an integral part of your performance.

While performing a Fili's Song, you can concentrate on one spell without giving up an advantage.

II. Fili's Harmony

Two of your spells work in tandem for your benefit.

While you are concentrating on at least two spells, add 1 to checks you make, your armour rating, and your weapon damage.

III. Fili's Crescendo

Your song concludes on a powerful chord of magical power.

Whenever you choose to stop concentrating on a spell at the beginning of your turn, you grant yourself an advantage to casting a spell or making an attack that turn.

Mastery: Fili's Choir

Your allies can become voices in your magnum opus.

The benefits you gain from your Fili's Harmony ability applies to all allies within your space so long as they are singing along.

Mastery: Fili's Solo

Your voice or instrument alone is powerful enough to carry your magics.

You can perform a Fili's Song using only your voice or only an instrument.

"Orphaned, Llysaera was brought up by shepherds but had a greater destiny. After slaying the Afanc, it is said she followed bards to seek out all the history of the land, as she could never know her own. She ventured north through Avallen, where she partook in Cnocc na Fili's eisteddfod. Displaying mastery over story, song, and riddle, she was anointed as a Prifardd! Bearing the remains of an Afanc, the Ever Elder summoned her for audience, wherein Llysaera the Fili of Argolldre was permitted to ask one question, and finally learnt of her family's past."

—From the Red Book of Gwyrdale

Gladiator

Zoe whirls her weapon, diving into the fray and dazzling the audience. Every motion is purposefully made to preserve her flow for the next as she weaves between her weapon, shield, and foes in a deadly dance. Zoe ends her performance with a flourish and relishes in the beat of silence that lingers before the roar of applause that only a Gladiator's work can bring; the audience is hers now and hers alone.

In Raxian society, Gladiators are celebrated performers who often accompany a legion to bolster troop morale and train elite soldiers. The Vallic have a long tradition of settling conflicts with one-on-one duels to avoid the bloodshed of many and have recently adopted the title "Gladiator" to describe those that excel in this kind of diplomacy.

Following the Path of the Gladiator will see you become a legendary master of spectacle and weaponry.

Playing a Gladiator

The Gladiator is the path shared by the Reaver and Warrior. The Gladiator's fighting style thrives on Flourishes, which are gained by combining actions and Exploits and succeeding on your checks. You can spend your Flourishes to disarm foes, become tougher, and chain attacks that end with vicious finishers. However, one misstep can cause you to lose it all. This makes the Gladiator an explosive fighter that is particularly skilled at handling multiple opponents.

Expertise

Gladiators have specialised knowledge in **Showmanship** and **Injuries**.

Legendary Trials

- Best another Gladiator.
- Find a Gladiator artifact.
- Visit a sacred location for Gladiators.
- Win a fight in front of a thousand spectators.
- Tutor a legendary leader in combat.
- **Tynged:** I will never back down from a fight.
- **Tynged:** I will never use magic.

Flourishes

During a Conflict, you use your Gladiator abilities by spending **Flourishes**. You earn 1 **Flourish** whenever you declare an action against a different foe since last round or when you succeed on a check. You may spend your Flourishes at any time, even after an action has been declared, but not during a check. Your Flourish counter resets to 0 at the start of your next turn. You also lose all your Flourishes if you fail a check.

"She, low-born waif, named after an empress

She, fled, but found, in new lands by old laws

She, sentenced to die—but, instead, impressed

In battle, her stage, inspiring awe.

Zoe, Circo's Victress, unfelled by man

She seeks stranger foes enthroned in veiled lands."

—Jehu's panegyric for Zoe, Gladiator of the Circo

I. Deadly Dance

Your grandiose moves elevate your performance in battle.

Spend 1 Flourish to draw a card. If it is red, add its rank to your weapon damage and armour rating until your next turn.

Spend 2 Flourishes to make 1 move.

Note that regular cards are worth 1 rank while Court Cards, including Jokers, are worth 2 ranks.

II. Brilliant Disarm

Your foe's blunders become your momentum.

Gain 1 Flourish when a foe fails a check against you.

Spend 3 Flourishes to make an Agility ♦ check against a foe in your space to disarm them, sending an item from their hand flying across the scene.

III. Stylish Strike

You keep your foes and audience on their toes by constantly switching between styles.

Gain 1 Flourish when you use an ability from a different martial school since last round.

Spend 4 Flourishes to make an attack.

Mastery: Rudiarius

You're skilled enough to retain your flow and showmanship, regardless of how you're actually doing.

You begin your turn in a conflict with 1 Flourish.

Mastery: Lanista

You guide your allies in the art of martial showmanship.

Spend 1 Flourish to have an ally in your space gain the same benefits as you when you spend Flourishes until your next turn.

Magister

Itri delves into his mind, reality unfolding, magic flowing into form. The situation is dire, but he had anticipated the outcome and prepared a spell the evening before. Despite the ropes that bind and gag him, Itri casts the spell effortlessly. The Magister and his companions slip through the void between this world and the next, vanishing before their captors' eyes.

The Raxian people have a weak connection with the Otherworld, so they are more comfortable with logical and reasoned magics, their Magisters being prized officials for both politicians and generals. Whereas in Vallic culture, Magisters are seen as obsessive or mad casters who use unnatural powers to beguile their enemies and enchant their allies.

Following the Path of the Magister will see you become a legendary master of spells.

Playing a Magister

The Magister is the unique Path of the Mage and studies spells to make them more powerful. Magisters raise the complexity of spells in novel ways, such as using magic without moving or dual casting spells. This makes the Magister the most powerful spellcaster if they have the necessary foresight.

Expertise

Magisters have specialised knowledge in **Spells** and **Philosophy**.

Legendary Trials

- Best another Magister.
- Find a Magister artifact.
- Visit a sacred location for Magisters.
- Perform magic for a thousand minds.
- Teach magic to a legendary leader.
- **Tynged:** I will always teach those who ask.
- **Tynged:** I will never refuse the chance at more knowledge.

Study Points

As a Magister, whenever you finish a long rest, you have 5 **Study Points** that you must set or lose. To set Study Points, choose a spell and raise its complexity in a particular way by how many Study Points you choose to set for it. Note down that set spell and how you raised its complexity. Do this

"Itri is remembered as one of the great merchants. Buoyed by the empire's ports, his trade took him to many a town and city throughout Gallia, Ebroria, and even Ashkalo. But it was in Avallen he found his passion: ancient arcane trinkets. Locating, studying, and trading in such rarities, he soon began to master their magics too. It was a source of never ending satisfaction. Itri's reputation grew to great heights and he was even called into Veranius' court to advise the Praetor himself."

—Memoirs of Itri the Magister

until you have no Study Points left. Any points not used are discarded.

The number of Study Points you have after a long rest increases as you learn new abilities—you have 6 when you learn Silent Spell, 7 when you learn Split Spell, and 8 when you choose Weave Spells as your mastery though it is instead reduced to 6 if you choose Signature Spell as your mastery.

I. Studied Spells

You commit particularly complex spells to memory and cast them with ease.

You may cast each of your set spells once with no disadvantages from the raised complexity you noted for it. You are only disadvantaged by its listed complexity.

II. Silent Spell

Your deep knowledge of the mechanisms of magic allow you to cast difficult spells with all subtlety.

You can raise the complexity of a spell by 1 to cast it without needing to make a sound or move.

III. Split Spell

A single spell arcs out to affect twice the usual targets.

You can raise the complexity of a spell by 2 to give it a second target within range. If the spell targets a space, it will target a second space.

Mastery: Weave Spells

You can pick apart the fabric of spells and intertwine them into new magics.

You can raise the complexity of a spell by 3 to combine with it the effect of another spell you know of a lower listed complexity.

Mastery: Signature Spell

There is one particularly powerful spell you have mastered, and everyone knows you for it.

Choose a Signature Spell with its complexity raised by 4 or less and note it. Your Signature Spell is set in your notes after each long rest without using Study Points.

Maleficus

Thrax pries open the Otherworld, seeking an Unshapen, binding its will. From the shadows, he spins a thread into an intricate knot between his hands, tying the spirit to the noble woman he spies upon. She feels the hairs rise on the back of her neck, and the Maleficus slips away, having now altered her fate. Over the coming days, she will be subject to a series of unlikely misfortunes that will make her desperate enough to fall in step with Thrax's scheme. He just needs to be patient.

After the Raxian people rejected their gods, their Otherworld became a desolate place, home to Unshapen spirits. As such, the mystical arts that involve it have been pushed underground in Ataraxia, and those that are accused of learning them are shamed with the title of Maleficus, or "evil-doer." Even for the Vallic, calling upon spirits that have not been shaped by an Ever-One is taboo, and a known Maleficus is dealt with warily.

Following the Path of the Maleficus will see you become a legendary practitioner of dark magics.

Playing a Maleficus

Shared by the Reaver and the Mystic, the Path of the Maleficus plays with the Unshapen spirits of the Otherworld, those that have been rejected by the gods. You are able to bind these lost spirits to characters, items, and locations so that they exert their will on them forever. This makes the Maleficus a devious spellcaster who takes advantage of weaknesses forced onto their foes.

Expertise

Maleficuses have specialised knowledge in **Unshapen** and **Curses**.

Legendary Trials

- Best another Maleficus.
- Find a Maleficus artifact.
- Visit a sacred location for Maleficuses.
- Best a legendary spirit.
- Curse a legendary leader.
- **Tynged:** I will never speak to a human.
- **Tynged:** I will always help to put troubled spirits to rest.

Bind Unshapen

Your Maleficus abilities allow you to **Bind** a limited number of Unshapen to targets. An Unshapen remains bound until you **Unbind** it, after which you may bind another. If the target of the binding is not willing, their CD is set by their Spirit ♠.

You can use your action to **Unbind** an Unshapen. The Mage spell "Dispel" from the Sigil magic school can also unbind Unshapen.

You can bind 1 Unshapen when you have learnt Jynx, 2 with Hex, 3 with Haunt, and 4 with a mastery.

"The Maleficus Thrax, is a scribe wanted for crimes against Ataraxia. After his imperial tenure, Thrax ventured to Avallen, where it was revealed he had slyly spent his unnaturally long life learning of the Exsilium and their twisted magics; for in Avallen he could more readily bind ancient spirits to interrogate on dangerous secrets rightly outlawed. The ghoulish man roams Avallen, reportedly questing to speak with an Avallen god. He plots to free the Exsilium and cannot be allowed to return to Ataraxia."

—Commentaries on the Vallic War, by Gnaeus Agricola

I. Jynx

You turn rejected spirits into a boon or blight on someone or something.

Make an Agility ♦ check to Bind an Unshapen to Jynx a target character or item you can see. While Jynxed, you increase or decrease an attribute rank of the target character or item's user by 1. Like a spell, you become Overwhelmed if you fail and Wounded if you critically fail.

II. Hex

Your magic lingers like a cloud through bound spirits.

You can cast a concentration spell with Agility ♦ to Bind an Unshapen to a target character, item, or space. The Unshapen concentrates on the spell instead of you. Unshapen do not rest, so the spell could last forever.

Note that to bind it to a space, the spell's complexity must be appropriately raised.

III. Haunt

The Unshapen remains in stasis, waiting to enact your will on unsuspecting souls.

You can cast a spell with Agility ♦ to Bind an Unshapen to a target character or item. Once per sunrise, when the target character or item's user fulfills a noted condition, the Unshapen recasts the spell using your Agility ♦ on that character. A concentration spell cast this way remains until a second noted condition is reached or the spell is cast again.

Mastery: Spirit's Form

You become as a spirit yourself.

You can spend ten minutes to Bind an Unshapen to yourself to make you aethereal—you cannot be seen or affected by anything physical, and you cannot affect anything else.

Mastery: Astral Projection

Your Unshapen are extensions of your will.

You can spend ten minutes to commune with an Unshapen you Bound to see what it sees. You can spend another ten minutes to Unbind it and teleport yourself and everyone touching you to its location.

Primus

Aurelia eyes the Afanc, forming a plan, noting its numerous limbs. She sets her strategy in motion, pulling magic from the aether as she parries an attack to glance harmlessly off her armour. The Primus calls her tactic through the spell, projecting it into her allies' minds. They each move in perfect unison to create the envisioned space, and Aurelia darts in with her now-enchanted spear to strike the beast down.

The abilities of the Primus were pioneered by the Imperial army and explain much of Raxian military dominance, with their elite units acting as one to overcome forces of far greater numbers. As a result, the Primus holds a powerful spot in the Vallic psyche, alongside the Ffieidd-Dra, as one of the greatest enemies of their way of life.

Following the Path of the Primus will see you become a legendary battlemage and brilliant tactician.

Playing a Primus

Shared by the Warrior and the Mage, the Path of the Primus can entwine spells with called **Tactics**. Your Tactics grant positional advantage, make openings for attacks, and rally your allies before defeat. This makes the Primus a spellcaster who excels in battle by enabling allies with the right strategy in the right moment.

Expertise

Primuses have specialised knowledge in **Warfare** and **Geography**.

Legendary Trials

- Best another Primus.
- Find a Primus artifact.
- Visit a sacred location for Primuses.
- Lead an army.
- Best a legend in a game of strategy.
- **Tynged:** I will always obey my superiors.
- **Tynged:** I will always defend the weak.

Tactics

Your Primus abilities grant you **Tactics**, each of which you can use once per Conflict. Use a Tactic without an action by giving up an Edge on your turn.

1. Tactical Positioning

The battlefield is your chessboard.

Make Haste (Tactic): Characters of your choice in a space may make 1 move together.

Create Space (Tactic): Target foe becomes Vulnerable to an Exploit from a character of your choice.

"Before Aurelia, alchemists did not realise the true potential of Avallen's Otherworld. While brave in battle, many soldiers feared areas the Vallic called 'thin'. But Aurelia was from a lineage of great guild alchemists and would not let the trepidation of her lessers keep her from the rarest of ingredients, even at the risk of her own life. She sought the Vallic mistress of combat—Scáthach—and managed the perilous journey to her fabled fortress. She returned a powerful warrior and slew a beastly Cawr for a braid of its hair. She now carries the title of 'Primus', leading hunts into the Otherworld with those brave enough to learn from her."

—Excerpt from 'A survey of our Avallen territories and peoples therein'

II. Tactical Magic

Your spells are imbued with battlefield strategies.

You can use a Tactic as you cast a spell without giving up an Edge. If the spell fails, your Tactic still happens.

Raise Guard (Tactic): You or an ally can use Protect.

III. Tactical Standard

Your magic and tactical prowess go hand in hand.

You are advantaged with spells you cast with a Tactic.

Rally (Tactic): You and allies in your space recover from Exerted or Overwhelmed.

Mastery: Tactical Mind

With your sharp mind and tactical experience, you know your enemy at a glance.

Analyse (Tactic): Learn 1 random ability and attribute rank of a target foe then check Wit to learn [1] more of each.

Mastery: Tactical Prowess

Your strategic responses are instinctual.

Once per Conflict, you can give up an Edge to use a Tactic anytime outside of your turn in response to another declared action.

Slayer

Valens waits with a Slayer's patience, stalking his prey, searching for weakness. In a sudden blur of motion, he makes a flurry of exacting strikes against his target before nimbly escaping any reprisal. The monster falls, and thus his Slayer's contract is almost complete. Valens begins pursuing the last of his quarry.

In Vallic culture, Slayers are honoured Reavers called upon to lead quests against foul creatures terrorising communities. In Raxian territory, Slayers are coveted by politicians for their abilities in subterfuge, reconnaissance, and assassination.

Following the Path of the Slayer will see you become a legendary hunter of beasts, man, and monsters alike.

Playing a Slayer

The Slayer is the unique path for the Reaver. Fighting as a Slayer, you can forgo actions to stalk your foes to find **Openings**. When the time is right, you can use your Openings to take multiple actions in a single turn using acrobatic movement, precise attacks, and enhanced evasion. This makes the Slayer potent against single targets, especially in an ambush.

Expertise

Slayers have specialised knowledge in **Subterfuge**, **Fiends**, and **Wyrds**.

Legendary Trials

- Best another Slayer.
- Find a Slayer artifact.
- Visit a sacred location for Slayers.
- Kill a mature Ffieidd-Dra.
- Assassinate a legendary leader.
- **Tynged:** I will never leave a monster unslain.
- **Tynged:** I will never reveal my personality to others.

Openings

Your Slayer abilities are fueled by **Openings** that you can expend without using an action. During a Conflict, you may use your action to create 2 Openings, become Vulnerable, and make an Agility ♦ check to create [1] extra Opening. You lose all your Openings once the Conflict ends.

1. Slayer's Speed

You move in the blink of an eye.

Expend 1 Opening to make 1 move on your turn.

Expend 2 Openings to make an attack on your turn.

"You heard of Valens, the War Slayer? Good tale this one. He was one of the first Raxians to be born here, and having never left, he considers Avallen home as any Vallic does! He was raised by a blacksmith in a small bordertown that was set ablaze in battle. For the deaths of all he knew, he vowed a tynged to bring vengeance to all that stoke the flames of war. Wielding the weapons he once forged, he's murdered warmongering leaders on both sides of Veranius' wall. You ever heard of a Raxian with a tynged?"

—Vallic merchant's rumour

II. Slayer's Defence

You are harder to hit...and harder to spot.

Expend 1 Opening to gain an advantage against an attack.

Expend 2 Openings in a space with cover and no foes to hide without anyone noticing.

III. Slayer's Strike

A single strike of yours is exact and lingering.

Expend 1 Opening to gain an advantage for an attack.

Expend 3 Openings to make an attack that bleeds your foe, inflicting Withering (seconds) if it hits.

Mastery: Assassin

Even the most intelligent don't expect you.

You can turn any Edge you earn while making checks against a human into an Opening, even outside of a Conflict. You lose these Openings if you leave the scene before starting a Conflict.

Mastery: Apex Predator

Even the sharpest instincts won't see you coming.

You can turn any Edge you earn while making checks against a non-human creature into an Opening, even outside of a Conflict. You lose these Openings if you leave the scene before starting a Conflict.

Swyn-Pict

Selwyn wades through the fray, body paints glowing, hands at the ready. His foes attack with disbelief as their blades meet flesh but draw no blood. The Swyn-Pict responds in kind, manifesting a warhammer from the intricate designs on his body and striking through their defenses, unleashing a surge of magical flames that washes over his foes. Victorious, Selwyn takes out his dyes and carefully applies a new attunement to his body for the other challenges that lie ahead.

As Druids rarely engage in war since the Ever Pact, Swyn-Picts are the spiritual warriors the Vallic rely on for magic in battle and are greatly respected because of it. The Swyn-Pict are similarly notorious in Raxian culture; it was the stories of charging bands of naked blue enchanted warriors alone that kept the Raxian Empire away from the shores of Avallen for so long.

Following the Path of the Swyn-Pict will see you become a legendary champion of an ancient Vallic tradition.

Playing a Swyn-Pict

Shared by the Warrior and the Mystic, the Path of the Swyn-Pict forgoes conventional equipment and instead **Adorn Dyes** on their bodies with intricate designs attuned to magic. These designs not only protect and enchant you, they also let you draw ethereal weapons of your choice from them. These magical weapons cut like any other, but they can also cast spells from your magical paints upon striking a foe. This makes the Swyn-Pict a versatile fighter who can provide bursts of magic when needed.

Expertise

Swyn-Picts have specialised knowledge in **Ffieidd-Dra** and **Art**.

Legendary Trials

- Best another Swyn-Pict.
- Find a Swyn-Pict artifact.
- Visit a sacred location for Swyn-Picts.
- Make dyes from a legendary plant.
- Defend a clan's sacred site.
- **Tynged:** I will never own anything but the tools of my trade and my dyes.
- **Tynged:** I will never have offspring.

Adorn Dyes

To use your Swyn-Pict abilities, you must **Adorn Dyes** on your body attuned to a magic school of your choice. Spend 10 minutes and expend 1 supply to Adorn Dyes. They have an armour rating of 4+Spirit on top of your Vigour. They advantage spells like light armour for as long as you wear no large clothing or real armour that covers them. You may still wear a cloak.

If you exert your dyes or any other item summoned with them, you cannot use them again until you reapply your dyes.

1. Summon Weapons

Your tools of battle no longer encumber you physically—they reside in your dyes.

When you **Adorn Dyes,** note two melee weapons, a shield, and a muse. You can summon these items into your hands at any time in response to any declared action.

Summoned medium-size weapons deal 5+Vigour+Spirit damage, while small weapons deal 2 less, and large weapons deal 2 more.

"Son of a priest, Selwyn was a gentle and curious giant. But a giant's frame doesn't lend to the subtleties of medicine and a curious mind gets in the way of doctrine. He was guided by elders away from his father's path, to take the ancient rites of the Swyn-Pict; melding his priestly learnings with a natural talent for combat. His path became that of a legend when he defended Ffynnon Matir from an earthen Elfenol and then nobly refused its waters."

—from the Red Book of Gwyrdale

II. Enchanted Designs

Your spells are a part of you, waiting for your command.

You can give up an Edge at any time to cast a spell you know from your attuned school to affect only yourself without making a check.

III. Enchanted Weapons

Your spiritual weapons overflow with magic.

When you successfully hit a foe with a melee weapon, you may give up an Edge to cast a spell you know from your attuned school to only affect that foe without a check.

Mastery: Power Surge

Your paints erupt around you with crackling energy.

You may exert yourself as you cast a spell with **Enchanted Designs** to also affect all allies in your space, or with **Enchanted Weapons** to also affect all other foes in your space.

Mastery: Shifting Dyes

The hue and patterns of your paints are attuned to your will.

You can give up an Edge or exert yourself in response to any declared action to change the spell school your dyes are attuned to. When doing so, you can change any spells you were concentrating on from the previous school to ones of the new school.

Teulu

Fflur charges ahead, shielding her companions, overpowering her foes. Each blow her armour turns and each blow her sword lands fuels the battle rush that allows her to outlast all others. As the Teulu's foes surrender, her adrenaline subsides and the pain sets in. Fflur looks back to her companions, certain that she would rather it be her than them taking the brunt of it all.

In Vallic society, the Teulu are oath-sworn bodyguards for the Breyr of tribes and the Brenin of clans. "Teulu" means "family" in Vallic, and the famed warriors treat their wards as such. The title of Teulu has become respected as a worthy foe in the Raxian military, and it is now fashionable for bureaucrats in Avallen to use the word for their private bodyguards.

Following the Path of the Teulu will see you become a legendary fighter and a bastion to whom others turn on the battlefield.

Playing a Teulu

The Teulu is the unique Path of the Warrior. Fighting as a Teulu, you will want to be in the thick of it as each hit you make and take increases your battle **Fury**. As your Fury rises, you will become ever more formidable with increasing defence, damage, and control over your foes. This makes the Teulu an exceptional enforcer and protector, giving your allies room to breathe in the heat of battle.

Expertise

Teulus have specialised knowledge in **Warfare** and **Politics**.

Legendary Trials

- Best another Teulu.
- Find a Teulu artifact.
- Visit a sacred location for Teulus.
- Save a legendary leader.
- Save an Ever One or legendary Fae.
- **Tynged:** I will never let an insult go unanswered.
- **Tynged:** I will never strike first.

Fury

Your Teulu abilities are unlocked as your **Fury** rises in battle. Once per round, when you hit a foe, you gain 1 Fury. Once per round, when you are hit by a foe, you gain 1 Fury. You lose your Fury when a Conflict ends or you fall unconscious.

I. Bastion

You turn your rage into a shield.

If you have at least 2 Fury, you can give up an Edge in response to any declared action to use Protect on an ally.

If you have at least 4 Fury, you have +2 armour rating.

II. Champion

The heat of battle fuels your speed and power.

If you have at least 3 Fury, you make attacks with advantage.

If you have at least 6 Fury, you can make an extra attack on your turn.

III. Indomitable

The rush of adrenaline brings you to life.

When you first reach 5 Fury in a Conflict, you treat Exerted.

If you have at least 5 Fury, you cannot be Pushed and are not affected by Overwhelmed, Charmed, or Terrified (you can still be Enraged).

Mastery: Heart of Fury

The scent of battle alone spurs you in motion.

You begin a Conflict with 1 Fury.

You can give up 3 Fury to recover a non-Wounded condition from yourself.

Mastery: War Cry

You instill your battle fury within your allies.

You can give up an Edge on your turn to give each ally in the scene the benefits of your Fury until your next turn.

"Fflur was born of Pen Levi wanderers, but was abandoned by her tribe for want of food. Alone, she survived and raised herself to fight with scavenged weapons. Fflur found our villages appreciated the reprieve from bears and bandits her presence lent. In turn, she learnt to appreciate our kindness, gifts, ale, and revelry! Joyously, Fflur took a tynged to become a Teulu, protecting not Breyrs and Brenin, but us common folk who keep the land! Climb the hill here, and whistle three times as a goldfinch, and she'll turn up before the day ends, though you better have a mighty task for her!"

—Vallic farmer's legend

Chapter 9
Adventuring

It is only after a full week of trudging through muddy swamps, plodding across snowy fields, and crossing thin ice do Gerad and his band of companions arrive at the edge of the ravine—a liminal space claimed by neither the Pen Levi nor the Pen Afanc. Far below them, a massive dilapidated bridge fails to connect their side with the opposite, where sits a massive temple-like structure flanked by equally large hooded statues.

Rumours, legends, and bardic poetry led them to seek out this temple. They finally pinpointed the location after weeks of consulting with sages, learning the tales of great prosperity that followed the Wild Hunt. The excitement coupled with the tantalising mystery of why it was built and what lay inside spurred them on the hazardous adventure. But the thrill wore off as the days went by, and Gerad is dismayed to see that their last obstacle is to cross the abyss between here and their goal. He wonders if they shouldn't have taken the extra week to round the ravine to get to the other side, but he knows deep in his bones that all four of them were already exhausted—none would have made the journey.

A blast of frigid wind threatens to blow them off the edge; Gerad stumbles from the sudden force, but Reina quickly grabs and steadies him.

"Be careful. I guarantee another wind like that will come," Reina says, hurriedly drawing some rope from her pack. She unsheaths one of her swords, thrusts it into the cold ground, and deftly ties the end of the rope around it in a secure knot.

"But I cannot guarantee the rope will hold when it does. We mustn't tarry." Without another word, the others follow her instruction and descend. She motions for Gerad to go next.

Gerad grabs the rope with hesitation at first, but he looks over his shoulder at the temple, illuminated briefly by a break in the clouds. Once they find the treasure inside, he knows it will have all been worth it.

Advanced Rules

The foundational rules for *Legends of Avallen* are explained in Chapter 1, where we describe how the game plays out as a conversation between the players and the GM as well as how checks for risky actions are made. Make sure you have read that chapter before this one!

This chapter explains more advanced rules which sit on top of that foundation, some of which do not come into play until your characters have reached higher levels and you are more experienced with *Legends of Avallen*. Following this chapter, there are four more that make up the complete rules, covering topics of conflicts, spellcasting, journeying, social interaction, and wealth.

Risky Actions

When you take a risky action to overcome a foe or the environment, you usually make a check as described in Chapter 1. However, there are special rules for trying to help or hinder someone, called **Set-up**, and also when you protect someone or something, called **Protect**.

Set-up

Set-up is a risky action made to assist or hinder another character's action, such as distracting a guard, preparing to defend against an attack, or reaching over a dangerous gap to catch an ally jumping across it.

When you Set-up a character to succeed, make a check to create **two advantages** for their check. You may also use your Edge for their check if you already have one.

When you set-up a character to fail, make a check to create **two disadvantages** for their check. You may also use your Edge against them if you already have one.

- **Critical Success:** You create two advantages or disadvantages and may also use the Edge you earn.
- **Success:** You create two advantages or disadvantages.
- **Failure:** You earn an Edge but cannot use it with the check you failed to Set-up.
- **Critical Failure:** You give the opposition an Edge for the check!

The Set-up action is used only when you are helping in a way that is risky—your action could help a lot or not at all!

You do not make a Set-up check if you help an ally in a way that is not risky, such as lending your weight to help bash a door down or reinforcing their point in a conversation. You simply assist your ally and become an advantage for them.

Protect

Protect is a risky action made to prevent other actions. This could mean preventing actions from happening to another character or part of the environment, such as shielding a relic from falling rocks, stepping in to prevent someone from being intimidated, or stopping foes from moving through a doorway.

When you Protect something, you can oppose actions that would affect or involve it, forcing them to check against you instead. You become the target of the action unless the check critically succeeds against you, in which case the original target is affected as if you were not protecting it.

Note that this is the only risky action that does not use a check. It instead forces checks to be made against you.

Multiple Characters

You can take risky actions against multiple characters, such as trying to persuade a crowd to your cause or raining fire over a group of foes with elemental magic.

When you do, you make one check to affect them all. Often they will have the same attribute rank that sets your Check Difficulty (CD), but if they don't, compare your check total to each of their CDs to find your result against each of them.

Sometimes, your targets might be affected by different numbers of significant advantages and disadvantages. When this is the case, you still only reveal cards for one check.

First, reveal one card and check your result against those where all advantages and disadvantages are cancelled. Then, reveal a second card and check your result against those that you have one remaining advantage or disadvantage for. Then, reveal a third and check against those you have two advantages or disadvantages for, and so on until all affected are accounted for.

The Odds

The table below gives the chances of success and failure for a fair check. A fair check is one for which your attribute rank is the same as the CD. The chance for success also includes the chance of a critical success, and the chance for failure includes the chance of a critical failure.

Checks with attribute ranks higher or lower than the CD are roughly equivalent to having that many advantages or disadvantages for a fair check. For example, if your attribute rank is 1 lower than the CD, your chance of success or better is 33%. If you have 1 advantage for that check, your odds of success become roughly equivalent to a fair check, at 56%.

Time & Movement

When the stakes are low and you can take your time, much of the game will consist of back-and-forth conversation between the players and the GM. In this way, the passage of time or distances traveled become a feature of the general narrative your playgroup navigates together in the conversation of play.

However, sometimes the passage of time becomes a resource that your group must manage. This can happen because there is a **Conflict** between multiple sides or because **Fate Cards** are in play during a dangerous situation. In these cases, the scene is played out in periods of time described in **Rounds**.

Rounds

A round represents a rough period of time in which each player character and NPC takes a turn. In your turn you can take an **action** to interact in the scene or to **move** a distance appropriate for the timescale of the round. Whenever a rule lets you do something *once per round,* it means once from the beginning of your turn until your next turn.

Roughly how much time in the story passes in a round depends on the kind of play that is happening and will dictate what kinds of actions you can make and how far you move in a turn.

- For a fast-paced Conflict, such as a tavern brawl, rounds last about ten seconds and the room is divided into **Spaces** a few meters across that you move between.
- While Fate Cards are in play when Exploring, such as delving into a cave system, rounds last about ten minutes and the location is divided into **Scenes** of different places that you move between.
- While Fate Cards are in play when Journeying, such as hiking through the wilderness, rounds last about a day and the route is divided into **Regions** tens of miles across that you move between.

Rush

Often, when time is of the essence, you will want to move as fast as you can. To make more than one move in your turn, you need to Rush.

As you use your action to move, Rush to make [1] extra move by checking against the environment, i.e. you can move 3 on a critical success, 2 on a success, and still 1 on a failure. If you critically fail, you don't move at all.

Advantages (A) or Disadvantages (D)	Critical Success %	Success or better %	Failure or worse %	Critical Failure %
3A	52	94	6	0
2A	42	87	13	1
1A	30	75	25	3
None	17	50	50	17
1D	3	25	75	30
2D	1	13	87	42

Other Movement

You may also spend moves available to you to take small, simple actions appropriate for the time frame of the scene.

During the fight in the tavern, that could mean standing up, opening a door, or jumping onto a table. When searching for a shrine or making a trek, that could mean spending time to follow tracks, sneaking to avoid attention, or taking rests.

Difficult Terrain

Some terrain is more difficult to move through than others. If the GM considers a space, scene, or region to contain difficult terrain, it requires two moves to enter instead of one.

To enter difficult terrain, you can move twice over two turns or use multiple moves in one turn by Rushing, for example.

Once inside difficult terrain, whatever feature of it that makes it difficult will advantage or disadvantage any relevant checks you make like any other aspect of the environment, including checks made to move out of it.

Stealth

Trying to move or do something such that another character does not notice you usually requires an Agility ♦ check, or sometimes a Wit ♣ check.

- If you fail the check, they will usually notice something and come investigate. If they were asleep, they will likely wake up instead.
- If you critically fail, they will often have spotted or heard you and will respond appropriately. If they were asleep, they will likely wake up and investigate.

If they investigate your failed stealth check, you will need to decide how to respond: try to hide from them, escape them, confront them, or ambush them.

Fate Cards

Throughout the game, you will find situations where the longer you remain, the more you **Tempt Fate** with **Complications**, such as sneaking through an imperial camp or exploring the wilds of the Otherworld. When this is the case, the GM will introduce **Fate Cards**, which represent risk and the passage of time in tense scenes.

When the GM includes Fate Cards in a scene, they will draw one card from the deck face-down and place it in front of them at the beginning of each round of turns.

When the GM draws the fourth Fate Card, they **Tempt Fate** to see if a complication arises, resolve it if one does, discard those cards, and then draw another Fate Card to begin the count to four cards again.

Tempt Fate

The GM tempts fate to see if a complication arises by revealing the four Fate Cards one by one. If at least one joker or two other court cards are revealed, a complication arises! This will happen about half the time.

The colour or suit of the last revealed court card determines for the GM which complication arises. If it is a joker, the GM can choose any complication.

Complications

Complications that arise from Fate Cards are determined by the GM. Typically, the GM will have a list for the scene or even the whole quest. Complications can range from minor inconveniences to a change of circumstance to a sudden danger.

If the complication is a sudden danger, you will have the opportunity to make a split second reaction to a prompt given by the GM to hopefully advantage yourself against the danger.

Making Matters Worse

Whenever a player severely aggravates the situation, the GM may draw and reveal four fresh Fate Cards to see if a complication arises, independent of any Fate Cards they already have building up.

Making Matters Better

Whenever a character does something to ease the tension or risk in a situation, the GM may discard accumulated Fate Cards from play. If a character manages to get rid of the cause of a complication, then the GM should ignore that complication if it arises when they Tempt Fate.

Conditions

Everyone would try their hand at adventuring if it was not so clearly difficult and dangerous. It takes a certain something

to want to take those risks. The rules so far have dealt with the difficult part of adventuring; here, we will deal with the dangerous. This section details the debilitating **Conditions** you can be afflicted with and how to **Recover** from them.

You gain conditions in all sorts of ways: poisonous vines, an axe to the chest, a poor night's rest, or a curse from a cruel faerie, just to name a few.

The conditions are listed in order of increasing severity and are grouped into three categories that determine how easy they are to recover: **Treatable**, **Recoverable**, and **Mortal**. Naturally recovering from conditions requires **Rest** and **Supply**.

If you would gain a condition or a variant of a condition that you already have, you gain the next most severe condition instead.

Treatable Conditions

Treatable conditions are conditions which wear you down but are fairly easy to remedy with a **Short Rest** (see below).

Exerted

Being Exerted means you are weary, have reached a limit, and need a short rest to return to full form. While Exerted, you cannot exert yourself again to change the result of a check.

Overwhelmed

Being Overwhelmed means you cannot think straight, are overcome by a thought or feeling, and need a short rest to collect yourself. While Overwhelmed, you cannot help your allies or use the Set-up or Protect actions.

Overwhelmed also has variants. You can be **Charmed**, **Terrified**, and **Enraged**.

Charmed: While Charmed, you can and must help, Set-up, or Protect the object of your charm.

Terrified: While Terrified, you must flee from the sight of the object of your terror.

Enraged: While Enraged, you must pursue and attack the object of your rage.

Short Rests

Treatable conditions are treated (i.e. unmarked from your character sheet) during a short rest, a period of downtime about 10-20 minutes long in which you relax.

To take a short rest, you must:

- Consume 1 supply.
- Give up any Edges you have.
- End any spells you are concentrating on.

After a short rest, you recover all your treatable conditions and treat any untreated Wound you have.

But be careful—when Fate Cards are in play, your GM might decide you are **making matters worse** by taking a short rest at an inopportune time!

Recoverable Conditions

Recoverable conditions are conditions which significantly hinder you and require a **Recovery Check** during a **Long Rest** to remedy (see below) or the help of healing abilities or magic!

Exhausted

Being Exhausted means that you are beyond tired, slow to move, and need a long rest to regain your energy. While Exhausted, you cannot benefit from short rests, and your moves are reduced by 1 during Conflicts and Journeys (i.e. you must succeed a Rush check to move 1 space or region).

"We accept your disease ridden outcasts and banished criminals; then we cultivate the aspects within them which you fear most."

—Werefolk cult leader

Sick

Being Sick means you are not at your best, your body is reacting poorly to something, and you need a long rest to feel like yourself again. While Sick, you cannot earn Edges from checks.

Long Rests

Recoverable conditions are recovered during a long rest, a period of downtime at least 8 hours long in which you sleep. If you do not take a long rest each day, you become Exhausted (see *Sleeping*, below).

To take a long rest, you must:

- Consume 1 supply.
- Give up any Edge you have.
- End any spells you are concentrating on.

After a long rest, you recover all your treatable conditions, and, if you have a recoverable or mortal condition, you must then make a recovery check.

Recovery Check

Make a recovery check during a long rest if you have a recoverable or mortal condition. Check Vigour ♥ or Spirit ♠. You cannot exert yourself for this check.

Critical Success: Recover any one condition and gain an Edge.

Success: Recover your least severe condition.

Failure: You become Exerted but gain an Edge.

Critical Failure: You become Exhausted.

Sleeping

Resting away from the elements in the comfort of a bed advantages your recovery checks.

Whereas if you do not take a long rest between days, you automatically gain the effect of a critical failure for a recovery check, even if you had no conditions that would require a recovery check, and without any of the benefits of taking a long rest:

- You become Exhausted.
- You give up any Edge you have.
- You end any spells you are concentrating on.

If you do not sleep further, your Exhaustion will turn into more severe conditions, and you will eventually die!

Mortal Conditions

Mortal conditions bring you closer to death and can have unique rules for their recovery.

Withering

Withering means your body or mind is drastically deteriorating. Withering must often be recovered as soon as possible by eliminating the source of it or by using healing.

While Withering, you periodically gain the least severe recoverable or mortal condition you do not already have, i.e. Exhausted, Sick, Wounded, then Dying!

Withering has variants that determine how frequently it triggers—Withering in **Seconds**, **Hours**, or **Days**. These represent the differences in urgency between catching on fire, being poisoned, or having a disease, for example.

Seconds: Withering (seconds) triggers at the end of your turn when in a Conflict or Exploring. You can often make an appropriate check to get rid of Withering (seconds), such as rolling on the ground while on fire or patching a severe bleeding gash.

Hours: Withering (hours) only triggers after multiple rounds when Exploring, at the GMs discretion, such as when you Tempt Fate.

Days: Withering (days) triggers at the beginning of each day after your long rest—or lack thereof. Withering (days) is also contagious, and if it triggers, it will spread to a random character you spent much of the previous day with.

If you would become Sick whilst already Sick, the next most severe condition is Withering (days).

Wounded

Being Wounded means you have suffered severe physical, magical, or mental injury and are significantly debilitated because of it. While Wounded, all of your attributes are reduced by 2. Wounded is recovered in the following way:

1. Treat a wound with a short rest to regain 1 to both of either your physical or mental attributes.
2. Recover the wound once, such as during a long rest, to regain 1 to all of your attributes.
3. Recover the wound a second time to regain the rest of your attributes, and remove the wound from your character sheet.

If you become Wounded while you already have an untreated wound, you instead fall **Unconscious** and begin **Dying**.

"Where cold Winter wanes, soft Spring gives us birth.
Where Summer fades, Fall returns us to earth."

—Vallic burial rite

If you become Wounded while you have a treated wound, you instead lose all treatment and recovery progress for that wound.

Dying

If you begin dying, you fall unconscious. While unconscious, you cannot take actions, resist checks, or be awakened.

While dying, you will perish after a similar length of time to a short rest (10-20 minutes), unless someone expends a supply to treat your wound—in which case, you will stop dying and instead regain consciousness once that time has passed.

If you are dying but have not suffered a wound that can be treated, then either you are far too old or otherworldliness is afoot! Consult your local Druid or GM.

Death

If your character dies, our condolences. There is not much to be done except to honour them with the appropriate funeral rites and then create a new character. There is no known magic that can bring life back to the dead. Though there are rumours of powerful artifacts that can do such things. And, of course, the Vallic believe the Ever Stranger has dominion over death, though finding him will be just as difficult as convincing him to revive a soul.

Permanent Injuries

It is possible, through an extremely dramatic, risky, or legendary act of play, that you gain a permanent wound, such as the loss of an eye or limb. If this happens, it is up to you and the GM to decide what that means for your character. This could mean a permanent disadvantage to related actions or even the inability to take them. Of course, people adapt and overcome life-changing injuries and disabilities all of the time. Many a legendary figure did not make it to the end of their tale all in one piece!

If your character suffers permanent injury, you can find ways to mitigate it or commission a device from a legendary Crafter to assist you. It is also possible that over a long enough time (such as after a *Tier of Play*, Ch. 2), you find that your character's body is strengthening other capabilities to compensate, and so you may be disadvantaged in some actions but advantaged in others.

Character Arc

Through the tales they weave, your character will grow and change, following a character arc through their legend with periods of **Resolve**, **Descent**, **Transformation**, and **Recognition**.

Resolve

When you reach the Adventurer Tier at level 4, you enter a period of resolve, committing to the life of an adventurer.

Your Resolve becomes a powerful resource you now have access to. It can be spent to turn fate in a crucial moment in a similar way that exertion can. However, Resolve is not restored through rest or repairs; instead, it must be earnt by overcoming a **Burden** related to your personal flaw or motivation by using your virtue or motivation in a positive way.

Burden

To gain the benefits of Resolve, you must first gain a Burden. You become Burdened by taking an action that invokes your flaw or motivation in a detrimental way to yourself or your party.

To do so, you must tell the GM you want to claim a Burden for the action invoking your flaw or motivation. If they agree that the action is detrimental and relates to your personal aspect, then you gain a Burden.

You can gain a Burden once in a day and only if you do not already have a Burden or Resolve.

Earning Resolve

While you have a Burden, you can redeem it to earn Resolve. You redeem a Burden by taking an action that invokes your virtue or motivation in a positive way for yourself, your party, or for others.

To do so, you must tell the GM you want to redeem your Burden for the action invoking your virtue or motivation. If they agree that the action is positive and related to your personal aspect, then you get rid of your Burden and earn Resolve.

If the action requires a check, you get +2 to your rank for the check.

Using Resolve

While you have Resolve, you can expend it to get +2 to your rank for any check.

Once you have done that, you will have to redeem a new Burden to earn your Resolve back again.

Descent

Once you reach the Veteran Tier at level 7, you enter a period of descent, a time of internal conflict, self doubt, or introspection for your character. You should question who they are, how they might come to terms with their flaw, and how they want to impact the world around them.

To reflect this, you will no longer be able to earn Resolve. You can still redeem a Burden and get +2 to a check in the process, but in doing so, you gain no Resolve that you can freely expend on another check later.

Transformation

Once you reach the Hero Tier at level 10, you enter a period of transformation, an opportunity to act on any questions answered during descent about your character and make a meaningful change if you wish.

You may change one of personal aspects to another of the same kind. You may change your motivation to another motivation, your virtue to another virtue that is unrelated to your flaw, or your flaw to another flaw that is unrelated to your virtue.

You can now again earn Resolve by redeeming a Burden.

Recognition

Once you reach the Legend Tier at level 13, you enter a time of recognition, where you come to terms with who your character really is and your character arc ends. At this point, you choose if your legend is one of **Virtues** or one of **Flaws**.

Legend of Virtues

You are a true hero. You have overcome your flaw and are no longer burdened by it. You now sleep restlessly, knowing there is yet more good to do in the world.

Remove your flaw from your character sheet and replace it with its related virtue. You can no longer gain a Burden through your personal aspects. Instead, whenever you wake up from a long rest, you gain a Burden.

Legend of Flaws

You are an antihero. You have succumbed to your flaws and no longer need to redeem your burdens. You instead embrace them and sleep easy with your amoral ways.

Remove your virtue from your character sheet and replace it with your choice of one of its related flaws. You can no longer gain or redeem a Burden through your personal aspects. Instead, you now gain Resolve by taking an action related to your flaws or motivation to benefit you or your party. If the action requires a check, you get +2 to your rank for the check.

"Two day's walk deep into the woods north of Dinas y Coed sits Adwy'r Teg, the sacred grove that is the spiritual centre of the Pen Baedd. For decades Aelan the Oakborn has resolved to keep it, a Druid who can recall the name of each spirit and fae that has passed through the Fair Gate. Visitors outside of the summer solstice are rare, but it is considered to be the Ever Mother's earthly home, and so he dutifully tends to the site with gathered offerings and ritual prayer all year round, which surely pleases her. Aelan the Oakborn knows that by serving Adwy'r Teg, he brings health and bounty to the rest of Glyn Coth forest."

—from the Red Book of Gwyrdale

Chapter 10
Swords & Sorcery

After days of following various leads about the mysterious fires that kept ravaging the town of Ebbw Vale, the travellers had found themselves in the Otherworld with the source of the troubles.

Rising from lava like a demonic lizard bred by fire, the beast clawed its way onto firmer ground. Towering over the group, it unfurled its great wings and bared its razor-sharp teeth in challenge. As the last globules of lava slid off the Ffieidd-Dra's back, it unleashed a torrent of flame that split them up as they leapt away from the incoming blaze.

"A Draig! Just like the stories of old," yelled Eilir, who had got back to her feet.

"A fire Draig to be precise," added Selwyn, who had already begun to flank the monster.

"Stay away from that thing, Selwyn!" Eilir called back, sifting through her spellbook. "It will skewer you in an instant with one of those horns. Let me find something to use from here."

"You're both mad!" shouted Llysaera. "We need to get out of here now!"

"No, he's the reason we're here! And there's no time for your bookworming, Eilir," replied Selwyn, as he jumped away from a lethal clawed swipe. "Llysaera, distract it, will you?"

Llysaera reluctantly popped her head up from behind the rock and released an arrow. It splintered off the creature's skull harmlessly, but it did what she had wanted. The Draig turned to her and unleashed a deluge of flame. She took cover again, the fire wreathing around her.

Eilir looked up from her book to see Selwyn charging at the beast. She recited an incantation and reached out to her friend. Ice sprouted from Selwyn's hands, enveloping his spear. At the last moment, the Draig threw up one of its wings, and Selwyn's frozen-tipped spear tore through the thin membrane and scraped off a swathe of scales from its flank.

"Got you!" bellowed Selwyn in triumph.

The Draig roared and swung around, slamming its head against Selwyn, knocking him and his weapon to the ground. It raised its enormous tail and sent it careening towards Selwyn, who managed to roll out of the way at the last minute.

"You just made it mad!" cried Llysaera. "Eilir, do something before it turns Selwyn into mush."

Eilir called on a darker spell as she stared at the Draig. The beast cried out and began to swing about, clawing at something just in front of its eyes.

Scrambling away, Selwyn yelled to Llysaera, "There's a spot on its side!"

Llysaera nocked an arrow and aimed. She took a moment to be sure of the shot and let out a long breath. The arrow flew true. It ripped into the exposed flesh of the Draig and a foul black liquid burst forth.

Conflict

Though wondrous it may be, Avallen is also a dangerous place, home to warring factions, malicious Fae, and otherworldly abominations known as Ffieidd-Dra (*fee-AYTH-dra*). In the course of your adventures, you will need to learn how to defend yourself during a Conflict, whether that be through martial prowess or an understanding of magic.

A Conflict is a more structured scene where matters of life and death are decided in rounds that each only last a few seconds.

Group Order

During a round of a Conflict, each group of characters takes their turns together, one group at a time. Most often, the group that initiated the conflict goes first.

If it is not clear which group should go first, a character from each group makes a Wit ♣ check. The character with the highest result has their group go first. Ties are broken by deciding at random who goes first.

Once all groups have taken their turns, a new round begins and the groups take their turns again in the same order.

As the Draig pulls itself out of the lava, Llysaera makes a Wit check against it to see who goes first. The Draig gets lucky and will act first.

Turn Order

Within the players' group, the GM decides which player takes their turn first. After a player declares their action, they choose which character in their group takes a turn next. Once all the players have declared their actions, the GM will then resolve them in order.

Characters in groups controlled by the GM take turns in the order of the GM's choosing.

The GM decides Eilir will go first amongst the players, and the players agree that Selwyn should go last so that Eilir and Llysaera can help set-up his attack.

On Your Turn

Much like any other scene of play in *Legends of Avallen*, players state their action for a turn and the GM responds. However, due to the high-paced environment of a conflict, characters can only take **one short action** per turn as well as one **Exploit** per round.

You can use your action to move, attack, cast a spell, Set-up, Protect, or otherwise interact with the scene. The following are rules for actions more often used in Conflicts.

The GM takes the Draig's turn and has it move forward a space for its action and describes how it haunches back with its frills extended, preparing to breathe fire next round.

Movement

During a Conflict, the GM divides the environment into general spaces that are often defined by a feature of the environment within them. Spaces are not small or precise sizes, and multiple characters can fit within a space.

In a Conflict, you can use your action to move from one space to another neighbouring space. You may also use a move to drop prone, stand up, or interact with an object in the middle of a Conflict.

Drawing your weapons on your turn does not require an action or a move. However, getting something out from your backpack or opening a door does.

You can alter your movement with the special move actions **Rush** and **Push**, as well as with **Mounts**. Difficult terrain can also reduce your movement (see *Difficulty Terrain*, Ch.9).

Rush

Rush as you move to make [1] extra move by checking against the environment—often Agility ♦—i.e. you move 3 on a critical success, 2 on a success, and still 1 on a failure. If you critically fail, you don't move at all.

Push

Push with your action to make a check—often Vigour ♥—to move a foe or large object up to [1] space. You can move with them or stay where you are. You can also use those spaces of movement to move them in another simple way, such as knocking them down.

Mounts

Mounts, such as horses and chariots, grant you +1 move on your turn without an action as well as a height advantage for attacks against anyone below you. However, mounts cannot move through difficult terrain.

You need to use a move to mount or dismount a horse or other animal.

Chariots are a mount that can carry two characters and do not require a move to board or alight.

> *Eilir thinks better of sticking around. She decides to run to the large boulder 2 spaces away that Llysaera has taken cover behind. She makes her Agility check and succeeds, moving 2 spaces and reaching the rock.*

Attack

Attack to hit a foe within your weapon's range. Make an Agility ♦ check against your foe's Agility ♦ to deal them your [damage], i.e. you may double your damage with a critical success instead of earning an edge, this is called a critical hit.

On a successful hit, the damage you deal is equal to your weapon damage plus your Vigour ♥. This damage is compared with their **Armour Rating**.

"Throughout my campaigning, I have grown to admire this land and its people. With the end of my service, I took up the bow and now live within the pristine Gwyrdale forest. Meditation is far more transcendent here than in any temple. I share my extra game with a nearby village and, in turn, they leave me to myself. I expect you to do the same. Keep this region as peaceful as it is and I will be one less esteemed general you politicians need worry about."

—Letter from Nate Archibald, to the Ataraxian senate

Many weapons allow you to make attack checks with attributes other than Agility ♦ or use an attribute other than Vigour ♥ for the damage you deal (see *Weapons*, Ch. 13).

Your unarmed attacks have a weapon damage of 0 while improvised weapons have a weapon damage of 1.

Llysaera pops up from behind the rock to draw the Draig's attention and test its armour. She shoots an arrow from her bow, making an Agility check against the Draig, and she succeeds.

Armour Rating

When you successfully hit an attack, the damage you deal is compared with the target's armour rating. A character's armour rating (including your own) is equal to their Vigour ♥ plus the rating of the armour they wear (see *Armour*, Ch. 13).

- If your damage is greater than their armour rating, you Wound them (see *Wounded*, Ch. 9). If it is not, you just earn an Edge.
- If you would Wound them, they can exert to treat your attack as a failure. If they do, you do not earn an Edge (see *Exert*, Ch. 1).

Llysaera deals the Draig 6 damage with her shortbow, but the arrow skitters off its scales. Clearly, it has an armour rating of 6 or higher. Llysaera does earn an Edge though.

Grapple

You can grapple hands on with a foe to restrict both of your actions and movement. While grappling:

- You can only use small items. This means your armour rating does not benefit from armour—damage is compared solely against Vigour ♥.
- You cannot act against anyone outside of a grapple unless you are much larger than your grappling foes.
- If you try to move, another grappler can force you to Push them with you instead, unless you are much larger than they are.

Attempt to begin grappling by making an Agility ♦ check against a foe. If you fail to begin a grapple, you become Vulnerable (see *Exploit*, below). You can also try to end a grapple with an Agility ♦ check against your foe.

Selwyn considers jumping on the Draig to grapple it, to avoid its firey breath and hack his handaxe between its armoured scales. He decides against it. As the Draig is much larger than him, he would only be restricting his own actions, wouldn't be able to defend his allies, and wouldn't be able to use his armour against the Draig's claws. If things get desperate, he'll reconsider!

Special Attacks

Exploit

Exploit is a melee or grapple attack you—or any character—can make against a Vulnerable foe **once per round** without using an action, even outside of your turn. A foe is Vulnerable to an Exploit if:

- You begin a turn in a space with no foes and you run at a foe by moving into their space.
- A foe takes an action that prevents them from keeping up their guard with a weapon or shield.
- A foe fails to grapple you.

Selwyn charges at the Draig, spear in hand. He uses his action to move to the Draig's space, opening it up to an Exploit by him. He attacks and succeeds with a court card—a crit! His spear deals enough damage on a success to beat its armour rating, so because of the crit, the beast must exert its wing and its armoured scales to prevent being wounded. It's now primed for Llysaera to draw blood with her bow, if they can survive its next turn.

Ambush

When you attack a foe while they are unaware of you, you ambush them. When you ambush a foe, your attacks and grapples are advantaged, and foes cannot use Edges, exert themselves, or exert their equipment—a successful attack that beats their armour will wound them.

If you start a conflict with an ambush, you earn a round of turns just for you and your fellow ambushers, after which you make a Wit ♣ check to determine which group goes first in subsequent rounds (see *Group Order*, above).

Sneak Attack

If you ambush a foe with a small melee weapon after successfully sneaking up on them, you can sneak attack. When you

sneak attack, you automatically begin grappling first, which means your attack will ignore their armour.

If your attack is a critical success, you can forgo your Edge to ensure your attack is silent instead of doubling your damage.

Friendly Fire

When you make any weapon attack against a foe grappling with an ally of yours, you risk harming your ally. If you critically fail the attack, you instead critically hit an ally of the foe's choice in the grapple.

Whenever you make a ranged attack against a foe in the same space as an ally, you risk harming your ally. If you critically fail the attack, you instead critically hit an ally of the foe's choice in that space.

Tips!

Legends of Avallen is designed to encourage teamwork—and that applies to Conflicts too! Here are some tips for what you can do during a Conflict when simply attacking isn't enough!

Set-up

Alongside the Protect action, the Set-up action is very useful during a Conflict, especially if you are not sure what to do (see *Set-up*, Ch. 9). For example, you may use the Set-up action to:

- Adopt a defensive stance to gain advantages against a foe's attack.
- Prepare against a foe to gain advantages for an attack next turn.
- Distract or harass a foe to advantage an ally's attack or other action this turn.

Heavily-Armoured Foes

Heavily-armoured foes can be difficult to wound, as their armour rating might exceed the damage you normally deal. There are a few ways you can get around this.

- Set-up an ally with as many advantages as possible to secure a critical hit and double their damage!
- Grapple the foe and use small weapons to ignore their armour.
- Avoid the fight altogether!

Chases

A chase occurs when one group flees from a Conflict while another chases. Chases are chaotic and rapidly fly through scenes of a location filled with obstacles, cover, and **Crossroads**. As a result, the GM might use randomly drawn cards to generate the spaces and routes of a chase (see *Chases*, Ch. 15).

Chases use the movement, Exploit, and grapple rules of a Conflict.

> *There are great many tales that caution chasing a fae into a forest, but that's precisely what Cain and his companions found themselves doing after an Ellyll stole something of great importance.*

Crossroads

Crossroads are an important feature of a chase. Crossroads are spaces in which the fleers can take multiple routes. If the chasers do not see which route the fleers took at a crossroads, they will have to make a Wit ♣ check to quickly spot the right route. Failing this check means they are out of the chase. For example, a junction in a town between buildings or a glade in a thick forest are crossroads.

> *Cain leads the charge but loses sight of the plant-like girl as she rounds a large tree. As he reaches it, he sees multiple paths she could have taken. He has to make a quick decision. He succeeds with his Wit check and darts left after her. From behind, he hears, "But she went that way!" as his companion Malvynn veers right instead.*

Fleeing

As a fleer, you can end a chase by losing all of the chasers. You can do this by gaining a significant enough lead that you can turn down a crossroads without being seen. The chasers will then have to guess which turn you took, and they may guess wrong, letting you escape.

You can also choose to hide in a space after breaking line of sight with the chasers and hope they run past you. This is a risky strategy as the chasers will be on top of you if you are found, but the payoff is that you will only need to break line of sight once to escape if it works.

At any point, you can, of course, stop fleeing and turn on your chasers, especially if you have thinned their numbers by losing some in the chase.

The Ellyll bounds ahead with the contraband, picking up her pace, somehow unhindered by the thick foliage.

Making it Difficult

There might be features of the environment that a fleer can interact with to create obstacles for the chasers, such as shutting a door behind them or knocking over crates as they round a corner. These simple interactions with objects use up a move (see *Movement*, earlier).

When a fleer creates an obstacle, the chasers have two choices: they can either spend an action clearing the obstacle (which could require a check), or they pursue through it as difficult terrain, reducing their movement by one. Needless to say, the chasers cannot ignore a closed door.

Spying a tall cairn to one side, the Ellyll takes the time to pull it down as she passes. Cain sees the large stones roll into his path but hears Reuben and Crystal racing up to him. He stops to hurriedly clear the space and let his friends rush through.

Chasing

As a chaser, you can end the chase by catching the fleers. You can do this by Rushing into the same space as a fleer, which allows you to Exploit them. When you Exploit a foe, you can attack or grapple them. If you grapple, you can greatly restrict their movement and hold them down.

Whenever you reach a crossroad where you did not see which route a fleer took, you must make a Wit ♣ check to quickly spot the right route. Failing this check means you are out of the chase.

Whenever the fleers break line of sight from you, they can also try to hide in that space. As a chaser, whenever you reach a space that broke your line of sight to the fleers, you must decide to either continue chasing or spend a turn searching the space.

The trees finally clear, and they come to an open meadow. Though they haven't caught up to her yet, the Ellyll has nowhere to duck and weave now—it's only a matter of speed. Reuben breaks into a sprint, exerting himself. As he reaches up to the Ellyll, he exploits the opportunity, diving into a grapple and ending the chase.

Spellcasting

For mortals such as yourself, controlling magic is the act of casting spells. Spells draw on the Otherworld, which has the raw potential for almost anything the mind can imagine. Casting a spell changes the nature of reality by breaking through the veil between worlds and bending that power to your will using your strength of mind or soul.

Learning magic is a dangerous pursuit. Attempting to cast a spell can wound or even kill an unprepared spellcaster. Mystics and Mages learn spells from magic schools, though anyone can cast a spell if it's contained within a scroll made by an experienced Scribe (see *Scribe,* Ch. 3).

Spells

Casting a spell is a process that requires being able to speak and move freely—it's generally obvious when someone is using magic.

Spells default to affecting a single target character or similar-sized object that you must touch, though you can increase the range of a spell or have it affect multiple targets by raising its **Complexity**. The target can be a piece of the environment, an item, or a character. Some spells can be maintained over time by using your **Concentration**.

Spells are flexible in nature and can be often used for multiple purposes. For example, Mystics can learn from the Solar school of magic, which lets you manipulate nature. The second spell in the school, Rapid Roots reads as follows:

II. Rapid Roots

Thick roots suddenly sprout out around the target.

(1, Concentration) Choose one for the target:

- It treats all regular terrain as difficult terrain instead.
- It treats all walls and gaps as difficult terrain.

Hinder the advance of a foe or form a bridge across a ravine, all with the same spell! Where non-casters have the capabilities to make the most of their environment to tackle challenges directly, magic-users can often find creative solutions to problems with their spells. As you'll see, however, spells can be just as dangerous as falling short of a jump or mistiming a parry.

The group needs to cross a raging river, and Eilir volunteers to cast Rapid Roots to let them do it safely. To cover the river, she will need to raise the complexity of the spell to affect a whole space that she is not in.

Casting Spells

Casting a spell is always a risky action that requires a check. Unless the spell states otherwise, Mystic spells check Spirit ♠ and Mage spells check Wit ♣.

If the spell targets a willing character or the environment, then the CD is set by the environment. If the spell targets an unwilling character, the CD is set by the character's rank in the attribute used to cast the spell. Failing to cast a spell can have dire consequences.

- Whenever you fail to cast a spell, you become Overwhelmed.
- Whenever you critically fail to cast a spell, you become Wounded instead of Overwhelmed.

Spell Complexity

Each spell has a complexity value listed in parentheses at the beginning of its description. The Rapid Roots spell described earlier has a complexity of 1. Spells have a listed complexity of between 0 and 4.

A spell's complexity confers that many disadvantages to casting it. You may also have additional disadvantages because of things happening in the scene, but whenever you try to cast a spell, it will have at least as many disadvantages as its complexity.

To help cast complex spells, you can use spellcasting advantages granted by wearing the ornate robes of a spellcaster, using a muse—an item that acts like a shield for magic (see *Muses*, Ch. 13)—or by casting the spell as a **Ritual** for example.

Eilir wears robes and holds an icon muse, granting her two advantages for the spell and decides to cast it as a ritual to try and gain more advantages for its raised complexity.

Raising Complexity

You may raise the complexity of a spell you cast to raise its range or scope. When you raise a spell, you also increase the number of disadvantages you have for casting it to match its raised complexity. You can raise both a spell's range and scope once each.

Range

- **Complexity +1:** Raise the spell's range to 2 spaces.
- **Complexity +2:** Raise the spell's range to anywhere in the scene.

Scope

- **Complexity +3:** Raise the spell's scope to affect everything within a target space, except yourself and others in the spell's ritual if you choose.
- **Complexity +6:** Raise the spell's scope to affect everything within up to three target adjacent spaces, except yourself and others in the spell's ritual if you choose.

Rapid Roots has a complexity of 1. Eilir raises its scope to affect a space, giving it +3 complexity, and raises its range to target something within 2 spaces of hers, giving it another +1 complexity, for a total complexity of 5.

Affecting a Space

When you cast a spell that has a raised scope to affect a target space, make a single check against the environment to determine if the spell succeeds or fails. Then compare your check to all other characters in the space to find if they are affected by it (see *Multiple Characters*, Ch. 9).

Unless a spell states otherwise, when a spell maintained with concentration affects a space, characters that later enter its space must succeed a check to resist being affected by it or not. The character must succeed a check against the spellcaster using the same attribute that the spell was cast with, and both of them may use spellcasting advantages for the check.

Concentration

Concentration spells last for as long as you concentrate on them, until you take a rest, or until the spell is dispelled by something else. While concentrating on spells, your actions are not limited, and, unlike casting a spell, it is not at all obvious you are doing it.

To concentrate on a spell, at the beginning of each of your turns you must give up a spellcasting advantage or otherwise lose concentration and end that spell. Spellcasting advantages are any advantage you could use to cast a spell, such as from your muse, your robes, an Edge, or assistance from an ally. Once given up, you cannot use that advantage for anything else that round. You can concentrate on as many spells as you can give up advantages for.

You can use the Set-up action on yourself to generate multiple advantages to concentrate on multiple spells. If you are concentrating on many spells, you may well have to spend each of your turns using the Set-up action to maintain them all.

Ritual Magic

Ritual magic utilises preparation and the aid of allies to help cast more powerful spells, but it also shares the dangers of magic with everyone involved. Casting magic as a Ritual comes in two steps: the Ritual, then the spell. The Ritual portion uses the Set-up action and may be performed by yourself, your allies, or both, and uses the following rules.

You must be the spellcaster or be touching the spellcaster to help cast a spell as a ritual. Regardless, those conducting the Ritual must use the Set-up action on their turn before the spell is cast (see *Set-up*, Ch. 9).

"You know, if you talk, they really do listen."

—Oralee, Friend of Trees

The Set-up check is made as if you were casting the spell. It has the same CD as the spell will have and has disadvantages from the spell's **listed complexity** (i.e. not including disadvantages from any additional raised complexity). You may use spellcasting advantages for this check.

- **Critical Success:** You create two advantages for the casting and may also give the Edge your earn.
- **Success:** You create two advantages for the casting.
- **Failure:** You become Overwhelmed and cannot give the Edge you earn for the casting.
- **Critical Failure:** You become Wounded. The Edge taken by the GM disadvantages the casting.

Since the CD of the spell is necessary for the Ritual, the target of the spell must be decided as the Ritual begins. When the spell is cast, if the target of the spell is no longer valid or within range, the spell fails.

Helping cast a spell is always risky and always uses the Set-up action to begin a Ritual as described above. You cannot simply assist casting a spell to grant an advantage.

As it is a Mystic spell, Eilir makes a Spirit ♠ check for the Ritual. The Ritual's check uses only the spell's listed complexity, so she makes the check with 1 advantage, i.e. +2 from her gear and -1 from the spell's listed complexity. She earns a critical success! She makes great preparations for the magic, giving 2 advantages to the spell and earning an Edge.

She then casts the spell, using her 2 ritual advantages, her Edge, her robe, and her icon muse, for a total of 5 advantages. Her 5 advantages cancel out the 5 disadvantages from the total raised complexity of the spell.

She makes a Spirit ♠ check for the spell and succeeds! Roots rapidly rise out of the waters, entwining amongst themselves, and forming a bridge that the party can slowly cross for as long as she concentrates on the spell.

Resisting Magic

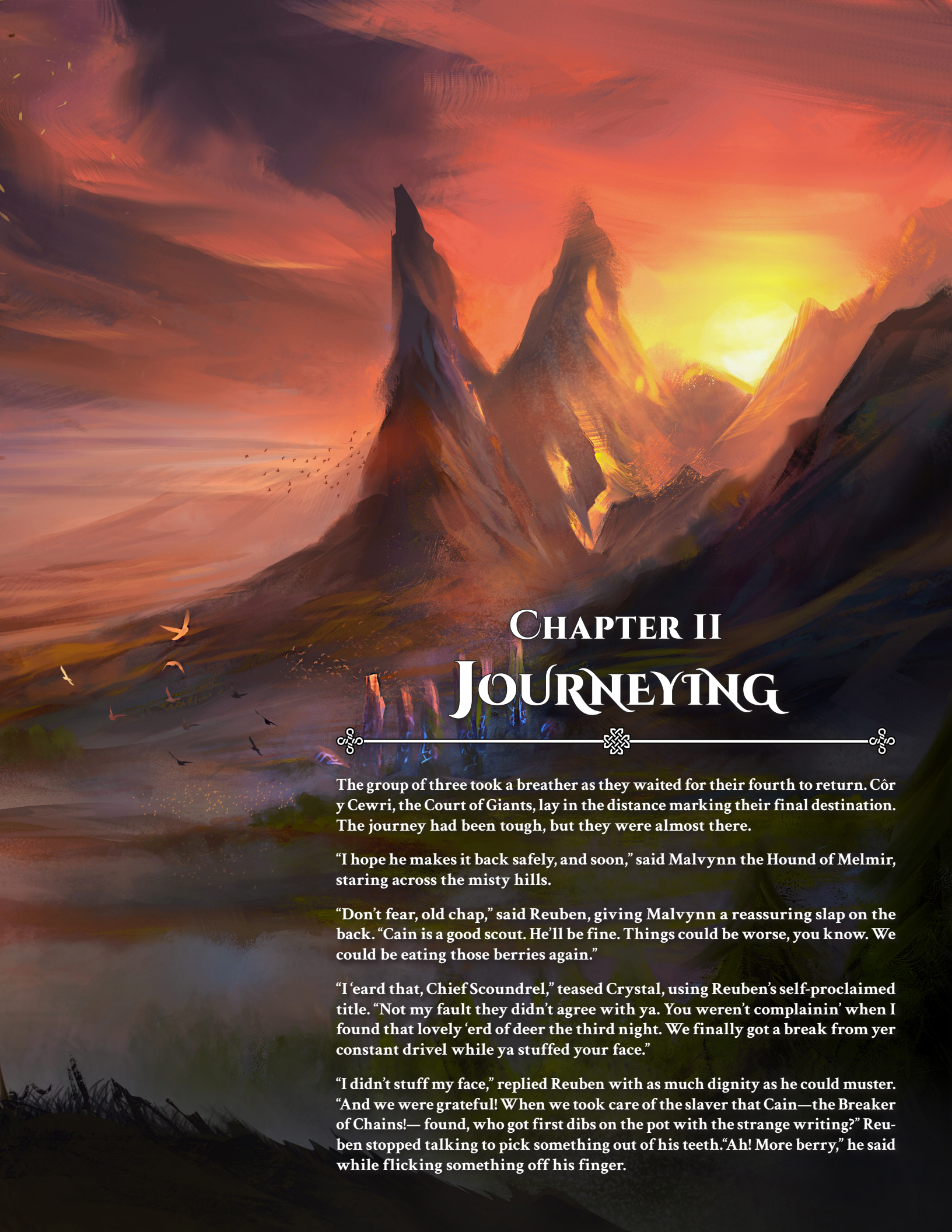
When you are targeted by a spell, you usually cannot physically avoid it. Instead, you must resist the alteration of the world around you by using your own mental attributes. You set the CD of a spell that targets you using the same attribute your foe is using to cast it. This is usually Spirit ♠ for Mystic spells and Wit ♣ for Mage spells.

Note: while wearing heavy armour, you are disadvantaged with magic, which means spells cast against you are advantaged (see Armour, Ch. 13).

When you have been targeted by a concentration spell, and you know who cast it, you can use your action to try to end its effects on you. Make a check against the caster using the same attribute they used to cast the spell. If you succeed, the spell ends. Both you and the caster may use spellcasting advantages for this check.

Magical Locations

There are many locations scattered across Avallen and the Otherworld that enhance magic. Being in such a place of power might advantage casting particular kinds of spells or, in rare cases, all magic. However, you will also find other places that do quite the opposite, the environment hindering magic cast inside it.



Chapter II
Journeying

The group of three took a breather as they waited for their fourth to return. Côr y Cewri, the Court of Giants, lay in the distance marking their final destination. The journey had been tough, but they were almost there.

"I hope he makes it back safely, and soon," said Malvynn the Hound of Melmir, staring across the misty hills.

"Don't fear, old chap," said Reuben, giving Malvynn a reassuring slap on the back. "Cain is a good scout. He'll be fine. Things could be worse, you know. We could be eating those berries again."

"I 'eard that, Chief Scoundrel," teased Crystal, using Reuben's self-proclaimed title. "Not my fault they didn't agree with ya. You weren't complainin' when I found that lovely 'erd of deer the third night. We finally got a break from yer constant drivel while ya stuffed your face."

"I didn't stuff my face," replied Reuben with as much dignity as he could muster. "And we were grateful! When we took care of the slaver that Cain—the Breaker of Chains!— found, who got first dibs on the pot with the strange writing?" Reuben stopped talking to pick something out of his teeth."Ah! More berry," he said while flicking something off his finger.

"I've been studying that strange writing," said Crystal. "I bet that pot was made even before the Wild Hunt!"

"Bet! That reminds me. Pay up," said Reuben with his hand out, staring at Malvynn.

Malvynn, who was sitting with his hound, both exhausted after many nights keeping watch, pulled out a bag of coins and threw it into Reuben's hand.

"What's this?" asked Crystal, agitated.

"A bet," said Malvynn miserably.

"When did this happen?"

"Relax, Crystal. It was just a friendly wager." Reuben's grin stretched from ear to ear. "I knew I could get us to the standing stones within a week. Malvynn disagreed. He's regretting that now."

Malvynn, now lying next to his companion, grunted without opening his eyes. "We made the deal while you were away foraging for those nasty berries."

"Enough about the berries!" exclaimed Crystal. "We've been travelling for days, and I'm shattered! Our food will soon run out, and that downpour last night didn't do us any favours."

"My robes are still wet." grumbled Malvynn. "Hopefully, Cain is finding shelter instead of more battles to fight. Then I can get some proper rest. I could've sworn I saw a faerie last night."

"Never fear, you of little faith!" bellowed Reuben while Crystal tutted at him. "You already doubted your guide," he continued, patting his pocket. "You doubt our scout too?"

"No," said Malvynn, "and I didn't doubt you, just the directions we were following. That old mage Cain got them from seemed dodgy to me, but the old bastard's words led us true so far. We'll soon see if his legends about Côr y Cewri hold true too."

Avallen Journeys

Most stick to their own village or town for their entire lives; after all, journeying elsewhere is an adventurous and often dangerous affair.

You use the following journey rules when you move through **Regions** to make risky ventures to distant locations, where the route, time, and resources you take are consequential, such as hiking for days through a dark forest looking for an ancient ruin or racing to sail through hostile seas before a war begins.

A Destination

To begin a journey, you need a destination and a route that you can follow or have directions for. The destination need not be a place—it could be another character, and the route could be their tracks.

If the destination is a location, the GM will determine how many regions you must move through to reach it with your route, and your task is to safely navigate there. If the destination is a character being tracked, the GM will determine when—or if—you catch up to them.

Day by Day

While journeying, each turn typically lasts a whole day as you move through regions. At the end of each day, you need to take a long rest by consuming supply to stave off Exhaustion (see *Conditions*, Ch. 9). Maintaining your supplies is important to surviving a long journey.

Each day also Tempts Fate, bringing the chance of complications (see *Fate Cards*, Ch. 9). Complications that arise are handled by a particular **Journey Role** that can be taken on by characters in the journeying party. There are four roles for a journey: **Guide**, **Scout**, **Gatherer**, and **Lookout**.

Checks are made against a CD set by the environment you are travelling through. Poor weather conditions and difficult terrain can disadvantage checks you make and so should be avoided.

Journey Summary

Here are the steps to making a journey! The next sections will explain how these steps work.

1. Choose an action for the day, no action, or a **Journey Role** to fulfil: **Guide**, **Scout**, **Gatherer**, and **Lookout**.
2. Decide your **Pace** while following a path, directions, or tracks. Make any checks necessary to move.
3. **Tempt Fate** for the day. If a complication arises, it will reveal a danger or opportunity for a role or a hazard for the party.
4. After you **Tempt Fate**, the GM describes your progress, introduces any other scenes that might occur, and then, once the day is spent, you may take a well-earned long rest.

Pace

Your pace determines how many moves through regions you can make in a day.

Normal Pace

With a normal pace, you make 1 move a day.

Fast Pace

With a fast pace, you try to move further with a Rush check but are disadvantaged with all complication checks.

To Rush, make a check against the environment to have [1] extra move that day (see *Rush*, Ch, 9). If you critically fail, you don't have any moves that day. Each character makes a Rush check and the party can only move as far as the slowest member. However, characters can give moves to slower characters to speed up the party.

> *Cain and Reuben both earn a critical success on their Rush check and are able to make 3 moves. Crystal earns a success and can move 2. However, Malvynn critical fails and so cannot move at all. The party wants to stick together and so cannot move without Malvynn. Instead of Malvynn exerting himself, Cain and Reuben each give Malvynn 1 of their moves. Each character now has 2 moves, so the party moves 2 regions together.*

Slow Pace

With a slow pace, you give up a move to travel stealthily, covering your tracks. You can't do this while on a mount.

Each character must make a Rush check against the environment to make [1] move that day as you give up your regular move. Like with a fast pace, characters can give moves to slower characters to speed up the party, i.e. a character that critically fails must receive a move to give up for the slow pace and then receive another to make 1 move.

Forced March

You may gain an extra move for a day by making a forced march through the night. However, in doing so, you do not sleep and automatically earn the critical failure for a recovery check—you become Exhausted, lose any Edge, and end any spells you are concentrating on (see *Sleeping*, Ch. 9).

Exertion & Exhaustion

Checks you make while travelling represent a whole series of strenuous actions made over many hours. As a result, if you want to change the result of a check when journeying by exerting yourself, you become **Exhausted as well as Exerted**.

While Exhausted, your movement is reduced by 1 region. Unless you are riding a mount, you cannot take a normal pace and will need to earn a critical success with a slow pace or a success with fast pace to at least make 1 move.

Difficult Terrain

Some regions, such as bogs or mountains, count as difficult terrain and require 2 regions worth of movement to move into instead of 1 (see *Difficult Terrain,* Ch. 9).

Mounts

If you have a mount, such as a horse, then you can move an additional region each day as long as those regions are not difficult terrain. It is possible for two people to share a mount, but they then cannot take on any journey roles.

Journey Roles

The lands of Avallen are vast and journeying is not as simple as putting one foot in front of the other. You need to navigate using natural waymakers and the night sky, scout for discoveries and safe places to rest, gather supplies by foraging and hunting, and keep lookout to fend off scavengers and predators.

While journeying, you need to assign journey roles to take responsibility for certain complications. If a second character takes on a role, they advantage the first with any checks. Any further characters that take on that role do not confer any additional advantages.

You cannot take on the responsibility of a role if you are **Overwhelmed**. However, you can consume a supply to take a short rest to remove this condition (see *Conditions*, Ch. 9).

When a complication arises, the suit of it determines what role is checked:

- ♣ Wit—Guide
- ♠ Spirit—Lookout
- ♦ Agility—Gatherer
- ♥ Vigour—Scout

The last revealed court card determines which complication arises unless a Joker is revealed, in which case the last revealed Joker is used:

- J, Q, or K—**Danger**
- Ace—**Opportunity**
- Joker—**Hazard**

If a complication arises for a role that is not filled, then Opportunities are missed and Dangers are automatically failed. Hazards are party-wide complications that involve checks for everyone.

Note that what follows are example complications for each role—they may be changed by your GM!

Guide

Guides use their Wit ♣ to navigate the lay of the land while making sure the party stays on course.

As long as the party has a guide, you can try and follow directions to a location or tracks left behind by something.

Without a guide, you can only journey along paths. A path can be manmade, such as a road or well-worn trail, or natural, such as a river or coastline.

If the **Lost: Danger** complication arises while you are either following a path or are not moving for the day, ignore it.

Lost: Danger ♣—J, Q, K

The route winds in a complicated fashion or you lose sight of landmarks and risk getting lost.

Make a Wit ♣ check against the environment.

Failure: You become lost, and the party makes no movement that day.

Critical Failure: You get the failure result and start the next day Overwhelmed.

Shortcut: Opportunity ♣—Ace

You notice a shorter route in the lay of the land, though it could be difficult to navigate.

You may try the shortcut. If you do, make a Wit ♣ check against the environment.

Success: The party gains an extra region of movement that day.

Failure: You start the next day Overwhelmed.

Critical Failure: You get the failure result and become Wounded in an accident.

"I knew the land, animals, and weather would be different as I got south of the fjords. That's one of the reasons why I decided on this trip: To try my new magic with new life! But I had no idea the people would be so different too. Everyone talks and asks about everything! People down here really don't keep any secrets at all. I'm proud they don't know much about us Pen Afanc, but I guess I'd be happy to share some of our secrets once I find some like-minded travellers."

—Personal notes of Kaiya Avelaithe

Scout

Scouts use their Vigour ♥ to move over much longer distances than their companions, feeling out the land ahead, searching for safe places to rest and other things of interest.

As long as the party has a scout, everyone else is advantaged with complication checks made for the journey.

Ruined Shelter: Danger ♥—J, Q, K

The shelter you found is suddenly ruined. You must find another quickly or rest somewhere less suitable.

Make a Vigour ♥ check against the environment.

Failure: Anyone who rests tonight must reveal a card from the deck, if it is black, they wake up Exhausted.

Critical Failure: You get the failure result and start the next day Overwhelmed.

Discovery: Opportunity ♥—Ace

You spot some kind of ruin or cave. Venturing inside is risky but could lead to safe shelter and valuables.

You may explore the discovery. If you do, make a Vigour ♥ check against the environment.

Success: The party automatically earns a critical success for any recovery checks made this day. You also find something of worth, be it a large, valuable item or forgotten lore.

Failure: You start the next day Overwhelmed.

Critical Failure: You get the failure result and become Wounded in an accident.

Gatherer

Gatherers use their Agility ♦ to maintain the party's supply by foraging, hunting, and preparing food.

Each Gatherer in the party finds 1 supply by the end of the day and finds an extra supply if no complication arises. A complication that is ignored does not count as having arisen.

Spoiled Supply: Danger ♦—J, Q, K

Though food literally grows on trees, it can still be difficult to find some that is safe to eat and store without spoiling.

Make an Agility ♦ check against the environment.

Failure: Gatherers find no supply. Anyone who rests tonight must reveal a card from the deck, if it is black, they wake up Sick.

Critical Failure: You get the failure result and start the next day Overwhelmed.

Hunt: Opportunity ♦—Ace

You find a large animal. Hunting it would be risky but can lead to resources and food.

You may hunt. If you do, make an Agility ♦ check against the environment.

Success: Find 3 additional supplies and an animal trophy.

Failure: You start the next day Overwhelmed.

Critical Failure: You get the failure result and become Wounded in an accident.

Tip: Low Supplies

When the group is running low on supplies, there are three things you can consider doing, in any combination:

- Have more of the party take the Gatherer role at the risk of other complications arising.
- Move at a fast pace to get there in fewer days.
- Stop journeying for a day or more to avoid Guide complications and increase your Gatherers' chances of finding 2 supplies each day.

Lookout

Lookouts use their Spirit ♠ to keep vigilant over the traveling party while they are asleep and at their most vulnerable.

As long as the party has a lookout, there is always someone watching for foes and the party is advantaged with any recovery checks made while resting.

Scavengers: Danger ♠—J, Q, K

Curious beasts stalk the camp. If you do not spot and scare them away, you risk having things taken.

Make a Spirit ♠ check against the environment.

Failure: Each member of the party loses 1 supply and 1 of their highest-valued coins.

Critical Failure: You get the failure result and start the next day Overwhelmed.

Fae: Opportunity ♠—Ace

You spy a curious Fae lurking around the camp. Though risky, you could commune with it to see what it has to offer.

You may approach the Fae. If you do, make a Spirit ♠ check against the environment.

Success: You gain 2 supplies and a small gift, be it a small, very valuable item or a piece of useful lore.

Failure: You start the next day Overwhelmed.

Critical Failure: You get the failure result and are Wounded.

Hazards

When you Tempt Fate for a day's journey and a Joker is revealed, a Hazard arises that affects the whole party. Hazards represent the uncontrollable dangers of a natural world that pays no mind to a party of weary travelers.

Land Hazard: Red Joker

A sudden change in the environment threatens your lives.

Landslides, flash floods, and toxic fumes are examples of how the land can turn against you.

Each member of your party makes an Agility ♦ or Wit ♣ check against the environment.

Failure: You become Wounded.

Critical Failure: You get the failure result and start the next day Overwhelmed.

Weather Hazard: Black Joker

A sudden change in the weather makes conditions for travel terrible. Torrential downpours, gale-force winds, and impenetrable mists are examples of how the weather can halt your journey.

You can choose to take cover for the day or bear the weather and continue on. If you take cover, you gain none of the benefits from roles and make no movement that day. If you continue on, you only gain the benefit of the Guide.

Either way, each member of the party makes a Vigour ♥ or Spirit ♠ check against the environment. You are advantaged if you took cover for the day but are disadvantaged if you chose to continue on.

Failure: You are afflicted by Withering (days).

Critical Failure: You get the failure result and start the next day Overwhelmed.

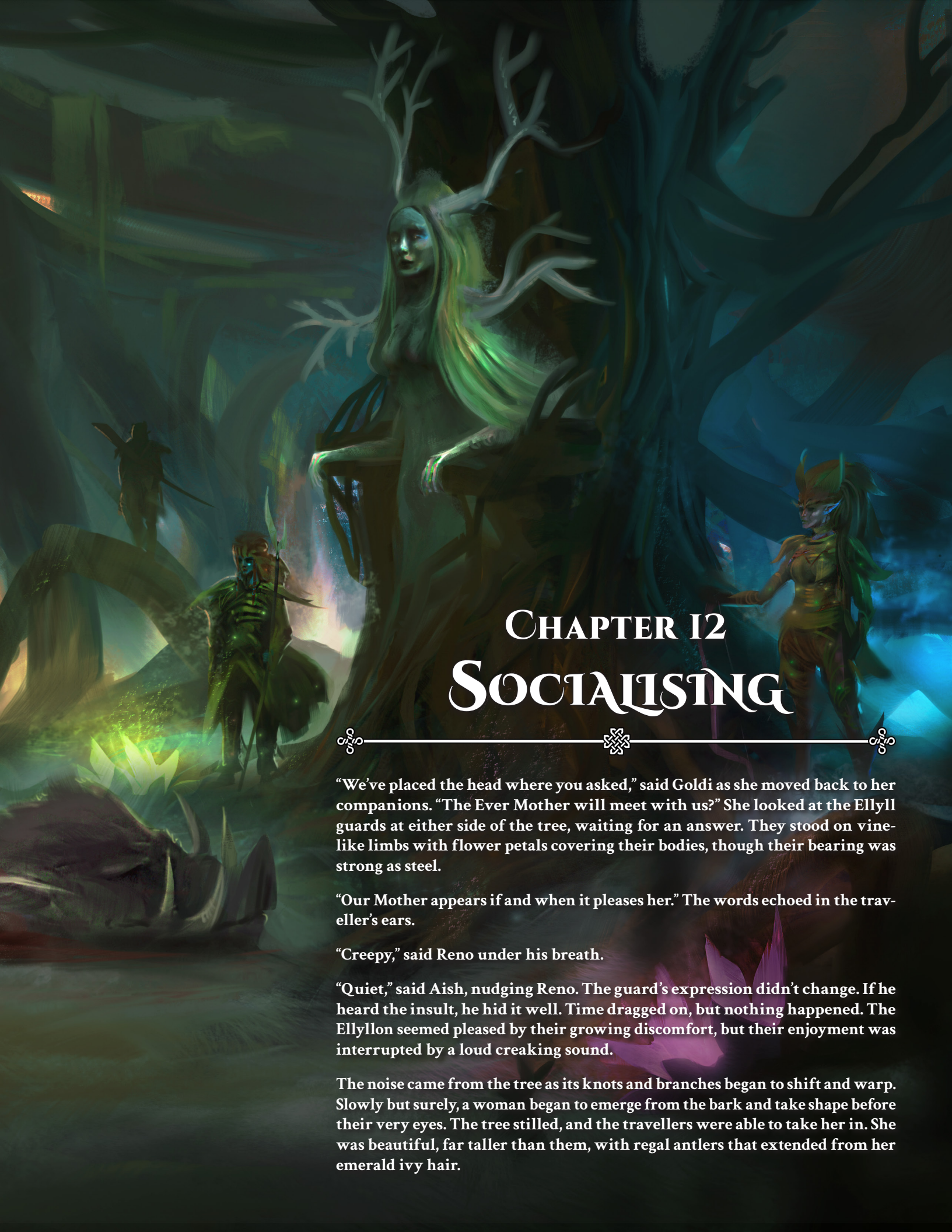
The next day, when you Tempt Fate, if a complication is revealed, it is ignored; instead, this complication continues again as it did the day before. Bad weather can last a number of days if you're unlucky or have angered the gods!

Roles	Benefit	Danger (J, Q, K)	Failure	Critical Failure	Opportunity (Ace)	Success	Failure	Critical Failure
Guide (Wit ♣)	Follow directions and tracks	**Lost**	Cannot move	+ Overwhelmed next day	**Shortcut**	Extra move	Overwhelmed next day	+Wounded
Scout (Vigour ♥)	Advantage other roles' complication checks	**Shoddy Shelter**	Half party exhausted	+ Overwhelmed next day	**Discovery**	Critical succeed recovery and a large valuable	Overwhelmed next day	+Wounded
Gatherer (Agility ♦)	Finds 1 supply or 2 with no complications	**Spoiled Supply**	No supply, half party sick	+ Overwhelmed next day	**Hunt**	Gain 3 supply and trophy	Overwhelmed next day	+Wounded
Lookout (Spirit♠)	Advantage recovery and watch for foes	**Scavengers**	Lose supply and coin	+ Overwhelmed next day	**Fae**	Gain 2 supply and a small valuable	Overwhelmed next day	+Wounded

Whole Party (Red Joker)	—	**Land Hazard**	Wounded	+ Overwhelmed next day	—			
Whole Party (Black Joker)	Stop to advantage check, continue to disadvantage it.	**Weather Hazard**	Withering (days)	+ Overwhelmed next day	The next day, when you Tempt Fate, if a complication is revealed, it is ignored; instead, this complication continues again as it did the day before.			

"A journey that all aspiring martial legends should take is that of the quest for Dún Scáith, the Fortress of Shadows. There one will find the greatest master in feats of arms that has ever lived, known only as Scáthach, "the Shadow." She deems any that are brave and skilled enough to reach her fortress as worthy of her tuition. To do so, one must sail the treacherous Ceo Isles, walk the Plain of Ill-luck, cross the Leaping Bridge, and then finally draw first blood in a duel against her son, Ràithanos, who guards the gate with falcata and dagger. After which, one is awarded with bed, food, and water for as long as they can keep up with Scáthach's training, which involves pole vaulting over the fortress' walls, wrestling with fuath underwater, and throwing javelins through stones."

—The Legend of Scáthach



Chapter 12
Socialising

"We've placed the head where you asked," said Goldi as she moved back to her companions. "The Ever Mother will meet with us?" She looked at the Ellyll guards at either side of the tree, waiting for an answer. They stood on vine-like limbs with flower petals covering their bodies, though their bearing was strong as steel.

"Our Mother appears if and when it pleases her." The words echoed in the traveller's ears.

"Creepy," said Reno under his breath.

"Quiet," said Aish, nudging Reno. The guard's expression didn't change. If he heard the insult, he hid it well. Time dragged on, but nothing happened. The Ellyllon seemed pleased by their growing discomfort, but their enjoyment was interrupted by a loud creaking sound.

The noise came from the tree as its knots and branches began to shift and warp. Slowly but surely, a woman began to emerge from the bark and take shape before their very eyes. The tree stilled, and the travellers were able to take her in. She was beautiful, far taller than them, with regal antlers that extended from her emerald ivy hair.

As they had planned, the three kneeled and lowered their heads to show respect. When Goldi looked up, she saw the Ever Mother looking at the great head of the beast.

"Thank you." Her voice had an ethereal warmth that seeped into Goldi's bones. "The Ysgithyrwyn are ever causing destruction in my lands." She gave off an air of authority, though she was relaxed, with her arms on rests formed from branches.

"But I sense you did not do this just for the good of my forest. Tell me, what is it you want from your Mother that I haven't given the world already?" She gestured to their surroundings.

"Of course, Ever Mother," said Goldi, rising to speak first. "We are most fortunate for all the gifts you have given us. But we come to inform you of an imminent threat to Adwy'r Teg."

"Really?" She gestured for the other two to rise.

"Yes, Ever Mother," said Aish.

Reno nodded in confirmation.

"A Raxian army approaches the Great Oak as we speak. They have discovered its location and seek to cut it down for its magic."

The tree groaned as the Ever Mother clamped down on the wood beneath her fingers. Its leaves shook in indignation, as did the Ellyllon.

"With your help, we can stop this army," said Goldi, hoping to calm the Ever Mother. "They will be making camp tomorrow by the Boreo river. Its waters flow from the Otherworld, not far from here. We beseech that you stop that flow, just for a day."

The tree stopped its protestations, and the Ever Mother relaxed. The guards, too, resumed their solemn countenance.

"Humans are always destroying my gifts. You are no better than the Ysgithyrwyn! You don't care for the Adwy'r Teg. What you really want is aid in your war."

"We are not like others! Goldi, Liberator of Elwood, is my name. This is Reno, Poacher's Bane, and Aish, Axe Sunderer. Together, we are the Saviours of Glanbach and Friends of the Wild."

"The Saviours of Glanbach?" said the Ever Mother, sounding pleased. "I have heard of you. The beasts of the world speak your names, even down here." The travellers smiled, happy at this news.

"Tell me, Saviours of Glanbach. While you were trapped in the fortress of Deva Victrix, how many trees did you burn down in your escape?" The group balked, shocked by the question. Reno was the first to react.

"Ever Mother," he said, with a tone of deep respect. "Yes, there was a fire. I started it. But it was strictly to damage the fort, where the Arbiter's soldiers build machines of war from the nearby woodland. Rumour may have reached you that we destroyed those trees, but they were already cut down."

They stood in silence, hoping that the Ever Mother would see the truth in his words. Her dark eyes bored into Reno's, but he did not blink.

"I see. It seems that lies have taken root within my domain." She tapped her fingers on wood, staring off into the distance.

"Very well. I will fulfil your wish. But first, tell me more of this Arbiter . . ."

Talking the Talk

As you travel and forge your legend across Avallen, you will meet all sorts—welcoming common folk, hostile soldiers, suspicious remote communities, even otherworldly beings—and it's paramount that you navigate social situations and build rapport with these different kinds of characters.

While most people you encounter will be friendly or at least neutral towards you, you may find yourself needing something from a character who is not particularly willing. While solving these problems with violence is one solution, that leaves a lot of blood and even more enemies in your wake. If talking is the preferable solution, you will begin a **Parley**.

About Parleys

If you begin a parley scene, that means the NPC you are engaging with has a considerable **Objection** to working with you. This may be conflicting commitments, a secret that's holding them back, or open hatred towards you.

However, poking and prodding an NPC with questions in an attempt to circumvent their objections may only whittle away their **Patience**. Once they run out of patience, they will end the conversation, and you will have failed to convince them of what you want.

Much like battle, the more powerful your opposition in a parley, the better it is to prepare beforehand. Research their personality, history, wants, and allies. This may certainly tip the scales in your favour. And similarly to battle, there can be long-term consequences as well: intimidation, deception, and even parley-oriented magic might help you in the short term, but it may earn you a grudge, damaged relationships, and animosity in the long term.

Social Standing

An NPC's disposition towards you will depend on all sorts of factors, such as social standing, cultural background, social ties, or even things like the weather! When you first start out, you'll find many characters might ignore you or look down upon you, especially if you're trying to get the attention of more powerful figures. However, as you adventure and make a name for yourself, you'll find people treating you with a different disposition, and some of the more powerful folk might even come to *you* for help.

Parley

When you want an NPC to do something that they have considerable **Objections** to doing, you can parley with them to change their mind. During a parley you must discover what their objections are and find ways around them or offer **Incentives** to outweigh them. Once you do, they will no longer have a reason to object to what you ask of them. However, you must do this before they lose **Patience** and end the conversation.

Besides the natural back-and-forth of conversation, when you are about to make a deliberate effort to influence, manipulate, or understand an NPC, it is important to describe what you are trying to achieve and how you are going to try it, much like any other action. This could be voiced in character:

> **Eilir:** *"Breyr Rhendan, I know your Brenin's wrath will be fierce if you do not pledge to him, but he asks that your tribe die fighting a war disavowed by the Druids. Surely that is worse?"*

Or given as description of what you do:

> **Eilir:** *"Eilir is going to appeal to Breyr Rhendan's duty to her tribe's honour. Eilir says that she knows the Brenin's wrath is great, but emphasises that things will be far worse if Rhendan pledges her tribe to a war disavowed by the Druids."*

Either way works, and both are great examples of roleplaying.

If the GM is unsure your words will sway the NPC, they will ask for a check.You can use relevant advantages and assist each other like any other check. However, **you cannot exert yourself** or your equipment to change or ignore the result of a parley check.

Attributes

The mental attributes, Spirit ♠ and Wit ♣, are most commonly used during a parley. Spirit ♠ is used for forceful, sincere, and empathic speech as well as to intuit the emotions and desires of others. Wit ♣ is used for precise, deceptive, and probing language as well as to analyse the claims and behaviour of others.

The physical attributes, Vigour ♥ and Agility ♦, are not useless though. They can be used for more "direct" communication. For example, use brute intimidation or a show of strength with Vigour ♥, or graceful seduction or a display of physical skill with Agility ♦.

Teamwork

During a parley, you can use teamwork in the same way as other scenes. Each ally that assists a check in a novel way either advantages it or makes a Set-up check if they assist in a riskier fashion that can be of greater help.

Opposing characters can do the same for each other, and assisting NPCs will often use Protect to metaphorically shield their leads from probing questions.

Personal Aspects

During a parley, your personal aspects—your motivation, virtue, and flaw—become prominent; you can try to use one as an advantage by invoking it through your behaviour.

> **Eilir:** *"As I appealed to the Breyr's duty to her tribe's honour, I spoke invoking my Dignified virtue, to remind her of her responsibilities. Will that advantage me?"*

However, that can backfire. NPCs have personal aspects just like you do, and theirs might disadvantage approaches you take or even make them automatically critically fail!

> **GM:** *"I'm afraid not. In fact, don't even make a check. Breyr Rhendan simply replies, 'I do not care for how anyone judges me, including the Druids!'"*

Uncovering Aspects

You can uncover NPCs' personal aspects to avoid this happening by making checks with probing questions, making guesses based on their behaviour, or doing research prior to speaking with them.

Once you understand the NPC more, you can use their personal aspects to your advantage instead. Analysing the other side of a parley can be a useful thing to do for someone not actively speaking in the conversation.

Selwyn: *"She sounds pretty Shameless . . . I want to figure out what she cares about. I challenge her, 'If you don't care what others think, then why fight at all? Why not stay home?' Shall I check Spirit?"*

GM: *"Spirit check makes sense to me. Okay, that's a success. She answers, 'I don't need a reason! It's because I feel like it.' Her motivation is Impulse."*

Objections

Objections represent the strong reasons an NPC has to not help you, such as being afraid of a higher power, disliking you because you offended them, or simply being too busy. Objections can advantage or disadvantage relevant checks like other aspects of the environment.

You eliminate an objection by successfully addressing it in a suitable way during the parley.

Eilir: *"Then I'll ask her a simple revealing question. 'Are you joining this war because you feel like it, or because Brenin Toknar feels like it?'"*

GM: *"That will be a Wit check. And a success! Rhendan glares at you for a while and then turns aside. 'You're right. I have not yet made up my mind.'"*

Incentives

Incentives represent strong reasons the NPC can be given to help you, such as paying them, explaining how your goals align, or a threat of violence. Incentives can advantage or disadvantage relevant checks like other aspects of the environment.

You create an incentive by successfully suggesting it in a suitable way during the parley. Each incentive an NPC has cancels out an objection they have.

Selwyn: *"It seems like there is still something holding her back. I'll appeal to her spirituality. 'You do not care what others think of you, but what of the Ever Ones? Those that abstain from this war will earn their favour, which is worth far more than honour.'"*

GM: *"Sure, make a Wit check. Oh, a failure. She pauses and then says, 'It is. But you do not know that. You say that only because your Druids say that."*

Patience

When the party is waylaid by bandits on the road, the scoundrels will only have so much tolerance for discussion until they take what they want by force. When you come to the Bentames tribe to petition Breyr Rhendan, she will only grant so much time to argue your case before she moves on to other matters.

The GM uses a numbered track called patience to determine when an NPC will end the parely. Once an NPC runs out of patience, the parley may fail, and if it does, you will have to either give up on your goal or try to achieve it through other means.

Starting Patience

The GM sets an NPC's patience when a parley begins. It is based on your relationship with the NPC and the circumstances (see *Parley*, Ch. 15). It can range from 5 with allies to 1 with enemies.

An NPC's patience rating is not freely available to you, but it can be guessed by their behaviour or uncovered in the same ways as their objections and incentives.

For the parley with Breyr Rhendan, the GM used a normal patience of 3.

Losing Patience

An NPC's patience decreases by 1 whenever you fail a parley check while communicating with them. It decreases by 2 on a critical failure.

Eilir automatically critically failed when she tried to appeal to Rhendan's honour, reducing her patience by two to 1. Then, when Selwyn failed to invoke the gods to incentivise her, it was reduced by 1 to 0.

Out of Patience

Once an NPC's patience reaches 0, they will attempt to end the parley by making their own check. They may express remaining objections and other relevant aspects as advantages for the check. Only the outcome of the NPC's check will determine what happens next—

"There's wisdom in our roots. The Pen Cawr cast away their traditions and sneer at the rest of us. The Pen Levi arrogantly toy with forbidden magics to best the invaders. The Pen Draig, Pen Afanc—they are aloof, as if fate stops for mountains and fjords. Our forest is no different, but we Pen Baedd take wisdom in our roots. Perhaps there is a way to coexist without losing our identity."

—Tarben the Small Bear, Friend of the Great Bear

Critical success: The NPC ends the parley and reaffirms an eliminated objection or dismisses an incentive.

Success: The NPC ends the parley.

Failure: The NPC resumes the parley with 1 less than their previous starting patience. If the previous starting patience was 1, then it will drop to 0 and the parley ends.

Critical Failure: The NPC resumes the parley with their previous starting patience.

When a parley ends this way, the GM will evaluate the outcome based on what you achieved and the context of your requests. It's possible that the NPC will offer a compromise, move on, or even become hostile. Choose your words carefully!

> **GM:** *"Breyr Rhendan takes a deep breath. 'I thank you for taking the journey to Bentames. You are welcome to stay, but I have other matters to attend . . .' Rhendan fails her check and continues, 'Is there anything you would like to add before we finish?'"*
>
> — *The GM restores her patience to 2 and continues the parley.*

Complex Parleys

Some complex circumstances, such as intricate diplomatic discussions, might consist of multiple parleys relating to different stages of the overall proceedings. In those situations, the ending of a parley represents the settling of that particular topic and not an end to all conversation.

Social Tiers

Vallic and Raxian society both have hierarchies of social tiers that are divided between the gods, royalty, nobility, high-class, and low-class. These social tiers grant power over those below them and servience to those above.

As you gain levels and move through the level tiers of *Legends of Avallen* (see the *Advancement Table*, Ch. 2), you will also advance through these hierarchies because of the raw renown of your name. Doing so opens up opportunities to earn favour and gain support from more powerful characters in Avallen. You would need exceptional circumstances to get an audience with the Breyr (*chieftain*) of a tribe in the Apprentice tier but could readily call to meet one in the Hero tier.

Once you reach the higher social tiers through your legend, commonfolk will behold you with the same reverence as a noble, a member of royalty, or a mythical figure of folklore because of the astounding feats that you have accomplished.

Titles

As an adventurer, in the eyes of others, you are only treated with the social standing befitting your tier if people know your legend. When you wish to be known, you should present your past deeds that are worthy of your tier as titles for your party and yourselves. If the legend of your deeds has spread to those you speak with, then you will be recognised as a member of your social tier. If not, you're just another traveller with a weapon until you prove otherwise.

Vallic Society

Vallic society is based on kin, a hierarchy of honour tiers, and pledges of loyalty. Your honour tier represents how much your favour is worth to others, and is shared with your kin. Your acts can change the honour of your whole extended family, for better or for worse.

Those of a lower honour tier often pledge their loyalty to a leader with greater honour. Those that pledge do so by gifting food, kin, and warriors in exchange for the influence and protection gained from being part of a much larger group.

However, those in positions of power can be forcibly replaced if they bring shame, weakness, or downfall to those pledged to them. This system is at the root of all Vallic relations, from small communities honouring the head of their kin to the Brenin honouring their Ever One.

Vallic Hospitality

Though times can be harsh, most Vallic folk are amicable to travellers, as they often bring news, trade, and talents. That said, some more remote communities are suspicious of outsiders—or outright hostile!

Vallic Hierarchy

Those of the same tier can expect to be able to call council with each other. Those of a lower tier should expect to be called upon by those of a higher tier and would have to earn the right to speak with them.

Ever Ones — Gods

There are five Vallic gods, known as the Ever Ones, and each clan primarily worships one of them.

Ever Child: God of trickery primarily worshiped by the Pen Cawr.

Ever Mother: God of nature primarily worshipped by the Pen Baedd.

Ever Father: God of war primarily worshipped by the Pen Draig.

Ever Elder: God of knowledge primarily worshipped by the Pen Afanc.

Ever Stranger: God of death primarily worshipped by the Pen Levi.

Breindal — Royalty

(BRAYN-dahl)

Brenin: The king or queen of a Vallic clan. From a citadel, or fort called a caer, they adjudicate the law of their territory and manage diplomacy with others. Notably, the Pen Draig have a council of four Brenin, while the Pen Levi only have a Brenin in times of unified war.

Brenkin: Family of a Brenin, one of whom can expect to become the next Brenin if the current dies in good standing.

Brenguard: Advisors and warriors directly in service of a Brenin.

Legend: Characters that reach the Legend tier are treated much like royalty in Vallic company.

Bonedd — Nobility

(BOH-neth)

Breyr: Chieftain of a Vallic tribe. From a large town or caer, they control and manage the surrounding region of land. They can pledge themselves to the Brenin of their clan.

Breykin: Family of a Breyr, one of whom can expect to become the next Breyr if the current dies in good standing.

Breyguard: Advisors and warriors directly in service of a Breyr.

Hero: Characters that reach the Hero tier command the honour and respect of a Breyr in Vallic company.

Blaenor — High-class

(BLEYE-nor)

Ceidwad: *(kay-DU-ad)* An elder, priest, or warrior that heads a village or other small community. They are in charge of local affairs and can pledge themselves to a Breyr.

Medrus: *(meh-DRIS)* Individuals with great skill in a respected craft who are often quite wealthy.

Veteran: Characters that reach the Veteran tier are treated much like Medrus, honoured for their exceptional skill.

Tribesfolk — Low-class

Commoner: The labourers, apprentices, servants, and regular people of Avallen. They belong to a kin held in good standing and often follow a Blaenor. A level 1 character is usually a commoner!

Headless: The headless are the lowest of the low, those that can call on no kin to vouch for their honour and so have no standing in society.

Someone becomes headless if they are exiled, become indebted to another with nothing to offer but their service, or have chosen a life outside of society, whether as an outlaw or travelling adventurer. As such, a party of adventurers becomes a family of their own, looking out for each other when no one else will.

Raxian Society

Raxian society is also one of hierarchy, but it is founded on privilege and wealth instead of honour. Those in positions of power gain much coin from their station but pay taxes to those stationed above them.

As honour is of no concern, if you are born into a position of power or earn such a title, it cannot be taken away by those beneath you; you will keep your standing no matter how you act as long as you maintain your wealth and remain in good standing with the law. And even then, those with influence can work their way around the law.

Raxian Hospitality

Common Raxian folk are also generally friendly to travellers, though unlike their Vallic counterparts, they expect compensation in the form of coin for any favours granted.

Raxian Hierarchy

Those of the same tier can expect to be able to call council with each other. Those of a lower tier should expect to be called upon by those of a higher tier and would have to earn the right to speak with them.

Emperor — God-like

Though the Raxian Emperor is elected by the Senate, they are treated akin to a god. They dictate rule from their capital, Ataraxia, the greatest city on the main continent southeast of Avallen. The Emperor's duty is to be an embodiment of "Ataraxia," a worshipped state of meditative clarity and guardianship over others that all Raxians are to aspire to. Interestingly, the position of Emperor is currently shared by the twin Empresses Theodora and Zoë Ataraxiagenita.

Patrician — Royalty

Praetor: The governor of an entire province of the Raxian Empire, stationed at a citadel. The current Praetor of the Raxian territory in Avallen is General Quintus Veranius, who resides in Vallonium.

Senator: The head of an important guild of commerce or the direct representative of a province within the Empire. They attend the Senate in Ataraxia, where they advocate for those they represent, advise, and ratify the laws of the Empresses and vote on a new Emperor when required.

Legend: Characters that reach the Legend tier are treated as a Patrician in Raxian company.

Nobilis — Nobility

Arbiter: The governor of a fort or large town and its region's military and civil workings. A few Pen Cawr Breyrs have paid for Raxian citizenship and now call themselves Arbiters.

Legatus: The commander of a legion, an organised segment of the Raxian army. Many commanders have aspirations of becoming a Praetor or Senator.

Quaestors: Diplomats, spies, and assassins appointed by the Emperor or Senate. They act as their eyes and ears within the Empire, investigating charges of corruption and treason amongst the elite. Once their tenure is through, they are often rewarded with the positions of those they took down.

Gens: The family members of the Empresses, Patricians, and Nobilis are also treated as Nobilis.

Hero: Characters that reach the Hero tier are treated as Nobilis in allied Raxian company.

Princeps Civis — High-class

Equites: A wealthy individual who owns a villa and the surrounding farmland. Many a rich Raxian has bought such a vacation home in the Avallen countryside.

Centurian: A captain within the Raxian army.

Guilder: An experienced and skilled tradesperson with good standing in their guild.

Veteran: Characters that reach the Veteran tier are treated much like Guilders, worthy of their station by virtue of their great skill.

Humilis Civis — Low-class

Civis: Citizens of Ataraxia and the empire. Citizenship is passed down through a family and affords certain rights and advantages within Raxian law, regardless of their wealth.

Socii: Non-citizens of the Empire comprise the vast majority of the common peoples conquered within it. They have the lowest status and leverage within Raxian law. However, they can gain citizenship through military service, gruelling labour, or a considerable donation to the Empire.

"In build she was tremendously tall, in her demeanor most terrifying, in the glint of her eye fierce, and her voice cold as the waters that surrounded Suiochan Sinser; a great stream of the darkest hair fell to her hips; her face was covered by a mask that glowed with a maelstrom of swirling patterns; around her neck was a large golden torc imbedded with jewels never before seen; and she wore a tunic of a multitude of colours upon which a thick cloak was fastened with a regal brooch that bore a fish and a snake. Her presence commanded complete attention; when she spoke the birds, winds, and waves fell silent."

—Bard's account of An-Sinser, Brenin of the Pen Afanc

Chapter 13
Wealth & Equipment

Here lies Brenin Tiberius Claudius Tocawrdunum, the great king of the Pen Cawr, the giant, inheritor of the blood of the Cawr themselves. His accomplishments in life are numerous; a great man of many good deeds, he commanded the respect of all who met him. He was first to greet the Raxian fleet as they set foot onto Avallen, a great wall and broker of peace who demanded his people be treated kindly and as equals. He was a man of principle who did not budge under the conniving pressure wrought by the invading Raxians, who stood by his ideals of coexistence as some of his people bent under the pressure. And now, at the end of his life, both Raxian and Vallic people see him as a great leader, dispenser of wisdom, a king to be trusted and followed.

In his passage to the Otherworld, he brings with him his two steeds, mighty stallions that carried him across the plains of his domains, faithful companions that took him into battle against the ferocious Beithir and brought him home in one piece; his gilded chariot, which he stood upon when he greeted the Raxian fleet at the shore, a podium most noble and fit for a king, once pulled by his horses at great speeds at the first news of the potential breakout of war; his trusty shield, a symbol of his devotion to the protection of his clan, made by the finest armsmith in all of Avallen, said to have withstood the acrid breath of the Beithir and still looked as new as the day it was made; and enough coin, both Vallic and Raxian, to last him lifetimes in the Otherworld.

Our great Brenin is survived by his two daughters, beloved wife, and stalwart son Gigasius Tocawrdunum, who now rules the Pen Cawr as Brenin. He inherits our king's legacy and the obligation to lead our people to greatness and to peace.

We pray that Tiberius's journey into the Otherworld is easy and that the benevolent beings on the other side guide him kindly. May our king venture safely into the next life and be reborn.

Trade in Avallen

The closer you are to the vast Raxian Empire, the greater access to trade and wealth you have. This is no different for Avallen, where the concept of exchanging coins, alongside bartering goods, has been spreading to the rest of the island from the south for hundreds of years. Coins are now accepted in all but the most remote Vallic communities, such as the Pen Afanc, and as such, they are fought over, hoarded, and stolen in Avallen just as much as in the Empire proper.

Coins are also coveted by some Fae and other magical beings. It is said this is because metals cannot be naturally found in the Otherworld, though it is also known that metals react volatiley with magic, making those that wear it vulnerable to spells and causing some Otherworldly creatures to fear the stuff.

Wealth can be found and displayed in ways other than coin. To the right person, a stylish sword, a rare plant from the Otherworld, and the flattering song of a bard can all be worth more than gold.

Coins

There are four tiers of coin found in Avallen: **copper (c)**, **silver (s)**, **gold (g)**, and **everstone (e)**. Each tier of coin is worth tenfold more than the former. Ten copper coins are worth one silver coin, and a hundred copper coins are worth one gold coin.

Each kind of coin is most used by a particular class of person (see *Social Tiers*, Ch. 12) and can be used to buy goods of a particular quality. Low-class commonfolk deal in copper, high-class leaders and merchants deal in silver, nobles deal in gold, and the wealthiest royalty deal in everstone, a rare and versatile material found only in the Otherworld.

In settlements, you can readily trade coins of one value to another as long as there is someone around who uses those coins.

The Rich Get Richer

As you accumulate higher tiers of wealth, you can ignore lesser expenses. While you own coins of two concurrent tiers of wealth, you no longer track coins or expenses that are worth less than them. Therefore, you only ever need to keep track of two kinds of coin at once: copper and silver, silver and gold, or gold and everstone.

> *You own both silver and gold coins, and do not need to track the costs of goods and services that cost coppers. When you buy that mediocre broth from the roadside tavern, if you have a pouch of silver and gold, do not worry about making a note of the cost—it is only some coppers!*

However, if you ever run out of a coin, you will need to begin tracking lower-tier costs again.

> *You have 2 gold coins but have just spent your last silver. You will need to trade in a gold for more silver to keep ignoring the costs of coppers.*

This system is an abstraction. The costs that you ignore are so much lower than your current wealth, the game assumes you have a few coins at the bottom of your pocket to cover it.

Buying & Selling

Prices you are given for goods already take into account the haggling that is involved with any purchase and sale. There's no need to spend time and checks on trading unless you are a Merchant, in which case that's your thing!

You can sell items, or trade them in place of coins, at half their cost rounded down if the buyer will take them.

Determining Prices

There are three traits that determine the tier of coin a good is purchased in—a good being an item or service—its **Type**, **Quantity**, and **Quality**. How many of those coins a good costs depends on how long it takes to make, its size, and its rarity. Check out the table for some example prices of **Basic** goods.

Time, Size, or Complexity	Examples	Price
Consumed Goods		
Minutes or Simple	Bard's song, Meal	1-3c
Hours or Specialist	Room to sleep, 4 Supply	4-6c
Days or Expert	Caravan ride, Priest's healing	7-9c
Owned Goods		
Simple or Small	Backpack, Dagger	1-3s
Specialist or Medium	Profession kit, Round shield	4-6s
Expert or Large	Otherworldly plant, Horse	7-9s

Type

The type of a good sets the base coin it is bought and sold in.

Consumed goods have a basic value of copper and are goods that can only be used once or involve hiring someone for a service.

Owned goods have a basic value of silver and are possessions made to last for years.

Quantity

A single good is a purchase of the ordinary amount of that good. For example, a sword, a profession kit, and a satchel of 4 supply are each considered to be a single good.

Once you begin purchasing a good in tenfold its normal quantity, its cost increases by one tier of coin; for a hundredfold, it increases by two tiers of coin; and so on.

> *If you have silver and gold coins, you do not track the cost of a single cheap drink that costs a copper. But if you want to buy a round for the whole tavern, that will definitely cost you some silver!*

Quality

The starting prices listed for a good are for the basic quality of that good. However, goods can also be of a fine or masterwork quality, greatly increasing their worth.

Basic goods are the listed prices. Basic goods are either made by someone with the minimal required skill or are previously better goods now in poor condition due to years of neglect. Basic goods reflect poorly on your standing if you wish to appeal to higher classes of society.

- Basic supplies hold 4 portions of supply.
- Basic profession kits allow use of the profession's first and second ability when learnt.

Fine goods have their value increased by one tier of coin, i.e. a fine Bard's song is worth 1-3s instead of 1-3c. Fine goods are made or provided by experts in their field who have superior tools and the knowledge to use them. Fine goods show that you have a higher standing in society and may provide additional benefits because of their quality.

- Fine supplies hold 6 portions of supply.
- Fine profession kits allow use of all the profession's abilities when learnt.
- Fine weapons and armours have their damage and armour rating increased by 2.

Masterwork goods have a value increased by a second tier of coin, i.e a masterwork Bard's song is worth 1-3g! Masterwork goods are those that have been made or provided by leaders and legends of their field. Masterwork goods provide prestige and often grant additional abilities or advantages.

- Masterwork supplies hold 8 portions of supply.
- Masterwork profession kits advantage checks made for that profession's abilities.
- Masterwork weapons and armours have their damage and armour rating increased by 4.

Customised

Weapons and armour of a quality less than masterwork can be customised for you by paying the price of the item again to a vendor of an appropriate profession (see *Vendors*, later).

Customised weapons and armour are enhanced for you, increasing their damage or armour rating by 1 for you.

Settlements

When you want to exchange goods and services, you first need to find a vendor to exchange them with and the best place to look is settlements! Many smaller settlements will be restricted in the services, wealth, and quality they have to offer. No matter how much gold you have, you won't be able to purchase potions if there is no alchemist to make them in the village you have come across.

"But for the lawless Loch Liovhann, you will find no grand citadels or towns in the Pen Levi marshes. Those people have receded from civilisation, and there they obsess with death."

—Pen Draig merchant

When you enter a settlement, you should look around to see what kinds of services and professions they have, as well as if there are any wealthy individuals to sell items to (GMs see *Settlements*, in Ch. 15).

Villages

Villages are small communities usually made up entirely of low-class commonfolk. Not much wealth can be found in such places, except perhaps with a lone skilled vendor or the high-class leader of the community (see *Blaenor* and *Princeps*, Ch. 12). Only some basic goods and vendors costing copper, or possibly silver, can be found in a village.

Towns

Towns, or forts called caer, are larger communities that usually have wealthier, high-class, skilled people and a noble family (see *Bonedd* and *Nobilis*, Ch. 12) alongside labourers. Basic and fine goods and vendors costing copper, silver, or possibly gold can be found in a town.

Citadels

Citadels are the largest communities that are usually the seat of power for royalty (see *Breindal* and *Patrician*, Ch. 12). As such, many labourers, skilled workers, and nobility flock there to try and earn their own fortunes. Basic, fine, and masterwork goods and vendors costing copper, silver, gold, or possibly everstone, can be found in a citadel.

Vendors

Vendors sell and buy goods. Their tier of quality determines their quality of goods and what coin they trade in. Vendors are usually a member of a profession school or of three other kinds: **Travel Hub**, **Magic**, and **Military**.

Professionals

The ten professions you can learn can also be used by visiting a professional vendor. Profession vendors offer the abilities of their profession as well as other related goods. If you do not have a Crafter in your party, then you can have your equipment repaired by visiting—and usually paying—a crafting vendor. Vendors always succeed with their abilities!

Basic vendors of a profession only offer the first ability of that profession and deal in coppers. Fine vendors offer the first and second ability and deal in silvers. Masterwork vendors offer all three abilities and deal in gold.

Travel Hub

Whether a settlement has a basic, fine, or masterwork travel hub determines the quality of shelter you can rent, the supplies you can buy, and what transport it offers.

The quality of a shelter does not mean much except to determine the wealth of the people (or animals) you associate with within them! The quality of supplies determines how much supply it holds. Basic supplies hold 4 supply, fine hold 6, and masterwork hold 8.

Buying transport takes you across well-travelled ground and means you do not need to worry about the Journeying rules in Chapter 11. However, buying transport does not guarantee complete safety! Anything can happen anywhere, anytime in Avallen.

The quality of transport tells you how quickly and how comfortably you will get there.

- Basic transport is riding the back of a caravan between villages and towns.
- Fine transport is riding a boat or a personal caravan between towns and citadels.
- Masterwork transport is riding a ship or personal boat between citadels and countries.

Magic

The quality of the magic in a settlement informs how well it can defend itself as well as what level and tier of class abilities its Mystics and Mages might have.

Military

The quality of the military in a settlement informs how well it can defend itself as well as what level and tier of class abilities its Warriors and Reavers might have.

Retraining

You can also use vendors to retrain abilities you have learnt into abilities the vendor knows. Profession vendors can retrain you in their profession. Local magic users can retrain you in Mystic or Mage schools. And the local military can retrain you in Warrior or Reaver schools.

To do so, you give up an ability you have already learnt, spend three days training with the vendor, and pay them 5 coins appropriate to their tier. At the end of the 3 days, you will learn the highest ability they know that you have the prerequisites for, i.e. you cannot learn the second ability of a school if you do not know the first, and you cannot learn Mystic abilities if you are not a Mystic.

Working

You can choose to spend time working as a professional vendor to earn coin! It takes at least a month to get settled into a community before you can hopefully earn more than you are spending. However, if you spend too much time settled, you will begin to lose your adventuring skills.

Spend a month in a settlement and make a check with one of your profession's attributes to make 10 coins on a success. You can give up an Edge earned with the check to make 5 more coins (i.e. 15 with a critical success or 5 with a failure). On a critical failure, you barely get by and make no coins. You cannot Exert for this check.

The tier of coin you earn and the CD of the check depends on what level of profession school ability you have and choose to use.

- Use your first ability in any settlement to earn 10c with a CD of 0.
- Use your second ability in a town or citadel to earn 10s with a CD of 2.
- Use your third ability in a citadel to earn 10g with a CD of 4.

If you work with your profession for 2 months without completing a quest, you lose the previous character feature you earnt from completing a quest. This is cumulative—if you work for 4 months, you will lose 2 character features, i.e. you will regress a whole character level.

Weapons

Weapons are grouped by their **Attack Style**, which determines what attributes they use. Each weapon has a size which determines its weapon traits, how much damage it deals, and where you can keep it in your inventory. Some weapons also have a range listed in spaces or other extra features.

The weapons listed in the table below are basic versions of that weapon that usually cost some amount of silver depending on their size. Fine versions of weapons cost gold and deal 2 more damage, while masterwork cost everstone and deal 4 more damage (see *Quality*, above). You can also have basic and fine weapons customised to have them deal 1 more damage.

Attack Styles

Weapons are grouped by their attack style, which determines their attack attribute and their damage attribute. A weapon's attack attribute is the attribute you check when you make an attack with it. A weapon's damage attribute is the attribute rank you add to the damage it deals.

Agility ♦ is the default attack attribute, and Vigour ♥ is the default damage attribute.

Slashing

Axes and other single-edged blades have a slashing attack style that requires both speed and force.

Slashing weapons use Agility ♦ to attack and add Vigour ♥ to damage.

Piercing

Swords and spears have a thrusting attack style that relies on speed and precision.

Piercing weapons use Agility ♦ to attack and can add either Agility ♦ or Vigour ♥ to damage.

Crushing

Hammers and clubs have a crushing attack style that relies on sheer force.

Weapon	Size	Dmg	Style	Extra Traits
Handaxe	S	3	Slashing	Thrown (2S)
Axe	M	5	Slashing	Thrown (1S)
Falcata	M	4 (6)	Slashing	Versatile, Ignores shields
Falx	L	7	Slashing	Ignores shields
Dagger	S	3	Piercing	Thrown (1S)
Sword	M	5	Piercing	
Longsword	M	4 (6)	Piercing	Versatile
Spear	L	7	Piercing	
Hammer	S	3	Crushing	Thrown (1S)
War Hammer	M	5	Crushing	
Cudgel	M	4 (6)	Crushing	Versatile
Maul	L	7	Crushing	

Crushing weapons use either Agility ♦ or Vigour ♥ to attack and add Vigour ♥ to damage.

Ranged

Bows, slings, and javelins are weapons that attack at range and often require **Ammo** to use.

Ranged weapons use Agility ♦ to attack and add Vigour ♥ to damage.

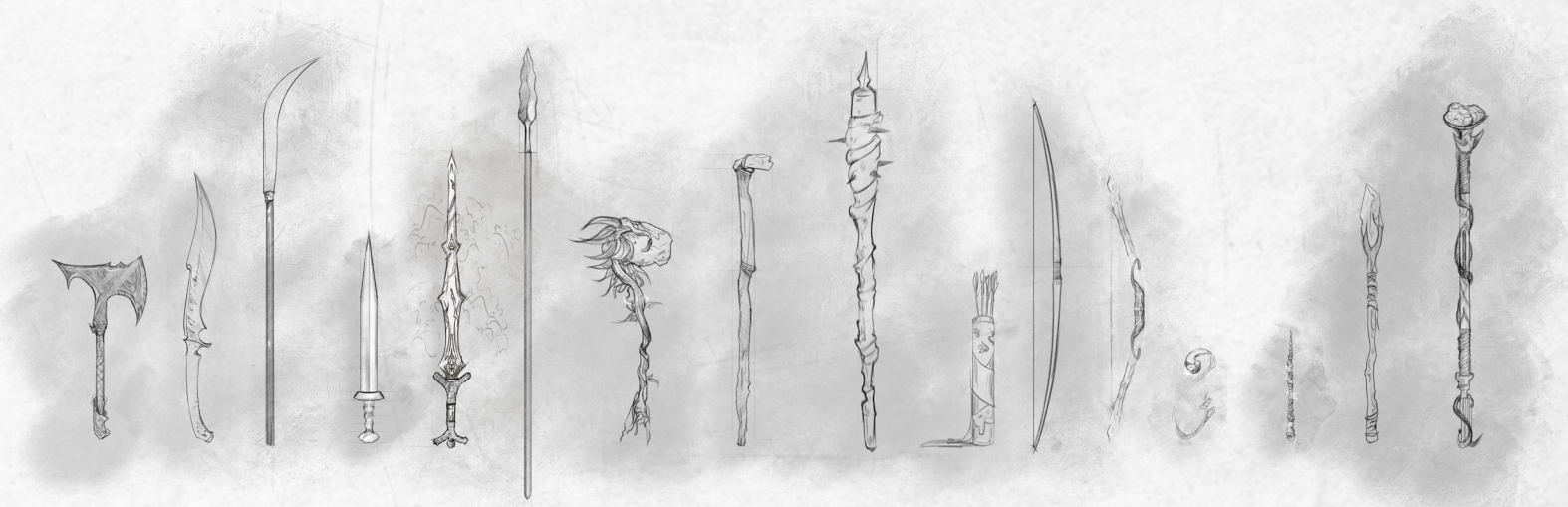
Weapon	Size	Dmg	Style	Extra Traits
Sling	S	2	Ranged (3S)	Ammo
Shortbow	M	4	Ranged (5S)	Ammo
Longbow	L	6	Ranged (7S)	Ammo
Javelin	M	4	Ranged (3S)	Thrown, Melee weapon
Net	M	-	Ranged (1S)	Thrown, Grappling
Wand	S	1	Imbued (2S)	Thrown (1S)
Short Staff	M	3	Imbued (3S)	
Long Staff	L	5	Imbued (4S)	

Imbued

Magically imbued staffs and wands inflict lesser damage when used to strike foes but can use your spellcasting powers to shoot bolts of pure aether without using ammo.

Make a melee attack with an imbued weapon using Agility ♦ to attack and add Vigour ♥ to damage.

Make a ranged attack with an imbued weapon by spending a spellcasting advantage as if you were concentrating on a spell (see *Concentration*, Ch. 10). Use Wit ♣ to attack, and add Spirit ♠ to damage. This attack is affected by spellcasting advantages and disadvantages for both you and your foe.



"How delighted Verus the Gladiator was when he found the rare Returning Axe! All the delving and adventuring had been worth it. With light steps he turned to leave, but saw one monster had escaped his killing spree. Eager to test his new blade, he aimed and threw true, right between its eyes. But he watched with dismay as the monster's corroding goop ate away at his precious new weapon. Alas, the axe would never return to him!"

—Tragedy of Verus the Gladiator

Weapon Traits

Range

Some weapons can attack at a distance within a listed range of spaces away from your space. Attacks can be made against targets outside of the range with a disadvantage. Attacks cannot be made against targets that are outside of double the range.

For example, a dagger can be thrown with a range of 1S. This means it can be thrown at anyone in your space or 1 adjacent to yours. It can also be thrown with disadvantage at anyone two spaces from yours. It cannot be thrown at anyone further than two spaces from yours.

Ammo

Most ranged weapons require a quiver or pouch of ammunition to be used with it. The quiver or pouch is kept within the same inventory slot as the weapon and comes with five portions of ammo. Each portion is worth an abstract amount of ammo.

Whenever you get a critical hit or a critical failure with your ranged weapon, mark off a portion of ammo as spent. At the end of a Conflict, you can use time to search for unbroken spent ammo. If you do, reveal a card from the top of the deck for each portion of ammo spent in that Conflict and restore it if a red card is revealed.

Thrown weapons like javelins, nets, and handaxes are tracked individually as have been thrown or not yet thrown, and can always be found during or after a Conflict.

Small

Small weapons are always one-handed, even small ranged weapons such as the sling.

Though they have low damage, small **melee** weapons have three additional benefits:

- You may attack with one while grappling.
- You may throw one to attack at range.
- Once per round, you may use one as an off-hand weapon to advantage an attack made with a melee weapon wielded in your other hand.

Large

Large weapons are always used with two hands and cannot be used in severely cramped or awkward situations. You cannot use a longbow while crouched in a tree, for example.

Large **melee** weapons have one additional benefit because of their reach:

- If a foe would Exploit you by moving into your space, you get to Exploit them first (see *Exploit*, Ch. 10).

Versatile

Versatile weapons can be used with one hand as a medium weapon or with two hands as a large weapon. If a versatile weapon is used with two hands, it deals [+2] damage and gains both the benefit and drawback of a large melee weapon.

Grappling

Grappling weapons can grapple a foe without you joining the grapple as well. To escape or move the grapple, the foe must still make a check against your Agility ♦.

Nets are grappling weapons that can be thrown at range but deal no damage. Fine quality nets advantage this grapple attack. Masterwork nets disadvantage foes escaping them.

Silvered

A silvered weapon has been smithed with its edges tipped in silver. This process costs the same as getting a weapon customised (see *Customised*, above).

A silvered weapon deals 1 more damage to foes born of the Otherworld but 1 less damage to foes born of this world.

Armour

Armour you wear provides a large bonus that combines with your Vigour ♥ to give your armour rating. Your armour rating lets you ignore any damage you take that does not beat it, even as you break your armour to exert it for a check damaging you.

There are three kinds of armour: **Light**, **Medium**, and **Heavy**.

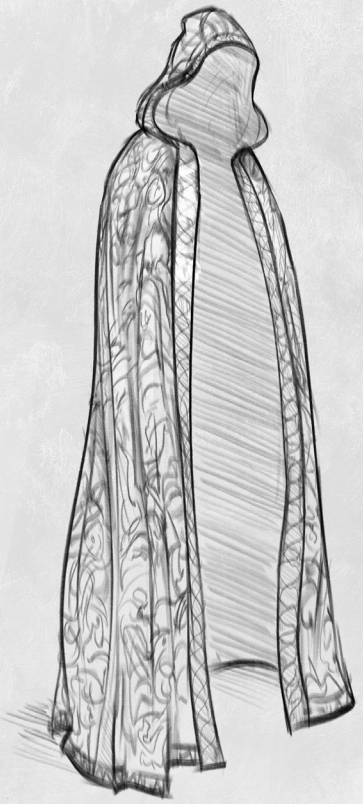
Light Armour is usually made of fabrics with warding symbols sewn into them. While wearing light armour, you are advantaged when casting or defending against spells.

Armour	Armour Rating	Extra Trait
Light (Robes, Regalia)	2	Advantage spells
Medium (Hides, Cuirass)	4	
Heavy (Chainmail, Lorica)	6	Disadvantage spells

Medium Armour is usually made of hides, leathers, or minimal metal plates.

Heavy Armour is usually made of metal that fully covers the body. While wearing heavy armour, you are disadvantaged when casting or defending against spells, i.e. spells cast against you are advantaged.

The armours listed in the table are basic versions of that armour that usually cost a large amount of silver. Fine versions of the armour cost gold and have 2 more armour, while masterwork armour costs everstone and has 4 more armour (see *Quality* above). You can also have basic and fine armours customised to have 1 more armour.



Shields

A shield grants you an advantage that you can use once per round to defend against a weapon attack. You may also exert a shield against an attack you used its advantage for.

The size of a shield determines what kind of attacks it can advantage you against. You can only benefit from one shield.

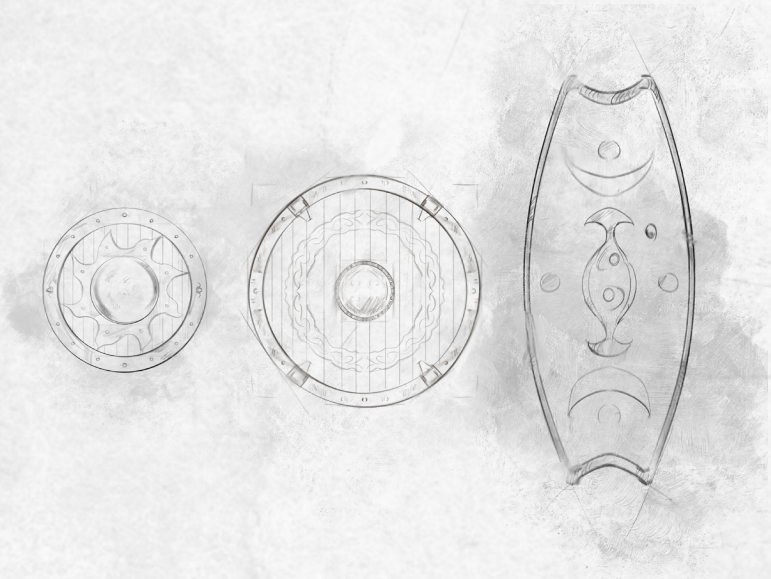
Small Shields, such as bucklers, may be used once per round to advantage you against a melee attack.

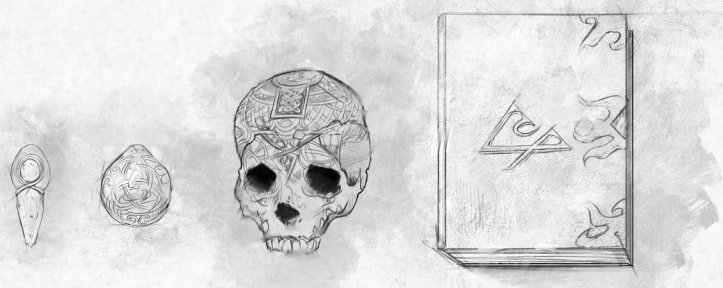
Medium Shields, such as round shields, may be used once per round to advantage you against either a melee or ranged attack.

Heavy Shields, such as a tower shield or scutum, may be used once per round to advantage you against either a melee or ranged attack. You may give up your Exploit for a round to use your turn's action with a heavy shield to Protect or move up to 1 space and ignore all ranged attacks from a particular direction until your next turn.

Fine quality shields have a muse built into them, either an amulet or charm, that can be used instead of the shield once per round. Masterwork shields can be used as a muse as well as a shield once per round.

Shield	Size	Advantage
Buckler	S	Against one melee attack per round.
Round Shield	M	Against one melee or ranged attack per round.
Tower Shield	L	Against one melee or ranged attack per round. Use Exploit and action to Protect or move up to 1 space, ignoring ranged attacks from a direction.





Muse	Size	Advantage
Amulet	S	Against one spell per round
Charm	S	For a spell you cast per round
Icon	M	For or against a spell per round
Great Icon	L	For or against a spell per round. Use Exploit and action to Protect or move up to 1 space, ignoring new spells from a direction.

Muses

A muse is like a shield for magic. You must hold a muse in one hand to use it. A muse grants you an advantage that you can use once per round to cast or defend against a spell. You may also exert a muse for a spell you used its advantage with.

The size and type of a muse determines how it advantages you. You may only benefit from one muse at a time.

Charms are small, naturally magical items. You may use a charm once per round to advantage a spell you cast.

Amulets are small protective symbols. You may use an amulet once per round to advantage you against a spell.

Icons are medium-size objects that embody magic for you. You may use an icon once per round to either advantage you casting or defending a spell.

Great Icons are large-size objects that embody magic for you. You may use a great icon once per round to either advantage you casting or defending a spell. You may give up your Exploit for a round to use your turn's action with a great icon to Protect or move up to 1 space and ignore newly cast spells from a particular direction until your next turn.

Fine quality muses are robust enough that they can be used as a small shield instead of a muse once per round. Masterwork muses can be used as a small shield as well as muse once per round.

Chapter 14
Avallen Lore

As Ataraxia entered her fourth decade on Avallen, the effort to liberate these lands reached a new milestone. While burgeoning roads and settlements were founded in the south, the Raxians turned their attention northward to the marshlands of the Pen Levi. Often spotted as hordes of naked warriors rampaging across the region, their pillaging didn't just stop at necessities. They carried around the heads of their victims and inspired awe and terror as they charged into battle. However, with the efforts of Arbiter Legatus Agricola, this death cult had been methodically pushed out across the Bay of Dieithryn one tribe at a time.

The Raxians thought they had put the matter to rest until one day, the Arbiter received a most urgent missive from a spy. A warrior of the Pen Levi named Faron had rallied the dispersed tribes under a single banner with one goal in mind: the recapture of a druid's grove now within Raxian territory. The Arbiter sent out his own scouts, who returned a day later and confirmed the information, reporting a large Pen Levi host a few days' march from the ancient site.

The grove had not been given much thought when it was obtained. Its skeletal ruins and gigantic trees lay in decay, ravaged by the aeons and left to the mercy of the swamp, though it now seemed likely the Pen Levi preferred it that way. Clearly, it was more important than first considered. Raxian operations were moved to the grove, and fort Segontium was constructed for its protection.

The Arbiter decided to inspect the grove himself. Venturing deep within its filthy den, he found what his scouts had missed: a pathway to the dead-ridden land of the Vallic gods. He realised this was why they marched here, though to what accursed end he did not know. Regardless, this was where he would end the plans of the Pev Levi and finally bring peace to this side of the bay. The night before the horde's arrival, the soldiers were armed, and he steeled them with a great speech.

The battle raged longer than Arbiter Legatus Agricola had anticipated. The Pen Levi were ferocious in their assault, as if an unnatural force was driving them forward. Rather than alarming the Arbiter, he became all the more determined to achieve victory and pressed his soldiers on with an unwavering resolve. The defenses held at first, but the Pen Levi would not be so easily stopped. Their wild magic was devastating in battle. The Raxians were constantly assaulted by the reckless fires of the Pen Levi mystics, who became so carried away, they even burned down their own. The Arbiter's mages countered what spells they could, but it would only be a matter of time before their barriers were breached.

However, the Raxians were not alone. The Arbiter's spy was from a rival Vallic clan, the Pen Cawr, who were sympathetic to Ataraxia's noble goals. They had been organising a force of their own to oppose the Pen Levi, and it had now reached the battlefield. They were not as disciplined as the Raxians, but they were nevertheless effective as they stormed down the hillside and ploughed into the flank of the Pen Levi, splitting them in two. The mystics caught at that front were surrounded and dealt with, and with the magical onslaught subdued, the Arbiter's forces drove the last of the horde back into the sea.

Most of the carnage had been contained, and through this, Faron had escaped; most importantly, the grove remained in Raxian control. Many a life had been lost to achieve this, but Arbiter Legatus Agricola had no time for grieving. Imperial resources poured into his expanded realm, and he received considerable gifts from the ever-generous Empresses for his success. He had achieved peace within Raxian Avallen and the time had now come to exploit his discovery. The Arbiter sent emissaries to the towns of the loyal Pen Cawr, for surely someone there would know how to walk the paths of their Otherworld.

—Commentaries on the Vallic War, by Gnaeus Agricola

Avallen

Avallen is a large island of mild climate at the end of the known world. Most known lands are host to the Raxian Empire, a decadent sprawl of realms whose ever-expanding periphery had finally reached the southeastern coast of Avallen just over a generation ago. People from multifarious places foreign to Avallen now visit markets in the new port towns that have sprung up on its Raxian-controlled shores.

Though the Raxians have managed to gain a foothold in Avallen, the majority of the island is far from conquered. While many tribes of the Pen Cawr clan have allied themselves with the Raxians, the other four clans have not been as welcoming. The native people of Avallen—the Vallic—are composed of hundreds of tribes ruled by their own chieftains, called Breyr. Most of these tribes then belong to one of five clans ruled by Brenin, the kings and queens that set the laws and diplomacy of their territory. And though the Brenin can be challenged and replaced to ensure the strength of leadership, the prevailing sentiment amongst all of their people is the same—though the island has earnt a time of relative peace, all clans must be prepared for inevitable war.

Avallen History

The Vallic have no native writing system, and it was only after decades of trade and Ataraxian education of some Pen Cawr Breyr that Raxian script began to filter into Avallen. Instead, Vallic history is remembered through story and song, the mastery of which makes each tribe's priests and bards highly valued and respected members of their communities.

The Wild Hunt

One of the first songs any aspiring storyteller knows to commit to memory is that of the Wild Hunt. These epic verses describe an ancient Avallen plagued by foul creatures called the Ffieidd-Dra (*fee-AYTH-dra*) and the heroes who took up arms to drive the wretched abominations back into the realm of Annwn, or "the Otherworld" as it is now better known. The Otherworld is a supernatural realm in which both the land and its time are strangely, and it is thought to be the cradle of all things eternal. In order to protect their tribes from the onslaught of the Ffieidd-Dra, each hero sacrificed their mortal bodies to slay a progenitor of the fiends and force the Ffieidd-Dra bloodlines into the recesses of the Otherworld.

The victory had an unintended consequence: as the Vallic mourned the death of their best and bravest, each hero soon returned to the mortal world, their flesh etched in the soft

green-and-purple luminescences of the Otherworld. As word spread amongst the tribes of their resurrected heroes, each of these living legends received oaths of loyalty from neighbouring Breyrs, gradually coalescing into the great five Vallic clans as we now know them.

The Divine Briendal

The stories say that as the centuries passed, the heroes of the Wild Hunt never aged; moreover, they had new and weird powers which seemed to grow in proportion to the devoted numbers of their clan. More than heroes, they had become the "Divine Briendal," god-kings and god-queens of Avallen, whom held court both in the world of mortals and in Annwn. The undying fealty of their most loyal became just that, for one strange magic all of the Divine Briendal possessed was the power to transform the souls of their worthy dead into Tylwyth Teg, the noble Faerie Houses of Annwn. As centuries passed, the numbers of both mortals and Fae swelled with prosperity in a time of wondrous exchange of magic, civilisation, and celebration between the two worlds.

However, though they were now immortal, the Divine Briendal were not free of the imperfections of their original mortal hearts. Paranoia and distrust spoiled their alliances over a simple realisation: their divinity and domains were tied to the veneration of mortals. Soon, fanatics from all clans rallied forces from two worlds to war.

The Sorrows

Thus began "Y Gofodion," the Sorrows, the stories of which all songwriters come to know well, with verses more somber than any of those in the Wild Hunt. Civil slaughter ravaged Avallen as warriors of each clan set out either to convert heretics or take heads as proof of an enemy's unworthiness. Bitter feuding gave rise to foul rites. While a sacred ritual would bless a passing soul into an honourable afterlife to be reborn as fae, a vindictive ritual could desecrate the transformation and condemn a soul either as a *Kaethwas*, a humiliated spirit forced into servitude, or as a *Fiend*, a soul corrupted into a monstrous shade of its former glory.

As with all wars, the common folk paid its price with blood and suffering. It was not long before the Divine Briendal were forced to face the folly of their feuds as their powers waned from the crisis of faith in their many former devotees and the inevitable casualty of souls in the ensuing chaos.

The Ever Pact

Regret befell the former saviours of Avallen. To repent for the sufferings they had caused, the Divine Briendal gathered for the last time in order to rectify their errors. They swore the Ever Pact, a divine vow that each of these immortal legends would retreat to their respective courts in Annwn and tend to the immortal souls in their care. Though each would be able to influence the world through their respective domains and divine agents, no longer would they intervene with the daily affairs of mortals or tread on the island of Avallen. Thus, the heroes of the Wild Hunt ascended into their roles as the Ever Ones, true gods to look after Avallen from the Otherworld and ensure a peaceful rest for all of the worthy dead.

With the end of the Sorrows came the end of the Age of Gods. But those were not the last songs bards would sing. Indeed, countless stories and songs have arisen since. A source of such tales is the one-on-one championed combat that the Vallic now use to settle battles between themselves. The victorious heroes go on to inspire new generations with their brave exploits and remarkable journeys. Some bards sing that Avallen is in a new age altogether, an age filled with wonder, change, and adventure. An age of beauty, war, and discovery.

In short—now is the Age of Legends.

Pen Cawr

The lands of the Pen Cawr once stretched along the coast of the Erioed Ocean in the west all the way to the River Glas in the east. However, its southern location and predominantly flat terrain made it the perfect landing area for the Raxian Empire's armies.

"Every eve of their demise, the fallen warriors of the Sorrows clash again in macabre glory. We're cursed to hear their deaths echo through the vale and into our nightmares."

—Priest of Cera Hamlet.

After generations of trade, exposure with the mainland, and a show of robust force, the Pen Cawr forged an alliance with their invaders before true war even began. Many of the Pen Cawr tribes even now prefer the customs of the Raxians to that of their ancestors, dreaming of the day they, too, might travel across the sea to see the glory of Ataraxia with their own eyes. However, whether organised by intermingled borderland tribes or by clandestine rebels interspersed through Raxian territory, not a season goes by without a raid on a Raxian guard post by Pen Cawr warriors loyal to the memory of the old ways.

Leadership

Cawrdunum is the capital of the Pen Cawr and is one of the most populous settlements in Avallen. The incredible earthen works and barricades mark and defend its farming territory for miles. The city itself sits at the back of this fertile plain in the bend of the River Afon.

Cawrdunum is ruled by Gigasius Tocawrdunum, son of the late Tiberius Claudius Tocawrdunum. Gigasius spent much of his youth in Ataraxia and considers himself to be a son of both worlds. Giagasius's older brother, Gaedoc, disagreed with their father's alliance with the Raxians and has since gone into exile over the dispute. Now, Gaedoc takes refuge in the forests of Pen Baedd to the north, where he rallies warriors sympathetic to his cause under the blessing of Pen Baedd clan's Queen Daedica. Gaedoc dreams of the day he can return to the south to reclaim his birthright over the clanlands of the Pen Cawr.

Ever Child's Clan

The Ever Child is depicted as a paradoxical god. They revel in change, yet pride themselves on their eternally youthful appearance. Stories about the Ever Child focus on their love of mischief and trinkets, while just as many other stories focus on their kindness and love for the warmth of hearth and home. Though the Ever Child was said to vex the other Ever Ones to no end, just as endless was their affection for the Ever Child's cleverness and charms.

The annual festival in honour of the Ever Child, Castwyr's Day, is a celebration in that spirit, with much of the day spent aggravating loved ones with tricks and lies, and the evening filled with festive reconciliation and praise for the most brilliant of the day's ploys.

Similar to the Raxians, the Pen Cawr value social standing most amongst the clans and try to show it off where they can with wealth. As such, they value the grind and hard work of getting ahead but value ever more those that can skip ahead with a smart shortcut, which explains their almost sport-like—but often still deadly—tradition of cattle raiding.

Other Locales

Caer Govani

This hillfort is a modest fortification of minor seafaring consequence. However, below it, there is a secret seaside cove with an extensive cavern system that leads to a number of exits hidden within mounds and hills in the surrounding countryside. While Colwyn, Breyr of the fort, is ostensibly loyal to the neighbouring Raxian forces, a portion of the cove's caverns is dedicated to harbouring anti-Raxian rebels who come on nights seemingly out of nowhere to raid outposts at the most opportune times.

Local legends also tell of a secret that even Breyr Colwyn has been unable to verify, that the deepest parts of the cove underneath Caer Govani lead directly to the Otherworld, where the Tylwyth Teg hold feasts and hunts of their own that can be heard coming from within the hills of the Pen Cawr plains.

Diemwnt Cliffs

The brilliant cliffs of Diemwnt are a natural wonder of Avallen. The tall white faces would be a sight to behold in itself, but at sunset, its beauty becomes even more pronounced. The entire middle strata of the cliff face is riddled with precious stones, refracting in the setting sun like a wave of glinting flame. There are two main deterrents to

greedy treasure seekers looking to claim these gems for their own. One is the perilously sheer cliffside into which they are ensconced, making any attempt to mine them a perilous task.

The other deterrent is that the tribe that lives near the cliffs believes these stones are sacred playthings of the Ever Child and thus forbidden to mortal possession—a belief which their warriors are eager to remind outsiders of.

Côr y Cewri

In the heart of Pen Cawr's territory, there is an arrangement of fifty huge slabs of stone, erected by the Cawr Ffieidd-Dra when they ruled the land, called Côr y Cewri, or the Court of Giants. Their purpose is understood by nobody living. It is known, however, that if one were to draw out the arrangement of the stones precisely onto a map, the relative position of the stones etched into the parchment could be likened to the shape of a great eye peering up into the sky—or at the cartographer—like the gaze of a tireless sentinel. The druids of the Pen Cawr hold congregations amongst the stones only for their most important rituals, at which times the stones glow with a faint, eerie light that tends to make attending celebrants uneasy.

Otherworldly Tales

Hillocks of the Ever Child

The stories shared about the Otherworld amongst Pen Cawr tribes are riddled with contradictions. A midday sky of gray clouds where either a blue sunset, a green moon, or even both dominate the heavens. Cunning Tylwyth Teg entertain guests in forts that sit atop hills which should be too small for their mighty foundations. Weather changes depend on a traveler's mood and often in opposition to the weather that is hoped for.

Bwbach

No collection of Pen Cawr folktales is complete without stories of the Bwbach, small, flying, animal-like Fae whose kind hospitality is as consistent as a flipped coin. Some households leave out food for the Bwbach in hopes of receiving their fickle blessings, but many stories tell of how these faerie folk just as often enjoy rewarding well-intentioned gifts with an array of inconvenient conveniences.

Cawr

The Ffieidd-Dra known as the Cawr were giants who are said to have ruled Avallen with cruel sovereignty but were nearly driven to extinction during the Wild Hunt by the Ever Child's schemings. Bards claim that the Cawr who were exiled into the Otherworld have since become terrible, twisted beasts seeking vengeance on behalf of their ancestors. The Cawr remain in hiding in the Ever Child's domain, only revealing themselves under the cover of dark nights and storms to wreak havoc against the Tylwyth Teg that hunt them or the settlements of humans that usurped them.

The remains of the Cawr civilisation can be seen in the great standing stones that scatter Avallen, solemn reminders of how fate's fickle favor can turn against even the mightiest of creatures.

Pen Baedd

Vallic myths claim that all the forests of the world are remnants of the Ever Mother's hair, shorn off as a gift to her children to protect and nourish them in the world they were given. For generations, the Pen Baedd have honoured that gift by living amongst the trees, cultivating a symbiotic way of life with the forest that both uses and nurtures it. Moreover, the Pen Baedd's mastery of their terrain was a necessary advantage in repelling Raxian incursions into the heart of their clan territories.

Although some commerce and communication has since recommenced with their new southern neighbours, many of the elder Pen Baedd leaders remain vigilant to maintain their hard-earned peace . . . while many of the younger warriors look forward to the day when they can once more charge into open war against the foreign intruders and the Pen Cawr traitors that helped them.

Leadership

Glyn Coth is the largest forest in Avallen and gives both shelter to noble warriors and clandestine hideouts for bandits and thieves. The oak trees of Glyn Coth are ancient and strong, yet pliable, and its saplings quick growing. The properties of its lumber are valued across Avallen, and the trees are known to support structures built amongst the branches themselves.

Throughout the Glyn Coth Forest, settlements form just below the canopy, treehomes interconnected by bridges of wood and rope. The largest tribe in the territory calls one such town its home, Dinas y Coed. At its center is a wondrous sight, a fortress composed entirely of mighty oaks, grown over generations by the careful cultivation of its living walls and the supposed blessing of their benevolent goddess.

Daedica, Warrior Queen of the Pen Baedd, rules the surrounding tribes from her seat in Dinas y Coed. Her daughters Eilam and Hya carry out her will and are thought to be as formida-

ble in combat as their exalted mother. Gaedoc, exiled prince of the Pen Cawr clan, takes refuge in their court. Rumours have started to spread that either the older sister Eilam or the younger Hya has become romantically entangled with Gaedoc, but as of yet, no one has been foolish enough to try broaching the subject with either of the fiery-haired warrior princesses.

Ever Mother's Clan

The Ever Mother's depiction in stories changes with the season. In stories of Spring, the Ever Mother is depicted in the bright colours of blossoming flowers, with a long mane of golden hair shimmering like spun sunlight. At harvest time, the Ever Mother is depicted with locks of auburn and dressed in the warm colours of fallen foliage. Across all her depictions, the Ever Mother is shown to be a goddess of fair judgement and compassion, albeit slightly inflexible as she prioritises the protection of the natural order and beauty of her domain.

Worshipers of the Ever Mother pride themselves on their unity, each member of a tribe likened to a single root that helps to feed the tree that is their community. This philosophy is reflected in the Cynhaeaf Feasts, the main festival honouring the Ever Mother in the turning of the seasons during the Winter's Solstice. During this week of feasts, no family may eat food prepared by any of their closest kin. Therefore, all households only prepare foods that will be gifted to their neighbours, an exchange symbolising the unity of all roots to sustain the whole. It is a sacred duty for all to ensure that family and friends are taken care of, so it is common for all Pen Baedd to make their way back to their ancestral homes for the Cynhaeaf Feasts.

The Feasts are also a great opportunity for trade—outsiders are allowed to show gratitude for the Ever Mother's gifts as well, and it is common for other clans to bring goods and foods to trade during outdoor celebrations, provided that they abide by the same rule of not consuming anything they themselves have prepared.

Other Locales

Cogof Twm

The rivers and coastal paths passing through Pen Baedd are trade routes that have become even more valuable in light of the peace that settled on the region in recent years. However, one infamous group of bandits makes it a point of not letting those profiting during peacetime get too comfortable. Led from a hidden cave by the charismatic Twm Cwfl, these bandits rob conspicuously wealthy merchants and other well-to-do folk passing along the border, while typically leaving the poorer travelers alone. This is one of two facts that endears Twm Cwfl to local storytellers. The other is that Twm is believed to be the deadliest man in Avallen with the sling, a weapon representative of the common folk.

While Twm Cwfl and his bandits remain elusive to those seeking the bounties on his head, it's believed that any fair-hearted rebel who wanders through the Glyn Coth Forest for long enough will eventually stumble upon his cave and be welcomed with open arms.

Adwy'r Teg

There is a great oak tree deep in the Glyn Coth Forest that all but the most wizened of druids tend to steer clear of. It is an eerie giant that inspires an unnatural stillness in the clearing it dominates—not even birds seem keen to settle amongst its gnarled boughs. Many believe that the massive roots of the Adwy'r Teg dig impossibly deep into the earth where they are entangled with a similarly massive oak which thrives in the

Otherworld. They also believe that Adwy'r Teg, whose name means "The Fair Gate," acts as a channel between our world and the next, upon which spirits and Ellyll traverse to communicate with the rare intrepid mortal they deem worthy of their attention.

Ffynnon Matir

Ffynnon Matir is a spring running through the heart of Elwood forest. Its crystal clear water is sacred to the Pen Baedd, who believe it to be the only waters in all of Avallen untouched by the Ever Elder, the Vallic Goddess of Secrets. Local tribes claim the waters occasionally have supernatural qualities as well. On the longest and shortest days of the year, the Ever Mother allows her Tylwyth Teg to let water from their Otherworld flow into the Ffynnon Matir, briefly imparting it with curative properties beyond what any apothecary could ever offer.

While most tales of blessed waters are spread far and wide, this particular legend is guarded amongst the Pen Baedd. Nearby tribes forbid the telling of it for fear that reckless outsiders might seek to use or even abuse it.

Otherworldly Tales

Groves of the Ever Mother

Nursery stories about the Otherworld in Pen Baedd are rarely told to children before bedtime. These stories leave listeners filled with so much wonder that a head full of such tales would be difficult to lay down to slumber.

Tales tell of common folk walking through forests they had known their whole lives, only to suddenly find themselves in strange climes and exotic jungles never seen by mortals. It's said that the forests of the Ever Mother contain all the trees, fruits, and common beasts that have ever existed or ever will exist housed amongst canopies stretching on towards a boundless horizon. The feasts of the Ever Mother's Tylwyth Teg are believed to be a gourmet's dream—even across a banquet stretching across centuries, no single dish or recipe would ever be served twice.

Ellyll

In the Ever Mother's domain, fairy creatures called Ellyll help tend to the limitless groves. The Ellyll are slender and beautiful, with skin like smooth stems of budding flowers and hair of abundant tufts of long grass and flower petals. Most stories involving the Ellyll end up quite happily with guidance given to the lost. However, for those that tread uninvited towards the Elyll's small forest towns, where they nurture the rare and often magical groves of fruits and flowers, such trespasses are met with fierce opposition.

Ysgithyrwyn

The Ffieidd-Dra known as the Ysgithyrwyn, or Great Boars, terrified the ancient forest tribes of Avallen. Stories say they are huge, ravenous boars with tusks as sharp as blades, pupils of dark-red rage, and hard hides sickly and diseased like a damp, mold-plagued cavern wall. Celebrations were scarce in the ancient days, as the Ysgithyrwyn are drawn to great gatherings of foods or bountiful sacrifices, attracting their gluttonous appetites as they either consume or trample everything in their path. It is believed that the Ysgithyrwyn are now held at bay in the Otherworld by the Ever Mother and her noble Tylwyth Teg, which is all the more reason for the Pen Baedd to give thanks and worship.

Children of the Pen Baedd learn early on not to waste their food. Grandmothers love sharing cautionary tales of foolish families throwing out uneaten banquets. The families in such stories are inadvertently visited by an escaped Ysgithyrwyn, who gobbles up not only the rejected bounty but the adjacent home and all of its residents as well.

Pen Levi

The nomadic tribes of the Pen Levi clan are known as the most vicious in all of Avallen. They are used to the rootlessness and hard living of nomads. The relatively poor soil of their domain, which comprises various types of wetlands, makes much of it non-arable; as such, they eke out whatever sustenance they can from hunting, scavenging, and raiding other tribes.

Weakness is viewed with contempt amongst the leaders of the Pen Levi, for all must persevere in the harsh lands of their territory. And while all of the tribes of the Pen Levi tend to have customs that vary wildly from one another, one important custom unites them: their belief that the head of a vanquished foe or beast can bestow its power upon its new owner. Pen Levi warriors take great pride in keeping and displaying their decapitated trophies outside their makeshift homes.

Currently, the Pen Levi are at a turning point in their political relations with the other clans. Their southern swamps were annexed into Raxian territory after the Pen Baedd and Pen Draig reneged on their alliance to defend their lands against the invaders. The Pen Levi were not so surprised by

the betrayal, in part because many of their tribes continued to raid their neighbours despite the alliance. That does not discourage their indignance, however, and the Pen Levi seek retribution for their slighted honour with a renewed fervour in raiding and war.

Leadership

Unlike their other Vallic cousins, the Pen Levi do not have the centralised leadership of a Brenin who dictates laws. Instead, each tribe of the Pen Levi is led by its strongest warrior and its wisest priest. In their daily life, the former leads their tribe's physical survival as their Breyr, whilst the latter guides in spiritual decisions. The only exception is during the Gathering of Strangers, when all tribes are called to Loch Liovhann Crannog and its environs to honour the Ever Stranger as one clan. During this time, a congress made up of each tribe's Breyr and priests settles grievances, renews ties, and decides on whether a Brenin need be elected to unify the clan for war. Of course, their recent failed alliance and loss of territory suggests a Gathering of Strangers is due anytime now and that the Pen Levi might mobilise for retaliation.

As for Loch Liovhann Crannog itself, it is a fascinating testament to the resourcefulness of the Pen Levi clan and one of the rare places in their lands which other Vallic tradesfolk seek out rather than avoid. In the largest lake bordering the Pen Draig clanlands, there is a crannog (that is, an artificial island) built up of stones taken from the neighbouring mountains and upon which sits a massive roundhouse fort. It can lie unoccupied for years at a time until a Gathering of Strangers is called, when it then houses all of the Pen Levi leadership during their congress. The sole entrance to the fort is a single long bridge, which, during the gathering, is guarded by the clan's most loyal warriors in case any of their enemies should seek to take advantage of their temporary weakness and concentrated power.

Where the bridge from the crannog meets the shore, a bustling trading outpost known simply as Loch Liovhann has grown. Loch Liovhann is a lawless collection of hovels and merchant stalls where scavengers, raiders, and traders alike meet to shamelessly barter any kind of good, especially those that would be taboo or prohibited in other markets throughout Avallen.

Ever Stranger's Clan

Death is an old friend to the Pen Levi, and a typical encampment curries the favour of the Ever Stranger, the Vallic God of Death, with rows of decapitated heads displayed proudly outside each and every one of its shelters. In art and stories, the Ever Stranger himself is most often depicted as a ghastly skeletal figure wielding a scythe or a jug of water, with either item emblazoned with a triskelion. The Vallic believe the triskelion's three conjoined spirals represent the interconnection of life, death, and transformation. True followers of the Ever Stranger have no fear of death as they know that passing through one arm of the spiral will bring them back through one of the other two in due time.

The Pen Levi comfort with mortality is most evident in the Festival of the Mukkelevi, for which tribes must find one or more others travelling locally to them to come together for an autumn week. The first day of the festival is a great feast, filled with drunken revelry and orgiastic intermingling between the tribes. On the second day, warriors from each tribe don grotesque make-up and costumes in imitation of the gruesome Mukkelevi that once plagued their people. Then, warriors recognised as worthy are given the chance to challenge current leaders to mortal combat to assume their place. Warriors who die in these battles are honoured for giving their lives in service of the Ever Stranger. On the third day, once all challenges have been resolved, the new leaders of the tribes convene to build alliances while the rest continue their revelry and celebration of the worthy dead.

Other Locales

Ynys Dywyll

Off the coast of the Black Boglach, Ynys Dywyll is an island with soil of superior quality to any found on the mainland. As one of the few places in Pen Levi territory able to sustain a population with agriculture, they have entrusted it with a holy purpose, as home to the largest druidic conclave in all of Avallen. While many of the highest-ranking druids are indeed committed to the Ever Stranger, Ynys Dywyll welcomes devotees of all the Ever Ones. Their conclave is believed by many to be the most spiritually rich in Avallen, and so other clans send their most promising druids there for training.

Recently, the druids of Ynys Dywyll have taken on another responsibility, as leaders of the Vallic resistance to the Raxian Empire. Ynys Dywyll has a long history of maritime competence, importing rot-resistant swamp lumber from their mainland brethren to build fishing boats for their clan. Now, the boats they build are devoted almost entirely to harassing trading vessels headed to Raxian ports or for raids on the coasts and wherever waterways allow.

There is nothing the Raxian leadership would enjoy more than crushing Ynys Dywyll and bringing all of its barbaric druids to heel.

Clyf y Byd

"All waters lead to Clyf y Byd." This adage is used figuratively to imply something as inevitable. However, it's based on a real horror etched into the heart of Pen Levi lands. Where the bogs are at their lowest, a hollow silence permeates the landscape. Then it is only a matter of time before one encounters Clyf y Byd, the Wound of the World, a massive chasm of black, where the waters spill over sheer cliffs into eerie silence. No one has ever devised a way to discover what lies at the bottom of its jagged cliffs of black stone.

The most vile crime to the Pen Levi is treasonous theft or murder, and such betrayal of one's tribe incurs a commensurately vile punishment. Traitors are bound in rope and thrown into the Clyf y Byd. Priests claim that the chasm is so endless that even the Ever Stranger cannot find those that enter it. As such, it's believed that the criminals will tumble in the darkness for all of eternity, never able to experience the sacred peace of death.

Allor y Rhos

In the most fetid tract of the Allor Fens, there is said to be a collection of pools haunted by the spirits of an ancient Pen Levi druidic sect. Legends say that the sect drowned themselves in a foul ritual in order to gain eternal dominion over the waters' clairvoyant properties. It's believed that every Harvest Moon, their spirits congregate once again to tell nearby listeners the names of all who will die in the coming year. This annual ritual is a closely guarded secret by priests of the Pen Levi, and other clans speculate that they use the ritual to decide on the best candidates for championed combat or clandestine quests.

Otherworldly Tales

Revels of the Ever Stranger

While the Ever Stranger's fae, the Gwyll, chaperone spirits of other clans to fruitful orchards or warm hearths, the faithful of the Ever Stranger believe that the Otherworld they have to look forward to is much bleaker. The Ever Stranger's domain is a land of eternal twilight. It's thought to be a world forever tainted by the Mukkelevi, the darkest of horrors to ever haunt the stories of the Vallic people.

However, in the rites for the honourable dead, the Pen Levi bards sing of all roaming coming to an end and gatherings around campfires that never extinguish. The Tylwyth Teg keep the horrors at bay while Pen Levi ancestors gather in celebration of lives well-lived, feasting and drinking eternally without need of scrounging, hunting, or raiding. The faithful of the Ever Stranger find solace in stories of life in the Otherworld that seem so different from the hardships meted out in the swamps.

Gwyll

Frightful, ghost-like faeries called the Gwyll stalk the land of the dead in search of lost spirits to either guide or consume. Pen Levi folktales tell of Gwyll finding ways to the edge of the mortal world in the form of will-o'-wisps where they strangely guide the lost back to their path but tend to lure trail-bound travelers away into the darkness.

Mukkelevi

The Pen Levi clan is simultaneously fearful of and fascinated by the legend of its eponym. For all Vallic clans, the Mukkelevi is the purest manifestation of terror. They are monstrosities drawn by the departure of many souls from their bodies. Vallic superstition warns against lingering for too long on a battlefield or any other corpse-strewn area for fear that the scent of a rancid feast draws a Mukkelevi from the Otherworld into their midst. Tales passed down across generations describe it as a gigantic, skinless creature with a human torso fused to the back of a horse. Its horse's head holds eyes of green flame and nostrils exuding a toxic odour. Its arms are long enough to grab at its victims on the ground, shoveling poor prey into its rictus maw with clawed hands. Black blood courses through its yellow veins and secretes through exposed musculature. Blood which falls upon the earth irrevocably corrupts it.

It is believed that the lands surrounding Loch Liovhann were once beautiful fields of emerald-green grass—converted into tracts of fetid swamps after generations of Mukkelevi tyranny. To this day, the Pen Levi honour the sacrifices of the Ever

Stranger and the other heroes of the Wild Hunt for ensuring their land was not corrupted further, and they remain vigilant in both life and death against the intrusions of this mythic horror.

Pen Draig

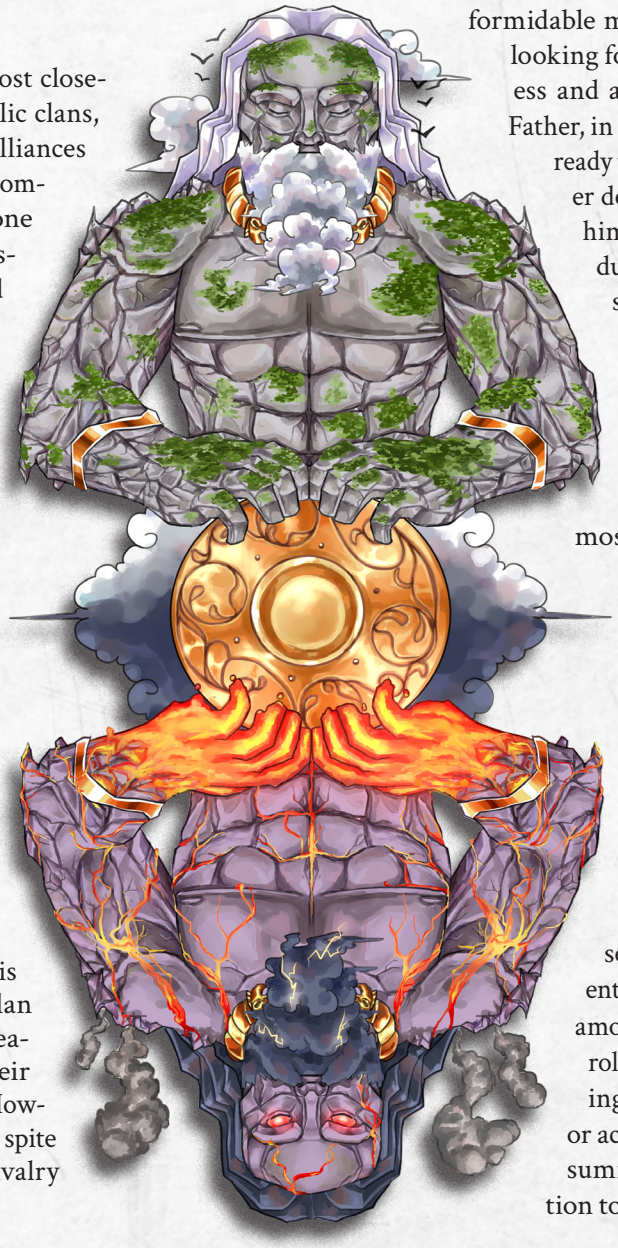
While most Vallic tribes are spread amongst numerous settlements across their lands, nearly all of the Pen Draig's communities are focused around four mountain forts of various sizes each led by their own Brenin, with the forts supported by small farmsteads no more than half a day's journey away. For the Pen Draig, this mirrors their relationship with the great Ever Father; just as his shadow gives refuge to their Brenin, so do the mountain forts of the Brenin protect their kin.

The Pen Draig are said to be the most close-knit and fiercely loyal of all the Vallic clans, and regular gifts of goodwill and alliances amongst the four Brenin keep their communities in good standing with one another. Moreover, Pen Draig's distance from the south means they had little contact with the Raxian invaders. That changed when the Empire marched legions north through the Baedd forests. The four Brenin responded quickly, convincing the Pen Baedd and most of the Pen Levi to unite with them against the Raxians and their Pen Cawr allies.

This union dealt the Raxians their first and only major defeat on Avallen, and they have remained to the south ever since.

Leadership

The Pen Draig build their cities out of mountains because no other clan has the strength to. Claiming there is little competition between their clan and others, the four Brenin find reasons every year to demonstrate their superiority over each other instead. However, such competition is not out of spite but out of a shared belief that such rivalry makes the clan stronger.



The four Brenin lead their tribes from Caermons, or "mountain forts," named after their current rulers. These formidable fortifications are wrought of stone that has become smooth and glass-like from centuries of attacks from Draig that escaped the Otherworld.

In the north, there is Caermons Talorc led by Brenin Talorc, a Draig slayer reputed to be undefeated in wrestling or combat. In the east, Caermons Bridei is led by Brenin Bridei, a teulu who was given the throne by her former ward. In the west, Caermons Alpin is led by Brenin Alpin, a charming fili thought to be the favourite son of the Ever Father. And in the south, the recently renamed Caermons Ena is led by Brenin Ena, a diplomatic magister who has mastered Raxian magics.

Ever Father's Clan

In all Vallic stories, the Ever Father is depicted as a formidable man of stone and a proud patriarch, looking fondly upon all feats of martial prowess and athleticism. The stories of the Ever Father, in his mortal life, espouse what were already unbelievable physical faculties, whether defeating thirty others unified against him in a single wrestling match or subduing a grown Draig with only an axe, stories of the Ever Father continue to inspire all Vallic warriors to challenge—and sometimes overcome—seemingly impossible odds.

Of all the Vallic, it is perhaps the Pen Draig who take honour the most seriously. Pride in all aspects of one's life is the noblest of aspirations, and any attempts to slight another's honour is immediately met with a challenge from the offended party.

The one time in the year when views of honour are slightly relaxed is during the Cabar Games, wherein the honour of victory is eclipsed by the honour of being chosen to represent your tribe before the entire clan. *Cabar-taflu* is a popular sport amongst the Pen Draig, which consists of rolling a log up the mountain and throwing it for distance off the edge of a cliff or across a designated chasm. During the summer, one Brenin extends an invitation to all other clans to join them at their

"King Dubh found a prince for his daughter

A suitor to suit her and spoil her

But for dowry, Dubh stole

Treasure from a Draig's hole

And the wedding day instead was a slaughter."

—Vallic nursery rhyme

Caermons for four days of drinking, feasting, and a competition to see who is the greatest Cabar-taflu player in the whole clan. In both victory and defeat, the internal bonds amongst the Pen Draig are strengthened, and the only resentments are towards the resulting hangovers of a Games well celebrated.

Other Locales

Tames Peaks

The tallest mountain range in Avallen lies in Pen Draig. Each year, warriors that come of age are sent into the Tames Peaks to retrieve a crownflower, a beautiful red and yellow flower that grows only at the highest elevations of the Tames. If they survive their journey, they are seen as worthy of representing the Ever Father in battle. All crownflowers are then collected and sent as a gift to the queen of the Pen Baedd, even when the two clans are at war, as a symbol of their two deities' former love for each other.

Bards claim that the Tames holds a particular thinness that allows Draig to escape their confines in the Otherworld and hunt amongst its peaks. When visiting the Caermons, storytellers are asked to share tales of such sightings regularly. "Food for the Draig" is a common resignation—and occasional curse—amongst the Pen Draig for any poor soul that goes off into the Tames and is never seen again.

Beacon Stones of Mons Gorsedd

Four stones encircle the tallest point of the Tames Peaks, the summit of Mons Gorsedd, each facing a cardinal direction and carved with runes in honour of each season. Druids of the Ever Father claim that when you stand on a stone on the day of its season's zenith, you are given unlimited sight across the world in its cardinal direction. The archdruid of the conclave protecting the Beacon Stones is said to be the heir of all the stories and visions that the Beacon Stones have revealed across the centuries.

Although the Raxians dismiss these stories as simple folklore, that does not stop them from sending a small covert party into the Tames Peaks every year with the intent of catching the druids using its power.

Cogof Athair

The Pen Draig saying, "All caves lead to Cogof Athair," seems to have at least a pebble of truth to it. It is believed to be the largest cave system in Avallen, though there is no way for anyone to know for sure. Northern Vallic tribes claim that one can travel from a cove in the southern coast all the way to Pen Draig's northern sea cliffs without ever having to set foot in sunlight. Those same tribes also claim that the depths of Cogof Athair lead directly to the Otherworld, intertwining with the caves underneath the Ever Father's Great Mountain. If such tales are true, then it's possible that the caves of Cogof Athair may not just be large but potentially infinite.

Otherworldly Tales

Eternal Halls of the Ever Father

Tales tell that the Ever Father makes his home on top of a single unfathomably large mountain that slopes ever downward towards endless horizons. Strange beasts burrow or soar amongst the jagged slopes to stake their territories throughout the endless cliffsides.

No matter where you are in the Ever Father's domain, from all points on the Great Mountain, one can see his home perched upon its peak, the Aelwyd. In the funeral rites of the Pen Draig, the Aelwyd is described as a mighty fortress of crimson stone with countless rooms, hearths, and banquet halls to accommodate all guests until the end of time. At the heart of the Aelwyd is a vast courtyard, a great field of green that is host to endless contests in which Tylwyth Teg demonstrate feats of supernatural athleticism to audiences of enthusiastic Fae and spirits.

However, although all who tread the Great Mountain can see it, actually reaching the Aelwyd is a different issue altogether. Only those souls the Ever Father or his Tylwyth Teg find worthy can enter his halls and partake in his hospitality. Stories tell of wayward travelers walking towards the summit for weeks, years, and ages, yet the Aelwyd is never any closer.

Coblyn

Most numerous of the Great Mountain's denizens are the Coblyn, a faerie race of ugly little brutes which dig and mine not for silver or gold—as it's said metals cannot be unearthed in the Otherworld—but in search of *thinness* where their war bands can cross into the mortal world to steal or raid and obtain the treasures they covet. Indeed, when an object of value goes missing without a trace, "taken by the Coblyn" is as good an explanation as any for most common folk.

The Pen Draig see a band of Coblyns as worthy foes and a testing skirmisher sent by the Ever Father to keep the tribes strong and vigilant. However, they are not always hostile, as lone Coblyns are known to guide the lost from dangerous circumstances in exchange for treasure or favours of their own.

Draig

The glassy sheen of melted stone, prolific in the vicinity of the Caermons, is a permanent reminder of the Ffieidd-Dra that once terrorised their lands. Perhaps in hopes of borrowing its power, images of Draig find their way into all aspects of their art; shields and swords are commonly emblazoned with serpentine coils, bared fangs, and swirls of flame. But no graven image can match the horror that looms in the songs lamenting those times. Songs of dark shadows blotting out the sun, of huge scaly bodies crushing walls under their weight, of warriors' half-finished bodies gnashed through like discarded morsels, of countless families found suffocated in caves after trying to hide from the flames above. Songs of death and destruction.

Tales of the Wild Hunt recount the Ever Father and his band of bodyguards venturing to the Otherworld to mount the great dust eagles, the Adar Llwch Gwin, whose blade-like talons make them one of the few creatures in Avallen able to penetrate a Draig's carapace and challenge their dominance of the skies. Other stories claim this alliance continues in the Otherworld with the Ever Father's Tylwyth Teg, who take them as noble steeds to guard the Aelwyd from the mightiest of Draig that look to make a nest out of the celestial fortress and consume the eternal spirits of the Ever Father's children within.

Pen Afanc

Little is known about the actual communities of the northern isle tribes of the Pen Afanc. Current sketches of their island chains by the Raxians are merely conjecture, since no surveyor has ever successfully landed on any of their shores. One of the few sources of information on its daily goings-on are the polite Pen Afanc fishermen and tradespeople who occasionally do business with other clans. But while such travelers have much to say about their trade, they have much less to say about their homes.

One detail commonly shared by the Pen Afanc is that their lands are far north in an area of the world where the sun rarely rises. This fact seems to be confirmed both by the incredibly paler complexion of all Pen Afanc when they first travel south, as well as by the rare produce harvested from gardens that seem to need little or no sunlight.

While well mannered, the Pen Afanc tend to remain removed from those they consider to be *Daoine-eile*, their word for "other folk" or "outsiders." It is common for Pen Afanc traveling south to wear ornately decorated masks which partially or totally obscure their wearers' faces; the Pen Afanc value some measure of personal secrecy in all aspects of life. Other clans are fine with leaving the Pen Afanc well enough alone with their peculiar ways and secrets so long as they keep from prying too much into their affairs as well.

Leadership

The Brenin of the Pen Afanc is known as "An-Sinser," which means "The Elder," in honour of their secretive god. Suíochán Sinser is the name given to both Pen Afanc's northernmost

island and a wooden fort impossibly built into a craggy cliffside there. It is from that fort that An-Sinser holds court and rules over her clan.

The true identity of An-Sinser is hidden behind a mask. It is a position that has been held by a succession of secretive queens over many generations. An-Sinser never ventures far from Suíochán Sinser. No wars for succession have ever been reported in the isles of the Pen Afanc; when the coronation of a new An-Sinser is announced, it is traditional that all adult members of the clan to take a vow of silence for an entire day and, in personal prayer, offer up the secrets in their hearts to the Ever Elder in gratitude for a new and wise ruler.

Ever Elder's Clan

The Ever Elder herself is depicted as a dualistic deity, with a youthful appearance of striking beauty maintained by the brightest tales of all the lands and a second age-ravaged visage of unspeakable horror caused by all the darkest secrets in the world. The Ever Elder is preoccupied with gathering up all wisdom and then sharing it with worthy recipients to shape fate as she sees fit. Moments of insight are highly valued by the Pen Afanc, as they are seen as spiritual gifts from the Ever Elder herself.

Following the Ever Elder's duality, although the Pen Afanc are collectively the most secretive of Avallen's clans, they often present themselves individually as quite open and friendly. However, some cynics believe that their inquisitive and welcoming demeanor belies their true intent: to lure others into a sense of comfort and complacency so that new acquaintances wouldn't mind confiding their deepest secrets with their reclusive friends from the northern isles.

Other Locales

The Ceo Isles

The Ceo Isles, or the Misty Isles, are a natural barrier guarding Pen Afanc's territory. It is a maze of fog-ridden, small, ragged, and rocky islets that are nearly impossible for sailors outside of the Pen Afanc clan to navigate without the help of a native guide.

Cnocc na Fili

The dual nature of the Ever Elder reflects upon the Pen Afanc's traditions as well, which is most evident in the secretive people's love for *Eisteddfod*—a contest of story sharing, riddle making, and poetry. The most prestigious Eisteddfod in all of Avallen takes place on the Pen Afanc isle, Cnocc na Fili. During this grand festival is one of the rare occasions *Daoine-eile* are welcomed onto their isles. All Vallic clans send their most promising bards and fili to Cnocc na Fili so that they might experience the verses and talents of masters, both new and old. When these promising prodigies return from the Pen Afanc festivities, their repertoires are filled to the brim with stories, songs, and histories, but details of the lands of Pen Afanc itself still remain largely unknown.

Cuan na Sinser

This trade harbour on the far reaches of Avallen's mainland is located on the northeastern coast of the Aird Barrens, just south of the Ceo Isles. The settlement is the main contact between the Pen Afanc and the rest of their Vallic cousins. Trade occurs regularly here, and if one wishes to visit the Pen Afanc isles, here is the place to find and convince someone of the clan to take you. Cuan na Sinser is also the meeting point for chosen bards and fili before their journey to the annual festival of Cnocc na Fili, allowing keen fans of the Eisteddfod to

visit and get a taste of the epic gathering without having to find a way to Cnocc na Fili themselves.

Carn Arto

A popular story throughout Avallen tells of a druid who was once the favourite of the Ever Elder but was destroyed by the goddess herself when his obsession with secrets and the pursuit of knowledge led him to attempt a ritual to usurp her place as a god. After his failure, followers constructed Carn Arto, a tomb of giant stones, twisting passages, and foul water to occlude the location of his final resting place. Legends say that his last words were a vow to one day return and resume control of his conclave.

Otherworldly Tales

Secrets of the Ever Elder

As little as is known about isles of the Pen Afanc, even less is known about what the Otherworld is to them. Bards and druids from other lands speculate that the Otherworld of the Ever Elder is an expanse of maze-like waterways, home to terrible sea monsters and drowning Morgens.

Actual stories shared by the Pen Afanc about the Otherworld are rare and typically focused on their goddess or its mysterious creatures. One such story pertains to the home of the Ever Elder, which is believed to have a great library of sea shells that contain the whispers of all the secrets of the world since the beginning of time. Another legend claims that the valuable *bláthanna oíche*, or "night flowers," is the favoured flower of the Ever Elder and is actually harvested from their Otherworld. Its bioluminescent nectar is highly desirable and used by the Pen Afanc to paint the masks of the most prestigious members of their tribes.

Morgen

Morgen are said to be sirens that live in lakes and rivers. They are fickle shapeshifters and tricksters that may just as well seduce land dwellers into drowning as they will help or bestow gifts upon them. One story tells of how a particularly vindictive Morgen, his romantic advances spurned by a lost traveler, shapeshifted into a steed with wings offering aid—only to turn into mist when they reached a great height, causing the failed prospect to plummet to their demise.

There is a Valllic superstition that all clear waters lead to the Ever Elder's domain and that her Morgens are always listening from within them. Because of this belief, many Vallic perform rites they wish all to know about—such as weddings or diplomatic accords—near fresh running rivers but are hesitant to share secrets or perform furtive acts near any body of water that might flow to the sea and into a Morgen's prying ear.

Afanc

The Afanc is a beast given many descriptions in stories, depicted as a giant beaver with flailing appendages upon its back, insect-like antennae on its head, a mouth of writhing tentacles, and an untold number of creeping legs. To make matters worse, it is a Ffieidd-Dra able to disappear at will.

Like the Ever Elder, Afanc are drawn to hidden places and secrets. But unlike the eldest god, it is an eater of secrets, taking pleasure in destroying knowledge and making it lost to both mortals and immortals for all of time. One chilling story tells of an old man who, after losing his wife to old age on their solitary island, suddenly found himself being stalked by an Afanc for no other reason than that after he was consumed, there was no one else left in the world to remember his name.

"Fellow senators, I must say that the empire is dancing to our tune. The last southern pagan Ebroria temples now favour our Empresses. Avallen's silver mines flow readily in the west. The Volcae barbarians at our northern border have retreated. And our farmland in Gallia saw a great harvest. Furthermore, I consider that Dywyll must be destroyed."

—Kaato the Sage, Ataraxian Senator

Raxian Empire

Amongst wealthy Raxian citizens, a map of the empire is an important status symbol. Such maps are usually elaborate frescoes that take up an entire wall in one's villa, detailed with thousands upon thousands of place names in an attempt to fully immerse a viewer in the majesty of the empire. Moreover, proud owners of these maps must be prepared for the significant upkeep costs of inviting official Imperial Cartographers to update its ever-expanding edges. At the center of all these maps is a shining beacon from which all the might of the empire radiates—the sprawling metropolis of Ataraxia.

The Empire in Avallen

As for the relatively recent addition to the map, the isles of Avallen, Raxian officials place them on the edge of the western seas. Before the Raxians laid claim to territory of their own on Avallen, decades of commerce with the Pen Cawr had cultivated an atmosphere conducive to their landing on its shores. With many of the Pen Cawr elites having been "Raxianised," their forces met little initial resistance on the southern and eastern shores. Annexed villages and forts helped serve as the foundation for initial infrastructure, around which the Raxians have set up many mining operations to take advantage of Avallen's abundance of precious metals. In exchange, the Raxians share the technologies and amenities of their culture that many of the Pen Cawr tribes came to desire: grand buildings of stone serving as social centers, bath houses, and artificial rivers, all made without the dangers of magic; exotic foodstuffs and resources cultivated from across the seas; and, of course, tactics and machines of war unknown to their fellow Vallic clans.

Under the leadership of the Pen Draig, a coalition with the Pen Baedd and Pen Levi answered Raxian intrusion further north into Avallen with war. After years of conflict, a tentative truce was called, and many of the anti-Raxian tribes of the Pen Cawr clan took refuge to the north. Only recently has the relationship between the Pen Baedd and the Raxians in the midlands cooled to the point where trade and even some semblance of diplomacy have become feasible.

Leadership

The Raxians are ruled from their capital, Ataraxia, by the twins Imperatrix Theodora Ataraxiagenita and Imperatrix Zoë Ataraxiagenita. The Twin Empresses are further advised by the Senate, a political entity elected by other elites and usually affiliated with one of the many guilds that hold sway over the daily affairs of the empire.

The father of the Twin Empresses, Cnaeus Ataraxiagenita, was a strong military leader who pushed the boundaries of the empire beyond what any of his predecessors had dreamed of. However, Imperator Cnaeus made many enemies within Ataraxia after he enacted aggressive taxation of rich patricians and guild members to help fund his various expeditions and public works. On the eve of his 50th birthday, Cnaeus could not be roused from his slumber. Two days later, the Senate declared him dead and proclaimed his young twin daughters the new Empresses.

For many years, the Senate once again developed into the *de facto* leadership of the Raxian Empire. However, despite their near-identical appearance, the Twin Empresses have grown into two wildly different women. After coming of age, while the Imperatrix Theodora remains content with spending her inheritance comfortably as a socialite amongst the countless villas of the Empire, Imperatrix Zoë has begun to develop into a capable and ambitious head of state. Some senators fear that Zoë may be the true heir to Imperator Cnaeus not just in name but in spirit and action as well.

Imperatrix Zoë's savvy is well evidenced by her complete control over Raxian interests in Avallen. The Raxian territories in the southeast of Avallen are governed by Praetor Quintus Veranius, a former general-turned-politician who was fanatically loyal to the late Imperator Cnaeus and is now an undying devotee of the Twin Empresses. Arbiters, who are usually active or retired military generals known as Legatus, oversee the governance of towns and forts in recently conquered territories and answer to a Praetor.

Many senators are bitter that one of the Empire's newest and potentially most lucrative territories is being controlled almost exclusively by a "child" rather than being administered by the Senate. Such politicians find any opportunity they can to send over Senate-appointed Quaestors to Avallen to supervise audits, investigate possible illegalities, and gather information for the various Raxian factions with their own designs for the fabled isles in the western Vallic sea.

Other Locales

Vallonium

Vallonium is the largest Raxian-built settlement in Avallen and was named as their claim to it being the capital city of the whole island. It sits at the end of Avallen's longest river, the Tamesis, and houses the greatest legion of Raxian soldiers on the island. It has grown into the size of a proper Raxian city, with modern architecture that sits in strong contrast to the comparatively archaic settlements of the Vallic. Vallonium is a burgeoning city that attracts all manner of travelers from across Avallen as well as the Raxian Empire at large. A stone amphitheatre at the heart of the city known as the Circo holds grand events of gladiatorial combats, races, and mock hunts that serve as spectacles for eager audiences and a chance for glory for would-be legends.

Segontium

This large wooden fortification overlooks the recently conquered lands of the Pen Levi in the Black Boglach. Its location upstream from Vallonium as well as nearly equidistant from the border of Pen Baedd and the Bae of Dieithryn makes it an optimal outpost to deploy reinforcements to just about anywhere in the territory. The fort always hosts at least one auxiliary legion at any given time and is overseen by the young Arbiter Legatus Agricola. Legatus Agricola is renowned not only as a capable administrator but also as a formidable opponent in any battlefield. Many speculate that he is first in line to assume Praetor Veranius' position if Veranius were to ever move on from his current post.

Veranius' Wall

This wall is currently under construction along the receded Pen Baedd border, with the intent of consolidating Raxian and Pen Cawr acquisitions and providing a bulwark for future war with the northern clans. However, construction is constantly harried by the raids of rebel Pen Cawr tribes (and, no doubt, sympathetic Pen Baedd warriors as well) who take refuge in the forests north of the wall.

The Urosba Mines

The Urosba Mines are the most profitable Raxian-controlled mines in the territory and possibly the richest deposit of ores in all of Avallen. The original discovery of iron ore subsequently led to the finding of nearby deposits of gold and copper as well. As such, the nearby town of Argolldre has rapidly become a significant economic hub and is one of the driving factors in the influx of merchants and labourers in the region.

Otherworldly Tales

The Exsilium

Raxian historians have drawn many parallels between the Vallic Ever Ones and the Exsilium. The Exsilium were powerful mortals who ascended to godhood by banishing a race of destructive primordial titans . . . but they proved to be fickle and petty deities, and in time, they were rejected by the ancestors of the Raxian people. Raxian legends tell of the war between gods and the mortal warriors that sought to end their meddling. Weakened by waning worship, the gods eventually fell to the mortals, and were exiled into the abyss of their Otherworld like the titans before them.

The heroes who vanquished the Exsilium did not wish to fall into the same selfish pattern as their predecessors and so refused the divine temptations of their Otherworld. Instead, they created a new goal for their society: the pursuit of an enlightened state in which the virtues of mortal life are perfected without the need of supernatural or divine interference. This state of enlightenment that transcends death is called "Ataraxia," which then gave the name to the heart of

the Empire's capital and the basis of the name adopted by its people. The pursuit of this ideal existence in the mortal world has driven the development of Raxian culture for centuries, and Raxians take the expansive growth of their empire as proof of their righteousness.

Some hidden cults still worship the Exsilium and seek their return. They claim that only the privileged in their society can possibly achieve Ataraxia, while commonfolk lack the time or resources necessary to reach such a state of grace and then, upon death, wallow in a barren afterlife. Of course, elite members of Raxian society do all they can to stamp out such dangerously antiquated ideas wherever and whenever they can.

"For the war and corruption brought to Annwn by the Sorrows, the fairest of fae, the Tylwyth Teg, built wondrous forts within their realms. The braggart beauties of the Ever Mother compose and commune in Caer Pedryvan, where they keep and drink from the Cauldron of Inspiration. Dún Aos Sí is the fortress of the Ever Elder's unfathomable philosophers and is said to jump through Annwn so that it can't be found unless it means to be. Caer Golud is a house full of treasures and games to win them with, home to the epicene swindlers of the Ever Child. The Ever Stranger's rotund revelers feast forever in Vedwyd Crannog, a bastion of colour and song in his morbid moors. And Caer Wydyr is a fortress of glass, guarded by the chiseled champions of the Ever Father.

It was in Caer Wydyr that the legendary lost sword Caledfwlch was forged with the flaming breath of an enthralled Draig. When drawn, the two abominable mouths etched into its golden hilt spout flame, so dreadful that it blinds its enemies. It is said that the mortal who can find and can wield Caledfwlch will unite the clans of Avallen and lead them to a tremendous victory."

—from the Red Book of Gwyrdale

Chapter 15
Gamemaster's Guide

The council meeting came to a close as the warm, orange glow of the sunset filled the assembly hall. The Praetor's final remarks signalled an end to the day's debates, and the sound of shuffling footsteps, rustling parchment, and murmuring voices filled the marble room. The people who left the room offered words of thanks to the Praetor, who stood by the door as they exited. Others remained behind to chat, to debate final details that were left unresolved, or simply to relax. A young assistant slipped through the stream of people leaving the room, carefully carrying a jug full of wine to serve those who had opted to stay.

A local representative had just finished a brief conversation and was stooped over, neatly collecting his rolls of parchment. When he glanced up, he found another man, clad in the distinct red and gold Raxian ceremonial armour, approaching him with arms wide. The representative stood up straight and smiled, returning the gesture.

"Legatus Golino!" he exclaimed. "What a surprise to see you here in Vallonium!"

"My friend," the general said as the two exchanged a firm embrace. "It has been such a long time. It is good to see you."

"Indeed. This is probably the best thing the Praetor's assembly could have given me." The representative took a step back to give his old friend a handshake. "But to be

honest, you are the last person I would expect to find stationed here in Avallen. You rank much too highly for this. Don't tell me you were the mole sent here to undermine our council!"

The general laughed. "Oh, no, no. You know my principles come before any personal gain." He tilted his head, motioning towards the Vallonium skyline outside the window. "I have been assigned to a troop here that is in need of serious discipline."

The representative raised an eyebrow. "So you're here to give character-building exercises?"

"In a sense. They're a rowdy bunch—'incorrigibly horrible,' one of their old officers said of a few of them. I'm hoping to build a few quests and errands for them on my new campaign here to rectify these problems. But I'm new in Avallen, and—say," the general glanced towards the exit, "why don't we have a chat over dinner and some wine? On me, of course. I could use your expertise in what I should do for these soldiers."

"Of course." The representative smiled. "I'd be more than happy to help, friend."

The Gamemaster

In *Legends of Avallen*, the players each take on the role of their own character. The Gamemaster (GM) plays the rest of the world and the characters the players meet. This may sound like a daunting task, but being the GM is extremely rewarding. You guide the story that is told, play many different characters for yourself, form the gameplay that is experienced, and see how the players react to it all. The Gamemaster runs the game.

The GM's roles can be divided into three: the Narrator, the Judge, and the Creator. The Narrator describes the world and plays as the other characters in it. The Judge referees the rules of the game, especially when it comes to risky actions and their checks. The Creator makes the content that is played during a game. The following sections will tell you what you need to know about being the Narrator and the Judge before moving on to being the Creator.

The Narrator

As the Narrator, you guide the flow of play. Describe the scene the players are in, invite the players to act, play as the world and its characters to respond to their actions, and when the story or players move along, transition from one scene to another. The game is entirely structured around that loop of play. Being the Narrator really can be summarised by those four activities:

1. Set the Scene
2. Call the players to action (Judge if players need checks)
3. Decide how the world reacts (Judge if you need checks)

   Repeat those three steps until the players move to a different scene, then:

4. Transition to a new scene

Following these four steps is how you run a game of *Legends of Avallen*. The rest of this Narrator section gives advice on how to do that.

1. Set the Scene

Step 1 is to set the scene. A scene is a situation in which the players have interesting and consequential decisions to make. To set the scene, describe what the players can see, hear, smell, and feel around them. You will want to picture the scene in your own mind and then relay what you imagine.

Describe the setting:

> *Making your way back to town, you gradually detect the distinct odours of the harbour. Arriving, you see a bustle of activity as sailors and merchants hurriedly unload their cargo to trade in the market while others browse what is already there.*

Introduce what is important:

> *Amongst the commotion, you spot a fancily dressed woman who must be Julia, the one you wish to speak with. She is accompanied by a tall red-haired man.*

Describe additional aspects of the scene:

> *Julia is a slight woman with olive skin and brown hair in fine clothes, with a walking cane in hand that she clearly does not need. Her companion is a tall, foreboding man with Vallic-styled matte red hair. He is dressed in chainmail, with an axe at his hip and a round shield on his back. His equipment is clearly superior to yours.*

The players might then ask some questions for clarification or additional details. Answer them if you imagine their characters would know that information. Remember that everything you describe can be impact checks as disadvantages or advantages for characters, and players are encouraged to use what they can in their favour.

What's most important about setting a scene is making sure you give the players a similar picture in their minds to yours as well as giving them all the necessary information to make decisions as their characters.

2. Call to Action

After you have set the scene, Step 2 is to invite them to act in the scene. This can simply be done by asking:

> **GM:** "*What do you do?*"

This lets the players know it is their turn to take control of the story. They now decide how their characters act.

The players might discuss a plan of action; that's fine. However, if there is an urgency to the situation and the discussion begins to take some time, remind them of that urgency. If they are in danger, point out that danger and threaten to take another Fate Card or have their foes act! If they are in a conversation with an NPC, remind them that the character is waiting for a response and might lose patience.

Give each player a turn to declare an action before you move to the next step. If someone does not speak up, ask them what they wish to do. Players can always help other player's actions—granting an advantage or using the Set-up action—or do nothing at all.

At this point, you become the Judge (see the next section of this guide) to decide if any of their actions require a check. If any do, the players will make the check to determine whether they succeed. If no check is required, then the actions simply happen as the players describe.

3. The World Reacts

Step 3 is to decide how the world reacts to the players' actions. The players have declared their actions, any risky actions have had checks to determine their outcome, and now you take back control of the story and play out what happens.

Often, as the players have taken simple actions, your response is obvious. Have they walked to look at a bookshelf? Describe what you imagine to be on the bookshelf. Have they used one of their profession school abilities? Use its outcome. Have they successfully attacked a foe, breaking their armour? Describe how the player's strike pierces through their defences to draw blood and then decide how the foe will react!

Things get more interesting if the players are interacting with an NPC, as now you need to roleplay as that character and decide how they would react. Personality aspects are really useful for playing out how an NPC responds to a player's action.

At this point, you become the Judge again, deciding if the responsive actions of the world and its characters you control will require any checks to be made. If they do, then you are the one to make the checks for your NPCs to determine if those actions succeed or not.

Play On

After you have decided how the world responds to the players' actions and determined the outcome of any checks your NPCs made, return to Step 1 and set the scene again. The players know where they are; you do not have to describe the setting all over again. Just update the players on how the scene has changed and then give another call to action:

> **GM:** "*You got Julia to admit that something was taken from her when the inn was attacked. However, she doesn't think it is worth telling you what it was. She says, 'You're the guard. You wouldn't return to me what was taken even if you found it.' What do you do?*"

4. Transition Scenes

Once the players wish to move on or if there are no more interesting actions to take (there is no call to action!), go to Step 4 and transition to a new scene.

Transitioning to a new scene is similar to a timelapse or montage: you narrate the characters passing through the world until they come to a new scene with interesting decisions to be made.

Once the players convince Julia to help them, she gives up the name of a local mage involved in the incident they are investigating, as well as where he lives. They decide to travel to his hovel outside of town. There is no need for them to "play" the short ride to get there. You give them the opportunity to discuss ideas and plans, and then transition to the new scene with narration:

> **GM:** *Making your way out of town, the odours of the harbour turn to the musk of dead leaves in the surrounding forest. The journey is quick and quiet. Arriving, you see a worn down hut . . .*

The Judge

As the GM, you often need to take up the sub-role of the Judge, though this responsibility can also be shared with the players. The Judge maintains the rules of *Legends of Avallen* and keeps play fair. Mostly, you decide when an action is **risky** and then referee the check for it. The Judge also maintains scene-specific rules such as Fate Cards and rounds of turns in a conflict.

Just like being the Narrator, being the Judge is a personal expression. People do not narrate or judge in the same ways. You might also forget rules or alter them. No need to fret—that's all part of running a game! What is most important when being the Judge is fairness, applying the rules to the players and your NPCs in the same way. You are not playing against the players; you are playing together!

Making Checks

The check is the fundamental rule for *Legends of Avallen*. It is the core mechanic that makes the rest of the game work.

If you can remember this one rule, you can handle almost any situation while playing the game. Familiarise yourself with how checks are made as outlined in Chapter 1 as well as Chapter 9. As the Judge, you determine when a check is needed and the attribute used, decide if proposed advantages and disadvantages apply, and make any decisions for your NPCs.

What's a Risky Action?

A player or the GM makes a check when the character they are controlling takes a "*risky action.*" Because characters can gain an Edge by making checks, players are incentivised to frequently try to make them. However, making a check is where a lot of the tension and excitement comes from playing, so you want to save checks for situations that warrant that excitement!

It is up to you to make sure a check is only made when an action is truly risky. A risky action answers "*yes*" to the following three questions:

- Can you imagine the action reasonably succeeding?
- Can you imagine the action reasonably failing?
- Can you imagine a serious consequence for failing?

Avoid making checks until an action satisfies those criteria. For everything else, carry on the flow of the game without bringing the check rules to use.

No Chance!

If you cannot imagine an action reasonably succeeding, narrate why the action fails and have the world react to the failure.

> **Player:** *I am going to explain to Julia that the Glyn family nearly died and that the farmers on the isle are also at risk! She has to tell us something to help them.*
>
> **GM:** *You explain that to Julia, but it doesn't give her pause for thought. She clearly doesn't care about the average townsperson.*

However, if it is obvious to you why the action would fail, then reiterate that to the player before they take the action. It is possible that they misunderstood the situation!

> **Player:** *I am going to jump the gap!*
>
> **GM:** *You look to try and jump the gap, but it is clear to you that it is too far to reach across. Do you still want to jump?*
>
> **Player:** *Oh, I didn't realise it was that far. No, thank you!*

Too Easy

If you cannot imagine the action reasonably failing, simply narrate the character doing the action and how the world reacts.

> **Player:** *I'm going up the stairs we just repaired to look for survivors.*
>
> **GM:** *Okay, you make your way carefully over the broken wood and get to the next floor where you see . . .*

Consequences

Serious consequences for failing an action prevent a character from trying the action over and over again until they succeed. Common consequences for failing an action include:

- The character suffering harm.
- An NPC losing patience.
- Alerting another character while trying to be stealthy.
- Losing time when it's precious, such as with Fate Cards (see *Fate Cards*, Ch. 9).
- A foe taking another turn in a Conflict.

If an action has a reasonable chance of failure but has no serious consequence for that failure, then there's no need to make a check. The character can simply try until they succeed!

If you are not sure if something requires a check or not, go with your gut! Decide what you think will be the most fun for that moment. Worry not, your decision will not break the game.

Choosing Attributes

Each character in *Legends of Avallen* has ranks in four attributes that describe their strengths and weaknesses: Agility, Vigour, Wit, and Spirit. Whenever a character makes a check, it must be assigned to one of those attributes. An opposing character also sets the CD of the check using an attribute.

Abilities and special actions in the game mention what attributes can be used in their descriptions. However, when a character takes any other action, you will have to decide what attribute is used based on your own judgment. The table below gives a guide to how to assign an attribute to checks depending on what the risky action requires to succeed, but ultimately, it is up to you.

For example, if the action requires physical precision, use Agility. If it requires mental endurance, use Spirit. If you cannot decide between two Attributes, have the player use their choice as long as they can justify how.

Attribute Qualities	Speed or Finesse	Strength of Endurance
Physical	Agility ♦	Vigour ♥
Mental	Wit ♣	Spirit ♠

Check Difficulty

The CD is set by the attribute the opposing character is using. If the check involves interacting with the environment rather than another character, the CD is set by the scene difficulty, which is decided by the situation and the tier of play (see *Tier of Play* later in this chapter). An example of an environmental check would be bashing down a door.

If you think an environmental check should be easier or harder than usual, consider why that is and use your answers as environmental aspects that advantage or disadvantage the check.

> *A player wants to climb a wall, but you feel that should be more difficult than other challenges in the scene. You consider why that is and recall the wall is tall and slippery. Mention that those aspects of the environment will disadvantage the player. If you did not describe those aspects when you set the scene, let the player discover them as they examine the wall. They can reconsider their action if they wish or try to mitigate those aspects somehow.*

Environmental Aspects

An aspect is any notable feature within a scene that could advantage or disadvantage a check. When a player is involved with a check, they are encouraged to use aspects of the scene to their advantage, gaining an additional card with their check for each of them. The players could pile up some barrels to help them climb the tall, slippery wall, which would surely advantage them for their check.

"The shifting nature of fae lets them play all sorts of childish or sinister games with us mortals. The worst I've heard is that of Dagger Tongue. He visits you in the form of a loved one, your spouse, son, or mother even. From his guise, he whispers scornful evils into your ear and then vanishes. His whispers are so maddening, the next time you see him you'll kill him. But of course, next time you see him, it isn't him, is it?"

—Raxian tavern tale

It is up to the player taking the action—and their allies—to suggest advantages for them to use. If they miss something you feel is obvious, then feel free to suggest it—they might have forgotten it!

You are just as much an advocate for the players as you are the antagonists for their characters.

> **Player:** *"I'm going to intimidate Julia into revealing what she knows by threatening to take her to the Raxian courthouse. We know she's callous, right? So I'm appealing to her self preservation. I'll emphasise my reckless personality aspect, motion to show her that we outnumber them both, and remind her that the town's suffering is her fault."*

If you believe a suggested use of an aspect does not make sense, then it is your role as the Judge to explain why you think that is the case, as you or the players might have misunderstood something.

> **GM:** *"As you said, she is callous, so she isn't phased by the suffering the town has endured. But your other points stick, so that's three advantages."*

You will also choose and use aspects for NPCs and the environment when they are involved in any checks.

> **GM:** *"Julia has her bodyguard to help protect her from these kinds of threats, so his presence will disadvantage you."*

Then you cancel out aspects for and against a check and determine how many advantages or disadvantages they are left with.

> **GM:** *"That leaves you with two advantages. So turn over your card for the check, two more for your advantages, and take the best from among them."*
>
> **Player:** *"I think we have her now!"*

The Creator

Creating your own content is just as fun and rewarding as running games. It is an excellent creative outlet that ends with a truly unique gaming experience tailored to you and your players.

This extensive section will lead you in creating games for *Legends of Avallen*, beginning with your first humble quests and ending with advanced campaigns made up of interlocking story arcs! We have also included a bunch of random tables to help quickly inspire ideas for your games.

Starting a Game

Before you even begin creating your first quest, you need to decide where the players will start in the game. Are they from a village deep within Vallic territory? Or are they fresh off the boat in a Raxian port town? The introductory quest found at the end of this book gives you the most freedom for where to take the adventure next by beginning in a clan-neutral Vallic village in the middle of Avallen.

You should let the players know where they will begin before they make their characters, as it might influence their decisions in character creation. It will definitely influence the attitudes and stories of the NPCs you create around them.

Raxian Beginnings

If your game begins in Raxian or Pen Cawr territory, the local lifestyle and culture will likely be more familiar to your players, as it builds from traditional Roman and even medieval tropes. From there, you and your players can discover the Vallic mythos over time.

Vallic Beginnings

If your game begins in more traditional Vallic territory, your players will be immediately immersed in the Vallic mythos and honour culture. That can take some time to get used to but may be exactly what your players are looking for in a Celtic-inspired game!

Regardless of where your campaign begins, do not worry too much about the origins of the characters your players make. People travel in Avallen, and it is not too hard to find a good reason why your player's Raxian Priest managed to find her way into the Pen Draig village where your adventure begins. Maybe she is a convert that now worships the Ever Father. Or maybe she serves her image of Ataraxia by healing those outside of the empire.

That being said, it is okay to put restrictions on the characters your player's make as long as you let them know upfront.

> *You want to run adventures for a group of elite Raxian operatives who shutdown cults and close Otherworldly portals that plague the empire's newest territory, Avallen. You have the players make characters that either want to or must work with the empire. They also do not begin as humble townsfolk, you have them begin at level 4, or even level 7! It is up to you.*

Creating a Quest

Like a good story, a quest needs a backstory, a goal that will serve as the climax, and at least one sub-goal to make reaching the goal a challenge!

Unlike a story, when you create a quest, you are not writing a plot that your players will experience. Instead, you are creating situations that the players will play through. You do not know how the players will handle the situations or whether they will succeed, fail, or anything in between.

By making a quest, you are creating dramatic questions about the world and finding out how they are answered by playing the game. That then becomes your story!

Here is an example of a simple (yet still interesting!) quest.

Backstory

The players hear that a tribe's sacred sword was lost when their Breyr was slain by a monster living in a nearby cave.

Goal

Retrieve the sword from the monster for fame and fortune!

Sub-goal

The players must find the location of the cave by looking for clues in the wilderness.

Dramatic Questions

- Will the player's manage to retrieve the sword? If they do, will they return it to the tribe or keep it?
- Will the players slay the monster, sneak past it, or trick it? Will it still be a danger to the tribe?

You could expand this quest by adding other necessary or optional sub-goals. For example:

Optional Sub-goal

Question the tribesfolk to get a better description of the monster and learn of its weaknesses.

Going Off-script

Of course, it is entirely possible that the players come up with their own ingenious (or perhaps boneheaded!) ways to complete a quest.

For our example quest, they might decide to bribe a blacksmith to create a forgery of the sword. This was not in our plan! But a quick consideration will make it apparent what they must do:

Goal

Find and convince a blacksmith to forge a sword in secret.

Sub-goal

Question the tribesfolk about the sword's appearance to make an accurate forgery.

Dramatic Questions

- Will the tribe believe the forgery?
- Do the players lie about slaying the monster?

So, while *"defeat the monster to get the sword"* is the obvious path through the quest, players will always find ways to go off the path and surprise you. That is part of the fun of it all! And it is also why it is so important to keep in mind that during quest planning, you are creating situations, not a rigid plot to be followed.

Where to Begin

"So, yeah, that sounds like a really fun and interesting quest, but how do I even come up with ideas like that? Let alone how do I make a game out of it?"

That is a good question! And while we do have some great advice and tools to help you, when it really comes down to it, you need to start with one idea to begin making a quest.

Any one idea. Well, preferably an awesome one! You could have an idea for a particular kind of scene you want to use. Or a certain foe you want to throw at your players. Or a piece of lore you want to introduce. Or a wondrous location you have imagined.

An easy starting point is the premise for a film you have enjoyed, a goal the players have set for themselves, or one tied to their Legendary Trials (see *Legend Trials*, Ch. 8). Whatever it is, you need this seed of an idea to build a quest around.

Now, believe me, I know it is difficult to come up with ideas and that it can be even harder to find one you like. But do not reject ideas because they sound too simple or too cliche or too anything! Ideas are valuable and hard to come across! If you have the seed of one, treasure it and work with it. I promise you, it will bloom into a quest that your players will have awesome fun with!

Developing Your Quest

Once you have an idea, figure out some details to shape the quest around it. Here are some key concepts you might consider.

Patron

Who gives them the quest or how do they find out about it?

	♥ Number	♥ Court	♠ Number	♠ Court	♦ Number	♦ Court	♣ Number	♣ Court
Patron	Commonfolk	Politician	Warrior	Sage	Rumour	Vision	Outlaw	Fae
Patron Motivation	Love	Revenge	Duty	Renown	Fear	Curiosity	Wealth	Ambition
Player Motivation	Coins	Magic Items	Honour	Legend	Information	Favour	Threat	Blackmail
Goal Task	Guard	Destroy	Understand	Undermine	Locate	Convince	Steal	Restore
Goal Target	Group of us	Important one of us	Group of rivals	Important rival	Magical Force	Spirit	Relic	Knowledge
Antagonist	Monster Horde	Politician	Warrior	Sage	Monster	Nature	Outlaw	Fae
Antagonist Motivation	Jealousy	Revenge	Servitude	Corruption	Survival	Madness	Greed	Power
Location	Village	Town	Shrine	Fort	Forest	Cave	Swamp	Mountain
Location Description	Wild	Ancient	Contested	Conquered	Flooded	Hidden	Otherworldly	Supernatural

Patron Motivation
What do they want from the quest?

Player Motivation
What does the Patron use to encourage the players?

Goal Task
What must the players do?

Goal Target
What must the players do the task to or against?

Antagonist
Who or what is the primary opposition to the players?

Antagonist Motivation
Why does the antagonist oppose the players?

Location
Where does the quest primarily take place?

Location Description
What is the location like?

Random Quests

To help, here is a table of suggestions for inspiration! You can even draw cards from a deck to generate a random quest concept. If you draw a joker for any of the answers, redraw two cards and use both.

Sub-goals

Once you have developed a rough quest idea, you can use that in play while improvising alongside how the players engage with it. However, consider dividing it into smaller, achievable sub-goals that will help you improvise or plan the situations of your quest.

A sub-goal can either be something that will help the players complete their goal or something that helps stop the antagonist from achieving their own plans.

For example, if the players are trying to assassinate a Raxian Arbiter, then finding out his day plans could be a great sub-goal. Whereas if a group of Vallic cultists are trying to summon a Mukkelevi with human sacrifices, then preventing a new caravan of prisoners from reaching them could be an important sub-goal.

It is possible, though not likely, for the party to succeed in a quest after failing many sub-goals or to fail a quest after succeeding in all the sub-goals! Nothing is guaranteed, which is another part of the fun of it all!

Quest Length

You will want 1-5 sub-goals depending on how complex you want the quest to be. Players can typically play through 2-3 sub-goals and a goal in 3-4 hours. So keep that in mind if you want to fit a quest into a certain timeframe or number of sessions.

Your sub-goals do not have to be arranged in a straight line. You could make it so the players can do them in any order or that attempting one could reveal others. This is particularly useful in a quest with a mystery to solve!

Planning Goals

Once you have a developed quest idea that is divided into sub-goals and the main goal, it is time to create the gameplay that surrounds those goals. Take a sub-goal, group of related sub-goals, or the goal, and write notes on the important things the players can interact with to achieve it.

- The locations they can visit with a simple map of how they connect together.
- General features of the environment.
- The important characters and foes in the locations.
- Any obstacles in their way.

These are the game elements you will prepare for play, and they will give you something to refer to no matter how the players handle a situation. Generally, there will be a theme or type of gameplay for a sub-goal: exploration, journeying, conflict, or parley.

Remember that you are not writing a plot; you are preparing a situation. One of the best parts about being a GM is that you get to play in the moment too, deciding how the world reacts to the players' shenanigans and seeing how the story actually unfolds.

Templates & Tools

The following sections in this chapter provide different templates and tools you can use to create, prepare, and improvise content for your quests. And don't forget to check out the quest rewards towards the end of this chapter! There are a lot of ideas in these sections; you need not learn or even read them all. Treat it as a toolbox—use what you need when you need it.

"My brothers and sister, though it may be presumptuous of me as the youngest Brenin here, I must say that we look to the south, where there is a threat growing ever larger. I entreat that we renew our alliance with the Pen Baedd and Levi. There is no shame in preparation, only in defeat."

—Ena, Fourth of the Pen Draig Brenin

Using Fate Cards

Fate Cards are the best way to introduce tension to a goal or whole quest, linking all of its scenes together in a shared race against the clock. Fate Cards force the players to consider the value of their actions and make them choose between doing things carefully or quickly.

Fate Cards are simple to add to a quest. Devise up to four complications related to the location and circumstance, and assign them each to a suit. Complications should almost always be bad things.

Do not worry about triggering the same complication multiple times. When that happens, it gives the players a chance to try new ideas to address the complication as well as letting them get better at handling it.

Here are four kinds of complications you can use to help create your own.

Approaching Character

A foe, an animal, or even a harmless child approaching the group can be a very interesting complication to introduce, depending on the situation, especially if they are trying to sneak around!

If you are not ambushing the players, let them hear or see an approaching NPC so they can decide if they want to call out, hide, or set up an ambush themselves.

Any combat that might arise from a complication should not be intense or long-lasting, so be sure to use one or two fewer slots from a balanced encounter (see *Conflict Slots*, Ch. 16).

Environment Change

The situation changes and becomes more difficult for the players by reducing their options or introducing more obstacles—a raging fire spreads, a light source goes out and leaves them in darkness, the Otherworld shifts and blocks some paths while opening others.

Physical Hazard

Force the players to succeed a physical check or otherwise suffer damage (double on a critical failure!), gain a condition, or lose supply, coins, or an item from their inventory. A physical hazard could be anything from falling rocks to a burst of toxic fumes to incredible winds.

Mental Hazard

Force the players to succeed a check or otherwise suffer the effects of a spell, gain a condition, or lose something. A mental hazard could be anything from a magical curse striking out to the Otherworld pulling on their minds to a thief deceiving and stealing from them to their nerves getting the better of them during a heist.

Reacting to Hazards

When a sudden hazard that requires a check arises from a complication, give the players a short prompt about what they see, hear, or feel just before it happens. Then give them a chance to make a split-second reaction—what do they do? If they do something that will help, give them an advantage against the complication. If they do something that hinders them, give them a disadvantage.

Explore

Exploring dangerous locations is a staple of fantasy quests! The key to making good exploration gameplay is to include obstacles that make the players question how much they want to explore while having surprising rewards that encourage them to explore.

First, make notes on the general structure of the location, including:

- The theme or appearance of the location.
- Different scenes of places for the players to explore.
- An idea of how those scenes connect together.
- Features that will make it challenging for the players to explore.

Once you have those ideas, you should create and scatter important and interactive elements for the quest throughout the scenes of the location to make exploring it rewarding.

These can include:

- Keys to progressing deeper
- Useful information
- Useful items to overcome challenges
- Possibly helpful NPCs
- Foes

Remember to employ Fate Cards during exploration if you want to up the tension, especially if the exploration is set in the Otherworld!

Exploring the Otherworld

When creating locations for the Otherworld, you can use all sorts of crazy ideas as the magic of the place overcomes the laws of physics. Change gravity, alter time, have paths loop and link impossibly. In the Otherworld, almost anything that can be imagined can happen.

Location Features

Here is a guide to the kinds of features you might want to use for an explorable location. A good rule of thumb is to use a **general feature** to emphasise the theme of the location and at least two of the other following features to help make it challenging.

General Feature

A general feature is something that simply typifies the location. A forest will have some giant trees, and a cave might have stalactites, for example. This feature won't necessarily get in the way, but it reinforces to the players where they are and can be interacted with in interesting ways.

Hazardous Feature

A hazardous feature is one that can endanger a path. Thin ice, a raging magical rift, and a poisonous thicket are good examples of hazardous features.

Difficult Feature

A difficult feature is one that is not dangerous or obstructive but one that disadvantages a situation. Low-hanging fog, rough winds, and increased gravity are good examples of difficult features.

Obstructive Feature

An obstruction feature is something in the environment that blocks a path and will take effort to get past. An overgrowth of roots, large rocks, and a giant spider's web are good examples of obstructions.

Random Location

The following method uses a deck of cards to generate a random location to be explored with the features described above.

Do not use this to generate a location on the fly; instead, use it to inspire the rough layout of an explorable location. Then purposefully place the important elements of the quest in interesting locations that have been generated.

1. Choose how many scenes of places the location has.

Three would make a quickly explored location, six would be average, and nine or more would be extensive.

2. Arrange the positions of the scenes, make one or more of them an entrance, and then decide which scenes are connected by paths.

You can arrange them simply, with many connections, or add scenes with dead ends and scenes located above or below another.

3. Reveal two cards for each path between scenes. For every court card revealed, include the associated feature of its suit on the path between those scenes.

Hearts:	Hazardous feature
Diamonds:	Difficult feature
Spades:	Obstructive feature
Clubs:	General feature

Note that if two features are revealed, then that path will have both and will be particularly interesting! If a joker is revealed, reveal more cards until you reveal two court cards and use them both.

This will result in a map of places, with some being linked by hazardous, difficult, or obstructive paths. Of course, edit the outcome to your liking. Then put the important elements of the quest in interesting or hard-to-reach places!

Sneak

The players will often avoid conflicts or attention by sneaking past NPCs. You can resolve a character hiding themselves or hiding something else just like any other check, often using Agility or Wit (see *Stealth*, Ch. 9).

Aspects and features of the environment can be used as cover to move between to advantage sneaking checks, while an elevated foe might disadvantage sneaking checks by being able to see better, for example.

Awareness

NPCs in *Legends of Avallen* respond to sneaky actions depending on their level of awareness on a "three-strikes-and-you're-out" scale.

Awareness 0: Asleep or very distracted.

Awareness 1: Awake but not suspicious.

Awareness 2: Aware of some disturbance and will investigate.

They will return to level 1 after investigating unless they spot something.

Awareness 3: Aware someone is trying to sneak and will respond appropriately to the situation: search, pursue, flee, sound the alarm, etc.

Increase an NPC's awareness level by 1 whenever a character fails a check to sneak or brings attention to themselves in another way. Increase an NPC's awareness level by 2 whenever a character critically fails a check to sneak or deliberately brings attention to themselves.

Sneaking as a Goal

Sneaking could be the focus of a sub-goal or quest—stealing something in a heist, for example. Plan out the location of the heist, and then create complications for Fate Cards to add uncertainty and tension (check out the section on *Fate Cards* earlier).

Journey

The journey rules (see *Journeying*, Ch. 11) add grandiosity to the world by making the act of getting to places exciting and tense.

Using the journey rules as they are with the built-in Fate Card complications can make a fine sub-goal or whole quest. However, you can make things even more interesting by offering different routes for the players to take or adding scenes with challenges and interesting decisions to make along those routes.

Journey Length

To create a journey, decide how far away the player's destination is in a number of regions. Regions are large swaths of land that take approximately one day to walk across.

Generally, there are 1-2 regions between villages, 3-5 between towns, and 10-14 between citadels. It would take at least 60 days to walk from the south of Avallen all the way to the north.

You can expect players to be able to safely travel a number of days equal to the number of supply they each have. However, you should halve that if they are travelling to adventure somewhere instead of to a settlement where they can regain supplies.

Routes

Offer multiple routes or branches within routes to give players agency over their journey. A good way of doing this is letting the players learn of a shorter route that is more dangerous to navigate. For example, the environmental CD could be increased by 1, it could have disadvantaging aspects (e.g. worse climate), or it could have a significant obstacle that would need a challenge to overcome.

Extra Scenes

You can add additional excitement to journeys by including scenes that present interesting situations to the players. These can be triggered when they reach certain regions.

Here are some ideas for interesting journeying scenes.

- They discover a location that can be explored—a whole side quest, even!
- They come across some NPCs that need help. They might ask for supplies or if they can join the players.
- They come across hostile NPCs, perhaps have the scout or lookout make a check to spot an ambush.
- They are obstructed by a natural hazard. The bridge at a river could have collapsed, for example. The players can either risk overcoming the obstacle or increase the length of their journey to navigate around it.

Combat

Combats are dangerous confrontations for which life and death hang in the balance (see *Conflict,* Ch. 10). An important fight will often represent just tens of seconds of time within the game, but for the players, that excitement is spread over the same amount of time as any other goal.

During a combat, your NPCs and the players will be using the same rules against each other, fair and square. Know, though, that *Legends of Avallen* is designed to give the players the upper hand, so there's no need to go easy on them!

Creating foes for combats is detailed in the next chapter. Here, we will discuss tools to use when creating content goals and quests around conflicts.

Roster

If the party is expected to come in conflict with a group of foes multiple times during a quest—or even multiple quests—it is useful to prepare a roster. A roster is a short list of designed foes that you can mix and match into a variety of different conflicts.

Use the NPC creation rules to make 3-5 different kinds of foes with varying abilities, equipment, and size. Then, whenever a conflict arises, just grab a choice of foes from your roster in a new combination. That way, you remain consistent and the party can get better at fighting those foes, but the encounters are always varied.

> *A rival tribe roster could consist of an archer Reaver, great-weapon Warrior, an elemental Mystic, and a war dog.*

Scenes for Combat

Of course, most often, the setting of a scene will serve other purposes, and its layout might already be described. For example, the fight might take place in the hall of a Breyr.

If that is the case, divide the known scene into a number of smaller spaces, each being an empty space or one defined by an element of the scene that could be relevant for the combat. A small room might only have one or two spaces, a larger hall could have six, and a wide-open area could have nine or more.

However, when the quest has an important conflict that you can prepare a scene for, such as reaching a monster's lair, then

you can pay some extra attention to the scene's layout. Enhance a conflict within it by adding Hazardous, Difficult, Obstructive, and General features as described in the exploration section. If you prepared a location with those kinds of features in mind, you can use them to fill in spaces of a scene for combat.

Hazardous

Adding dangerous hazards to the scene can provide opportunities to push foes into them or to take risky shortcuts and escapes.

Difficult Terrain

Difficult terrain can greatly favour ranged attackers, as it slows down oncomers. Many monsters might ignore certain kinds of difficult terrain and drag their foes into it (see *Creature Schools*, Ch. 16).

Obstructive

Obstructive features can provide cover or elevation. Cover, both large and small, are interesting features to include, as they can be rushed towards, fought over, and hidden behind in a conflict. Small cover grants an advantage against attacks, while large cover can prevent ranged attacks entirely.

Whereas having different levels of elevation in a scene can make a great dynamic during a combat, granting advantages to those attacking down it and disadvantages to those attacking up it. It also can create choke points where you gain access to the highground, such as a flight of stairs or ladder.

General

General features of the scene might not be obviously useful in a fight, but the players will often find creative uses for them, so get creative with what is around!

Random Combat Scene

You can use similar rules in the Exploration section to randomly generate a scene for a combat. You can use this on the fly in front of the players, since conflicts can frequently arise unexpectedly!

Reveal two cards for each space in the scene the conflict is in. For every court card revealed, put the associated feature of its suit in the space. You can then use some of the revealed cards as an impromptu map of the spaces to track the combatants on!

Hearts:	Hazardous feature
Diamonds:	Difficult feature
Spades:	Obstructive feature
Clubs:	General feature

Chases

A chase is an exhilarating rush through an environment, moving rapidly from place to place. You should be familiar with the movement and chase uses as outlined in Chapter 10 before you include a chase.

If you already have a clear image of the location the chase will run through, then you can simply divide it into spaces for the chase. However, sometimes, a chase will occur and you will suddenly need to create a lot of spaces in rapid succession. This can be extremely difficult to do, and so we encourage you to use the rules detailed below to randomly generate them as you go.

Generating a Chase

Decide four features of the environment to prepare or improvise a chase scene as described in the Exploration section earlier: Hazardous feature, Difficult feature, Obstructive feature, and General feature.

Tracking Spaces

Each space is marked by a revealed card, with court cards creating spaces with one of the features determined by their suit. Characters stand in a revealed space. Decide how many spaces ahead the fleers are. The space in front of the fleers is also revealed except when they are at a crossroads.

Crossroads

Crossroads are an important feature of a chase. Crossroads are spaces in which the fleers can take multiple routes. If the chasers do not see the fleers choose a route at a crossroads, they will have to make a Wit check to quickly spot the right route. Failing this check means they are out of the chase.

♥ - Hazardous Feature

A Hazardous feature breaks line of sight, and the characters must decide whether to risk getting through the hazard or give

up the chase. Cross-traffic from horses and carts make a good urban hazard, for example.

♦ - Difficult Feature

Difficult features break line of sight and act as difficult terrain. A crowd of people make a good urban difficult feature, for example.

♠ - Obstructive Feature & Crossroads

Obstructive features come with a crossroads. The fleers can go left or right or try and overcome the obstruction in front of them with a check. A low wall makes a good urban obstructive feature, for example.

♣ - General Feature & Crossroads

General features come with a crossroads. The fleers can go left, right, or straight ahead. Many general Miscellanea can also be used to make obstacles by the fleers. A pile of crates make a good urban general feature, for example.

Red Joker - Dead End

A red joker represents a complete dead end. If the fleers are far enough ahead, they can try to double back to a crossroads. Otherwise, they will have to confront their chasers.

Black Joker - Covered Crossroads

A black joker represents a covered crossroads. Here, the fleers break line of sight and can go left, straight, right, or hide. Sheets hanging across the streets before a junction make a good urban example of this.

Social

For goals with sentient NPCs, the players might engage in social interactions. To help do so, decide the NPC's personal aspects, their attributes, their position in the world, and any useful information they might have for the players.

Deciding an NPC's personal aspects and how they relate to the quest will help you roleplay their actions and opinions. You can also deviate from the norm by giving an NPC two flaws or two virtues instead of one of each. Their attributes can be assigned from the array for the tier of play (see *Tier Guidelines*, Ch. 16).

It can also be useful to:

- Write a sentence or two describing the backstory for a major character.
- Have a note about how they look.
- Consider how they talk and move.

It really helps to portray a character to players if you describe these details with their actions. Of course, minor NPCs do not need such detailed backgrounds. You can make up their personal aspects and attributes on the spot if the need arises.

Example Profile

Here is an example profile for a major character in an Apprentice-tier quest.

Julia Canus, Raxian Merchant

Attributes: Agility **0**, Vigour **0**, Wit **2**, Spirit **0**

Personality: Motivation—**Influence**
Virtue—**Dignified**
Flaw—**Callous**

Appearance: Julia is a slight, tanned Raxian woman in fine clothes, walking with a cane in hand, with well-kept brown hair.

Mannerism: Twists a ring on her finger and smiles as she talks.

Background: She is from a minor Raxian noble family, trying to gain wealth and influence to raise her family's social standing. To do this, she is trading goods and rarities at the edge of the empire as well as giving loans to politicians like the local Arbiter, Sanquin.

Information: She illegally bought a Draig's egg from an elderly man named August. She does not want anyone to know about this, as it will jeopardise her relationship with the Arbiter.

Parley

When an NPC has objections to something the players ask of them, the players might try to change their mind. This will introduce the Parley rules (see *Parley*, Ch. 12).

You will often not know when the players will engage in a Parley, but fortunately, it is simple to run one on the spot, especially if you have a profile for the NPC already.

To run a Parley, you must decide what significant objections the NPC has to what the players ask as well as what their starting patience is. Their patience reflects the players' standing in the eyes of the NPC.

Objections

Consider what the players are asking for and compare it with the NPC's personal aspects and background. Then note down any major reason the NPC might have for objecting. If they do not have any objections, then there is no need for a parley—the NPC will just do as the players ask!

An NPC will usually have 1-3 objections for a Parley. Having 1 objection will make a simple Parley, while having 3 or more will make a far more difficult Parley. For complex discussions and negotiations, you can use separate parleys for different topics.

Patience

Note down the starting patience for the NPC depending on how they feel about the players. You can adjust these numbers based on the circumstances.

Allied	Friendly	Neutral	Unfriendly	Enemy
5	4	3	2	1

Mystery

Solving a mystery can make a great sub-goal or whole quest. The key to creating a good mystery for players is planning what happened and clues!

What Happened?

Decide what the mystery actually is and who was involved. Was something stolen, someone murdered, a wonder built?

> *"A local craftsman's workshop burnt down. He is convinced it was no accident and wants you to find out who did it."*

Then decide on the answers for the who, what, where, when, how, and why of the mystery. Was it done by the owner, a friend, a rival? Did they use a disguise, sneak in, call in favours? This will make sure it is a cohesive and satisfying mystery for the players.

Who: Another craftsman named Aorik.

What: Burnt down his rival's workshop.

Where: The workshop!

When: During the Ever Mother's festival.

How: Overfueled the furnace and left fuel on the floor.

Why: To gain more business.

Clues

Clues are the trail of crumbs left behind that lead the players to the solution. Clues can be a physical object found at the scene of the crime, mismatching information, or something a suspicious NPC has said.

Obviously, the best clues solve a mystery. You should include some pieces of strong evidence as a mystery is always more difficult to solve than you imagine as its creator! However, if you want a mystery that requires multiple scenes of investigation, you should place the most incriminating clues deeper in the mystery. Then have earlier clues point the players to where they can find the stronger clues.

This progression of clues allows the mystery to unfold for the players. They can have their suspicions and even figure out the mystery "early," but they can also always try to dig deeper to find the truth—unless time is against them, of course.

Placing Clues

Here are two good rules to follow when placing clues.

- Place three clues in each scene related to the mystery.
- For each scene related to the mystery, make three clues that point towards it, and then scatter those clues in other scenes.

Following those guidelines will give the players a good opportunity to at least find one clue in each scene and have multiple opportunities to find important scenes!

Here is an example structure of clues being placed in scenes of a quest, with the starting scene A, holding clues for scenes BCD, and so on.

(Scene A: BCD)

(Scene B: ECD) (Scene C: EBD) (Scene D: EBC)

(Solution E)

The scene of the crime, scene A, has three clues that can be found that each point to a different scene related to the mystery. Those scenes might involve speaking with an NPCs or going to investigate another location.

The deeper scenes each contain a clue that points directly to the solution. They also hold clues that point towards each other, in case the players missed clues in the starting scene.

Complex Mysteries

You can make a longer mystery by having more layers.

(Start A: BCD)

(Scene B: ECD) (Scene C: FBD) (Scene D: GBC)

(Scene E: HFC) (Scene F: HEG) (Scene G: HEF)

(Solution H)

You can even have later layers take place in a completely different location—another town over, for example. You can also experiment with clue structures other than this diamond shape, using a pyramid, an inverted pyramid, or branching paths.

Grander Mysteries

A mystery can be made into a grander story by changing the scale that the clues are found at. Instead of having three clues in each scene within a quest, include only three clues within a whole quest, with each clue pointing to different quests! Only through completing multiple quests can the players solve the mystery.

Red Herrings

As a rule, try not to include red herrings. The players will come up with plenty of whacky theories and red herrings by themselves! Because of this, the deliberate placement of red herrings can be a source of frustration for players.

That does not mean you should hold their hand, though. It's up to the players to put together enough clues and evidence to find the answer. Maybe they'll meticulously go over every piece of evidence and find the truth, or maybe they'll make mistakes and frame an innocent! Whatever the outcome, it will certainly bring interesting ramifications in the future!

Scales

For some goals or quests, you might want to track the efforts and actions of the party from scene to scene and link those choices to a broader consequence.

For example, the party could be engaged in a competition with other groups, the reputation the party makes for themselves in a town might change how much the townsfolk help them later, or a character that the party is escorting somewhere might be prone to uncontrollable magical outbursts when they are overstressed.

These kinds of ideas can be implemented using a simple scale method. You have seen scales already in the rules for patience in a Parley and NPC awareness in stealth scenes.

Create a Scale

1. Name scale and give it numbers, typically from 1 to 5.
2. Decide on what happens if the party reaches the top or bottom of the scale and whether that happens immediately or when the goal or quest ends.
3. Decide where the party begins on the track.

When the party does something that should substantially impact the scale, move the party up or down it by one accordingly. And that's it.

Do not share the track with the players or even the fact that it exists. This is just a tool for you to keep track of things during a goal or quest. However, you should hint to your players where they are on the scale with the actions of the NPCs and the world around them.

For example, if they are a 2 on the town's reputation scale, then have townsfolk treat them with a bit of contempt!

Settlements

Broadly, there are three kinds of settlements the players can visit in Avallen: Villages, Towns, and Citadels. Each has a social hierarchy for its NPCs as well as a tier of quality for its

available vendors and wealth (see *Social Hierarchy*, Ch. 12 and *Settlements & Vendors*, Ch. 13).

Generate a Settlement

You can generate a settlement with the following system.

Village: begin with no vendors.

Town: begin with every vendor at basic quality.

Citadel: begin with every vendor at basic and fine quality.

Reveal four cards from the deck and either add the corresponding vendor to the settlement if it doesn't have it at a basic quality yet or upgrade its tier of quality. If you reveal the same vendor again, upgrade it again. If you reveal a joker, reveal two more cards in its place.

Card	Vendor	Basic	Fine	Masterwork
Ace	Alchemist	Garden	Brewery	Grand Brewery
2	Bard	Performer's Corner	Stage	Amphitheatre
3	Crafter	Smith	Workshop	Work Yards
4	Merchant	Shop	Market	Grand Market
5	Priest	Shrine	Temple	Grand Temple
6	Scavenger	Slums	Tanners	Hunting Lodge
7	Scribe	Teacher	School	Library
8	Socialite	Hall	Bath House	Royal Court
9	Tamer	Stable	Breeders	Menagerie
10	Thief	Gambling House	Gangs	Black Market
Jack	Travel Hub	Tavern	Dock	Shipyard
Queen	Magic	Sage	Coven	Council
King	Military	Militia	Barracks	Colosseum

Local Troubles

No matter the reason players visit a settlement, it's a good idea to generate a small problem that the players can quest for to help the place out. The quest need not be urgent. It can be an issue it has had for generations. This will help bring your settlement to life by giving it a story and allow your players to engage with it.

Quest Rewards

Completing your quests will bring your players power, fame, and fortune! As such, reward your players with a combination of character advancement, coin, and unique items.

Starting Equipment

Before a game's first instance of significant combat, be sure to give the player's some basic weapons and armour! Since they begin as humble townsfolk, they do not start with their own and will have to obtain some along the way. Some good ways to do this include:

- Having the players find some either abandoned or upon fallen fighters.
- Having a mentor figure gift some to them.
- Having the recruiter for the quest provide equipment for them.

There is an example of this in the introductory quest, Ch. 17, where the players are given basic medium armour, shields, and axes by the elder of their tribe. Then, later in that quest, the players have the opportunity to acquire other kinds of weapons and armour from a fallen warrior.

Character Advancement

Whenever the players complete a quest that is appropriate for their tier of play—successfully or otherwise—a player in the group must record the legend of what they accomplished using notes, picture, story, or song. Once they do, they earn a new feature for their character (see *Character Advancement*, Ch. 2).

It is up to you when they complete a quest and whether it was appropriate for their tier. Generally, you will make sure quests are appropriate for their tier of play. That rule is just in place to prevent players from expecting advancement from rescuing their neighbour's cat from a tree!

During particularly long quests, you may decide to award them a character feature after completing a significant sub-goals as well as after the quest.

If you and your players prefer frequent advancement, you can award a character feature at the end of each session.

Coin

Coin is an important resource for your players. It allows them to gain social standing, improve their equipment, and restock, repair, and recover in settlements.

A good rule of thumb is that players can each scrounge 1-7 coins when they loot or steal from NPCs or locations and earn 10-70 coins each through rewards or treasure hoards at the end of a quest.

The tier of coin they scrounge and earn depends on their tier of play (see *Tiers of Play*, Ch. 2).

- During the Apprentice and Adventurer tiers, they should scrounge and earn increasing amounts of copper.
- During the Veteran and Hero tiers, they should scrounge and earn increasing amounts of silver.
- During the Legend tier, they should scrounge and earn gold.

Creature Trophies

When the players slay nonhuman creatures, they can harvest trophies from their bodies. They can sell those trophies, use them with some profession abilities, or, at higher tiers, take monster trophies to a masterwork crafter to create unique items. The features of these unique items and the amount of trophies harvested from creatures is detailed in the following chapter, *Beings & Beasts*.

Magic Items

Magic items in Avallen most often come in the form of small trinkets. These small items have either a **minor** or **major** magical effect. Its effect can be used once per sunrise by anyone that wills it while holding it. If the magical effect is continuous, it lasts until it is no longer being held. Note that the sun does not rise in the Otherworld, so trinkets will not recharge there!

Rewarding Magic Items

Throughout each character's entire legend, they should come across no more than four magic items, so as to not diminish their wonder. Here is a good outline for what they might find.

- **Apprentice Tier:** a minor trinket.
- **Adventurer Tier:** a minor trinket set in an equipment (see *Magical Equipment*, later).
- **Veteran Tier:** a major trinket.
- **Hero Tier:** a major tinker set in an equipment.

Note that when a player first finds a trinket, it will be obviously magical upon examination, but they will not know what it does or how to use it until a Scribe successfully uses their Study ability on it. If there is not a Scribe in their group, then they will need to pay a Scribe in a settlement to study it.

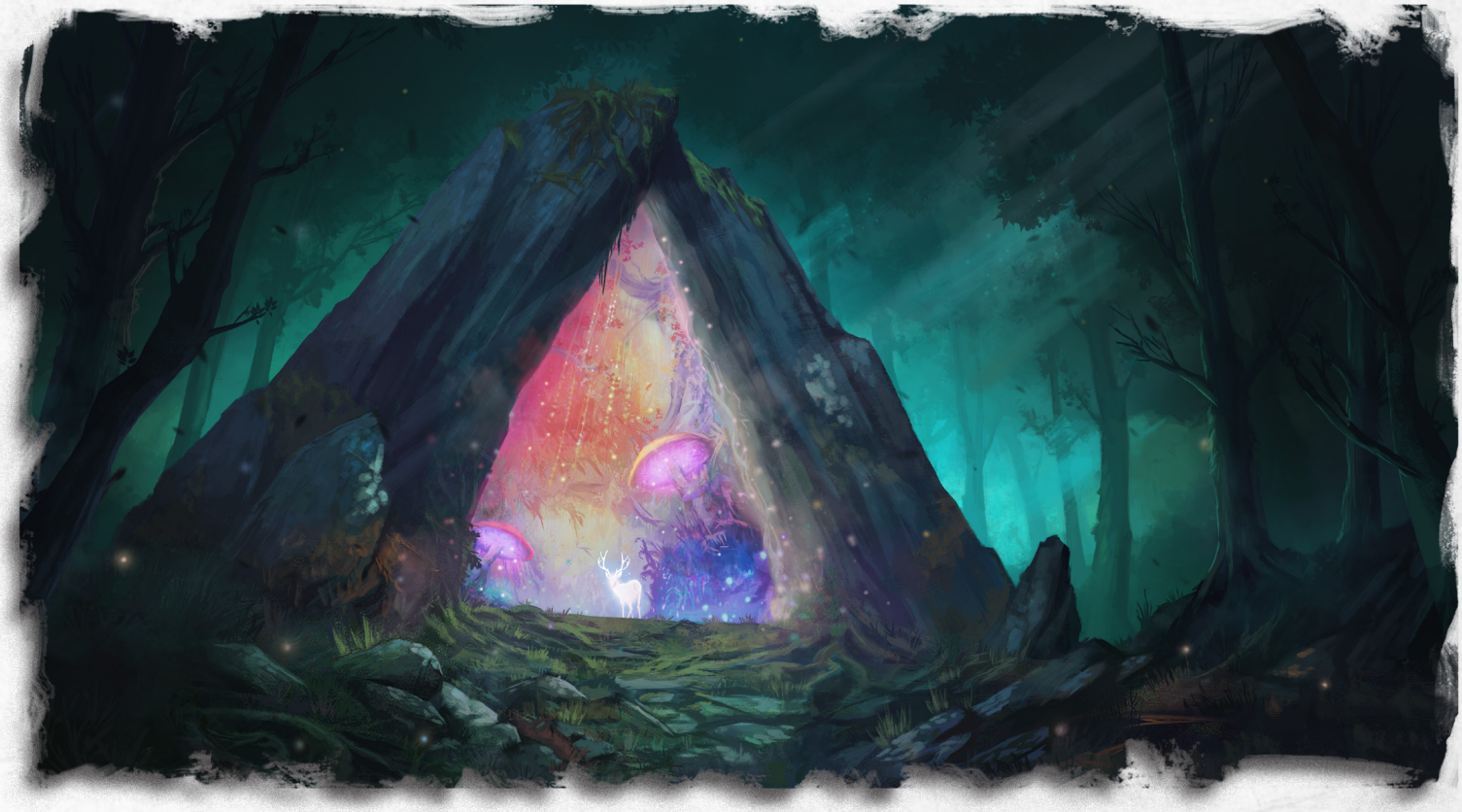
Magical Equipment

Magical trinkets can also be set into and removed from equipment by a masterwork crafter. Once a trinket is set in a piece of equipment, it grants its magical effect to the equipment. A piece of equipment can only have one trinket set within it. Equipment made with the ability from a monster trophy cannot have a trinket set within it.

Generate Magic Items

You can generate the appearance and effect of a minor or major trinket by drawing two cards on the following table.

Card	Appearance	Minor Effect	Major Effect
Ace	Amber	Booming	Changing
2	Bone	Crackling	Curing
3	Coin	Divining	Filling
4	Fang	Extinguishing	Flying
5	Feather	Hiding	Glimpsing
6	Figurine	Lighting	Jumping
7	Gem	Marking	Necromancing
8	Metal Sphere	Minding	Peering
9	Parchment	Pathing	Repairing
10	Shell	Sharing	Returning
Jack	Stone	Sounding	Seeing
Queen	Symbol	Warming	Stepping
King	Twig	Whispering	Thinking
Joker	Reveal two cards for two trinkets	Reveal a major card instead	Reveal a minor card instead



Minor Effect

Booming: *(Continuous)* While you speak, your voice bellows all around, light shines from behind you, and air rushes through your hair.

Crackling: Seconds after being let go, this trinket creates crackling noises and colourful sparks for as long as it was held.

Divining: Peek at an Edge you or another character has.

Extinguishing: Snuff out all the candles, torches, lanterns, and hearths within a scene.

Hiding: *(Continuous)* You are advantaged with checks made to hide.

Lighting: *(Continuous)* This trinket illuminates like a torch.

Marking: Make marks or scribes on an object that can only be seen by someone able to see magic or illusions, or while holding this Marking trinket. When you mark an object, other marks you have made with this trinket disappear.

Minding: Have a person touch this to learn a personal aspect of theirs of the GM's choice.

Pathing: *(Continuous)* This trinket glows faintly when near a gateway between worlds and glows brighter when closer.

Sharing: *(Continuous)* Touch a person to share your thoughts and memories with them.

Sounding: This trinket can record a short period of sound. That sound can be heard anytime when it is placed near anyone's ear.

Warming: *(Continuous)* You are not discomforted by the weather; you remain warm in the cold, dry in the rain, and cool in the heat.

Whispering: *(Continuous)* You can whisper messages to the ears of those you look at, which no one else can hear.

Major Effect

Changing: This trinket can become a replica of any item of a similar size that it touches.

Curing: You are cured of Overwhelmed, Exhausted, or Sick.

Filling: You do not need to expend a supply to take a short or long rest.

Flying: When used, this trinket changes into a bird, flies to a destination of your choice that it has previously been to, and then changes back. You can tie messages to it.

Jumping: Use an action to teleport a distance similar to the size of a room. You must see where you will land.

Glimpsing: *(Continuous)* You can see magic and its schools as well as through illusions and invisibility.

Necromancing: You see the most important memories of the last living day of a dead body you touch.

Peering: *(Continuous)* You can see in darkness as if in light.

Repairing: When used, this trinket repairs itself or a piece of equipment it touches in about half a minute, equivalent to three rounds of a conflict.

Returning: After being used, you can will this item to teleport back into your possession any one time that day.

Seeing: *(Continuous)* This trinket comes as a pair. When you use one, you see the scene the other is within as if you were standing there, but you cannot hear anything.

Stepping: This trinket comes as a pair. When you use one, you, your possessions, and those willing that you touch teleport to the location of the other.

Talking: *(Continuous)* This trinket is sentient and may well be very old! When used, it can give you counsel that no other can hear.

Generate Equipment

You can generate random equipment that is looted, found, or rewarded using the following table.

The quality of the item will depend on where it was found and the tier of play.

- During the Apprentice and Adventurer tiers, they should scrounge and earn basic equipment.
- During the Veteran and Hero tiers, they should scrounge and earn fine equipment.
- During the Legend tier, they should scrounge and earn masterwork equipment.

Combine equipment with the magic item table to generate minor or major magic equipment.

Legendary Equipment

You can create powerful legendary equipment that might be the subject of a hero's or legend's quest. Legendary equipments are powerful either because they have the ability of a monster

Card	Equipment	Hearts	Diamonds	Spades	Clubs
Ace	Jewellery	Bracelet	Circlet	Ring	Torc
2	Cape	Cloth	Fur	Leaf	Silk
3	Clothes	Cloth	Fur	Leaf	Silk
4	Item	Mirror	Brush	Pouch	Cup
5	Kit	Random profession's kit			
Weapons					
6	Crushing	Hammer	Warhammer	Cudgel	Maul
7	Imbued	Wand	Staff	Staff	Long Staff
8	Piercing	Dagger	Sword	Longsword	Spear
9	Ranged	Sling	Shortbow	Javelin	Longbow
10	Slashing	Handaxe	Axe	Falcata	Falx
Defences					
Jack	Shield	Buckler	Round	Round	Tower
Queen	Muse	Amulet	Charm	Icon	Great Icon
King	Armour	Light	Medium	Medium	Heavy
Joker	Reveal two cards for two pieces of equipment instead.				

"Blades forged with the heart of a Draig are tempered with flames that never leave them."

trophy and contain a trinket or because they hold a trinket that can be used an unlimited number of times per day.

However, legendary equipment always have a restriction attached to them. The item compels this restriction on its owner and makes it so that the item can only be used by that owner. Legendary equipment can have one or both of the following restrictions.

Tynged: This legendary equipment has a tynged attached to it that its owner becomes subject to after they use it, whether they know it or not (see *Tynged*s, Ch. 8). If the owner breaks the tynged, the item will no longer function for them. Only after its owner dies or breaks the item's tynged can another claim the item, use it, and then be subject to its tynged.

Dedicated: This item cannot be removed from where it is stored and cannot be used by anyone except by the person it is bonded with or a descendent of theirs. This item can be bonded with someone else if it is given to them in a ritual performed by its current bonded person, their spirit, or their descendent.

Here is an example piece of legendary equipment.

Blood Lust, the Ghostly Shortbow

Blood Lust is a legendary shortbow that is a Ghostly weapon (see *Ethereal Equipment*, Ch 17) with a Peering fang set within it (see *Major Effect*, earlier). However, it has a tynged.

Tynged: This weapon requires that its bonded user kills a human once a week with an arrow fired from its string.

Ghostly Weapon: This weapon's attacks are entirely magical, meaning it is advantaged against heavy armour but disadvantaged against light armour, and it ignores shields but is disadvantaged by muses.

Peering: Once per sunrise, you can use this weapon to see in darkness as if you were in light for as long as you hold it.

Advancing Play

Once you've gotten the hang of building quests, NPCs, and conflicts and your players are getting the hang of navigating Avallen, it might be time to start thinking about the big picture and the challenges that await them in the future.

Tiers of Play

There are five tiers of play that the PCs advance through in *Legends of Avallen*. You can find descriptions of the tiers in the Character Advancement section at the end of Chapter 2.

Each tier lasts for three character levels, with their character's power and the stakes of their escapades increasing as they go. This means that the first level of each tier offers more challenging gameplay than the last as they must gain mastery over their new powers.

Tier	Levels	Environment CD
Apprentice	1, 2, 3	0 - 1
Adventurer	4, 5, 6	1 - 2
Veteran	7, 8, 9	2 - 3
Hero	10, 11, 12	3 - 4
Legend	13, 14, 15	4 - 5

The environment CD given in the table is a suggested base-range difficulty for all risky actions against the environment at that tier. Generally, you can adjust the difficulty between different risky actions using advantages and disadvantages. However, you can adjust the whole difficulty of the game by raising or lowering that base range as you see fit.

Arcs

If you imagine quests as short stories or episodes of a TV show, you might be wondering how to make a whole fantasy epic or a cohesive season of a show. That's where arcs come in.

Planning an arc is the same as planning a quest, except everything is grander. The ramifications of the success or failure of the arc's goal should impact multiple regions or even all of Avallen. Each sub-goal of the arc's goal will become its own quest.

Make sure the NPCs involved in an arc are the leaders of factions and organisations that can take larger actions on the stage of Avallen. Then delegate the sub-goal quests of the arc to subordinates of those important factions, especially for the antagonists. This way, the party can get satisfying opportunities for smaller victories by defeating and dealing with subordinates while learning about the larger plot and antagonists who are operating everything from a safer place—until the final confrontation in the final quest of the arc, that is!

Campaigns

Campaigns are made up of multiple arcs and those arcs can follow the same or very different stories. If arcs are epic tales of fantasy, then campaigns are the trilogies and multi-voluminous works!

End Game

If you want to go the distance and have your players finish your campaign at their maximum level in the legend tier, you will need a goal to match! When you begin running a game of *Legends of Avallen*, you may have a rough idea of who the big players are in **your Avallen** and what the ultimate conflict will be about. But if you don't, there's no need to worry. You will find that it will emerge naturally as you play with your players through a tier of play or two.

Here is some inspiration for world-changing conflicts within Avallen that your game could be about.

Vallic and Raxian War

Your players could unite the Vallic clans and kick out the invaders, undermine the clans and help the Raxians conquer the whole island, or find a way to broker peace between all.

Ever Ones

The Ever Ones are always seeking power over one another on the brink of pushing the Vallic to war with themselves. Your players could choose a god or clan to side with to overcome all others or even work to banish the Ever Ones to rid Avallen of these violent machinations in the same way the Raxians did.

Ffieidd-Dra Return

The Ffieidd-Dra are growing in both number and strength and if they are not stopped, it will be apocalyptic. Your players must overcome cultists, monsters, and bickering gods to find the cause and end the blight of the Ffieidd-Dra once and for all.

"If you want to earn gold on this island, Vallonium is the place to be. But kid, if you think Vallonium is nice, you should see Ataraxia! Breaks my heart every time I have to leave. Paved streets as far as the eye can see, each of them full of every kind of food, trinkets, and joys you can imagine! It's the center of the world! Now you got me talking, I think I might find the first boat back..."

—Jehu, Raxian Fili

Chapter 16
Beings & Beasts

An unearthly howl came from the sea as the sun began to set. The eerie sound echoed across the empty wetlands, shaking the ramshackle huts of the locals who had evacuated days earlier. A terrible tremor sent the birds from their perches on the trees, the critters back into their holes. A heavy silence then lay across the land, a signal that the worst was on the horizon.

First came the head, an abominable visage. The skin—or rather, lack of—was darker than the sky, offset by the glowing orbs that were its eyes. Then came the second head, that of a beast. Its incomprehensible expression stared out onto the land below, seeing all who dared cross its path. At last came its body, a vile amalgam of human and horse the colour of an unfathomable abyss. It towered over the houses and over the forest; a single step was accompanied by a cacophony of snapping trees. When it stretched to its full height, the sky stirred as though the clouds were bending to its will. An aurora emerged in the darkened curtain of night, becoming the Mukkelevi's crown.

As it stepped out of the sea, a mist, a visible stench rolled out from the water beneath it. From the swirling vapours came the silhouettes of people, of animals, of Fae. Then came the bastions of light out of the hollows of their eyes—cold, blue spotlights that scanned the ground in front of them. Black masses of

birds swirled overhead; they were nothing more than an extension of the Mukkelevi's own sight, vermin it used to see forever in all directions. None were creatures comprehensible to any mortal human. They were the rotting shells of corrupted fair folk that now served their great master, searching the land of the living for victims to drag back into the underworld with them.

The Mukkelevi was a harbinger of death, of plague. Though its emergences were rare, those that lived in the region knew of its coming; their druids and soothsayers sacrificed their sanity to tune themselves to its energy to know when it would come, when it was time to hire heroes to fight it back.

Pitiful are the heroes who must contend with death itself.

NPCs

All Non-Player Characters (NPCs) are played by you, the GM. This means you create all of the humans and creatures in the world that the players interact with. It can sound daunting to be responsible for so many characters, but it becomes much easier when you know a few tricks.

Limit Detail

The first trick is that NPCs should only be as detailed as they need to be. You do not need to use the character creation chapter for every NPC the players talk to!

The majority of NPCs will just need a voice, a face, and maybe a name—if they are lucky! When the players start interacting with an NPC in a way that invokes the rules, then you will need to add some more details to the character.

For example, if you realise a local village leader has strong objections to demands the players are making, then you'll need to prepare a parley. Give the NPC personality aspects and attributes alongside their objections. But you need not worry about equipment or profession skills until those become relevant.

Motivation	Flaw	Virtue	Flaw
Challenge	Timid	Valiant	Reckless
Devotion	Callous	Just	Vengeful
Discovery	Foolish	Wise	Dogmatic
Impulse	Shameless	Dignified	Vain
Influence	Greedy	Benevolent	Servile

Or if the players attack the shambling dead known as Sluagh, then prepare a Conflict. Give the NPCs equipment, attributes, and maybe some creature school abilities. But you need not worry about their personalities—they are mindless zombies!

Tiers Guidelines

The following table will give you helpful guidelines for quickly making an NPC for each tier of play in *Legends of Avallen*. All the NPCs the players interact with during a whole tier of play can be made using these same guidelines.

Tiers

The tier of play is set by what level your players are at.

Attribute Ranks

Assign these ranks to the NPC's attributes of your choice.

NPC Abilities

If the NPC needs abilities, it has this many split between 1, 2, or 3 ability schools.

Equipment Quality

Describes the quality of equipment the NPC has and services they provide as a vendor. If they have weapons and armour, their damage and armour values are modified by the amount given in parentheses when compared to the basic lists given in Chapter 13. Example armour and weapon values, based on medium armour and medium melee weapons, are given in the following columns.

Important NPCs

However, unique, important NPCs can deviate from this table to make them a more challenging opposition or memorable ally. You might increase an attribute or their equipment quality, make them with a higher tier, give them more abilities, or give them legendary abilities or a mixture of those depending on how you envision the NPC.

NPC Capabilities

There are two key differences between players and NPCs. The first is that NPCs can only exert their equipment, not themselves. It can be assumed that the NPCs are Exerted from previous activities before the players came into contact with them

Tier (Levels)	Attribute Ranks	Abilities	Equipment Quality	Armour Rating	Weapon Damage
Apprentice (1-3)	1,0,0,0	1	Basic (+0)	4	[5]
Adventurer (4-6)	2,1,1,0	2	Basic (+1)	5	[6]
Veteran (7-9)	3,2,2,1	3	Fine (+2)	6	[7]
Heroic (10-12)	4,3,2,2	4	Fine (+3)	7	[8]
Legendary (13-15)	5,4,3,2	5	Masterwork (+4)	8	[9]

that day! This means players will always have the upper hand in a conflict if—and that is a big if!—they are fully prepared.

The second is that players have far more abilities than NPCs. By the time a player has reached the Veteran tier at level 7, they will have 6 school abilities and 2 legendary path abilities, whereas an NPC will only have 3 abilities altogether!

This is because you, as the GM, already have enough to think about without paying attention to 6 different abilities spread between multiple schools on each of your NPCs! It's far easier if, throughout the majority of the game, each NPC only has access to one ability school.

NPCs will usually only ever need access to one ability school. The archers in a conflict just need to know Archery abilities, while the shield warriors need Shield-Bearer. The local blacksmith only needs to be a Crafter, while a revered seer might know the Divination school of mystic magic.

Think of most NPCs as specialists with a single job and limited capabilities doing anything else. The players are the legends of the story because they are the ones going out into the world and overcoming all types of challenges.

Building Conflicts

A balanced Conflict against a group of foes is one in which the players ought to win if they are in good condition—though *they* might not come out the other side in the same condition! Still very winnable, a balanced Conflict becomes challenging when the players are worn down, which often happens through adventure.

Edges

The players' foes always begin a Conflict with an Edge each.

Slots

You can estimate the balance of a Conflict using slots. A balanced Conflict is made up of as many slots as there are characters in the player's party. If you have 3 players who have an allied NPC mage in their party, then a balanced Conflict for them has 4 slots.

Each average foe made with the NPC guidelines for the player's tier in the table above takes up 1 slot in a Conflict. This average foe is called a **Grunt**. A balanced Conflict for a party of 3 players and 1 allied mage could be made of 4 grunts—rival NPCs in the same tier of play.

Not all conflicts should be balanced though. You can have conflicts with one or two more slots in either group's favour.

"There are a wide array of cursed magics in the Otherworld, and a wider array of creatures spawned from them. Make no mistake: None of them belong here."

—Raxian Quaestor's manual

If you find your players are getting through your conflicts too handily, you can increase the number of slots you use for your balanced conflicts or increase the equipment or attribute ranks of your difficulty tier by 1.

Foe Types

Generic grunts are all well and good, but what if you want to include a Conflict against a horde of foes or a singular fearsome monster? To do that, you use different types of foes that have different slot values.

There are five types of foes, each worth a different slot value:

Swarm	Minion	Grunt	Elite	Mythic
1/4	1/2	1	2	4

Each foe type has slightly different guidelines for how they are made described below. You can mix and match them all to add a variety of tactical experiences for conflicts.

Equipment

Generally, foes will be equipped with medium armour. But if you want a foe to be resistant to magic or particularly tough, then give them light or heavy armour.

Foes can break equipment they use for checks just like players. If they can, a grunt will break their shield, then their armour before becoming wounded against attacks that overcome their armour rating.

Natural Equipment

Animals and monsters of the Otherworld obviously do not wear armour or wield swords. Instead, they might have hides of scales for armour, wings as shields, and claws as weapons. But with respect to the rules of the game, these natural equipment are treated the same as regular equipment.

It can be particularly satisfying for the players if you tie natural equipment to a monster's abilities that it then loses if that part of it breaks. A Draig can break its wing as a shield in defence, but then it may lose its ability to fly.

Grunt

A grunt is a generic average foe. Most human foes are grunts.

- It takes 1 slot.
- Can exert their armour.
- Usually medium in size (like players).
- **Attributes:** same as NPC guidelines.
- **Abilities:** same as NPC guidelines.
- **Equipment quality:** same as NPC guidelines.
- **Equipment:** two items, be that a sword and shield, a bow and dagger, or teeth and claws.

Minion

A minion is a weaker foe that comes in pairs. Instead of making twice as many checks, they take actions together with one advantaging the other once a turn while able.

- A pair takes 1 slot and shares a turn and Edge.
- Cannot exert their armour.
- Usually medium or small in size.
- **Attributes:** 1 less than NPC guidelines.
- **Abilities:** 1 less than NPC guidelines.
- **Equipment quality:** 1 lower than NPC guidelines.
- **Equipment:** two non-large items.

Swarm

A swarm is an insignificant foe that is only a threat because they group up to outnumber a player 4 to 1. Instead of making four times as many checks, they take actions together with one making checks and the others giving advantages once a turn while able.

- A group of four take 1 slot and share a turn and Edge.
- Cannot exert their armour or become wounded.
- Usually small or tiny in size.
- **Attributes:** 1 less than NPC guidelines.
- **Abilities:** 1 less than NPC guidelines.
- **Equipment quality:** 1 lower than NPC guidelines.
- **Equipment:** one small weapon.

Not being able to exert their armour or become wounded means that each hit that deals more damage than their armour rating causes one of the swarm to begin dying.

Elite

An elite is a much tougher foe that can attack whole spaces and exert itself, unlike other NPCs.

- It takes 2 slots.
- It can hold 2 Edges and begins with 2 of them.
- It can give up an extra Edge when it **Prepares** a creature ability to affect all foes in a space it checks against.
- It can exert itself and its armour.
- Usually medium or large in size (large creatures are affected differently by grapples, see *Grapple*, Ch. 10).
- **Attributes:** 1 more than NPC guidelines.
- **Abilities:** 1 more than NPC guidelines.
- **Equipment quality:** 1 higher than NPC guidelines.
- **Equipment:** three items, a monster can wield all 3 at once.

Mythic

A mythic foe is usually a Ffieidd-Dra, a mindless abomination birthed from the Otherworld that seeks only to subsume all into its domain through terror and destruction.

- It takes 4 slots.
- It is made up of multiple foes stuck together!

A mythic foe being made up of multiple foes means it can take multiple actions in its turn and requires many more damaging hits to bring down.

It is important to note that though the rules treat a mythic foe as being similar to multiple foes acting together, it should not be portrayed as such and certainly will not feel like that to the players. To the players, a mythic foe is a monstrous, formidable, and unpredictable enemy.

There are two varieties of mythic foe: **Transforming** and **Multi-limb**. Transforming mythic foes also have two sub-varieties: **Apex** and **Rampaging.**

Transforming

A transforming mythic foe is one that gains a second wind in the middle of a Conflict and can also undergo a drastic change in form, even changing into multiple creatures.

A transforming mythic foe is comprised of two states, each made of 2 slots that each have one more attribute rank than normal for their foe type. The first state's 2 slots are filled with one elite foe. The second state's 2 slots can be filled with anything, such as a copy of the original elite foe, a different one, or even two swarms, for example.

Type	Slot	Size	Attributes	Abilities	Equipment	Exert Self	Exert Armour	Wounded
Swarm	1/4	Tiny-small	-1	-1	-1	No	No	No
Minion	1/2	Small-medium	-1	-1	-1	No	No	Yes
Grunt	1	Medium	+0	+0	+0	No	Yes	Yes
Elite	2	Medium-large	+1	+1	+1	Yes	Yes	Yes

When a transforming mythic foe would become wounded in its elite first state, it instead transforms to its second state. When it transforms, it:

- Recovers from all of its conditions.
- Ends all concentration spells attached to it.
- Repairs its armour.
- Meets its **Apex** or **Rampaging** requirement.

Apex: This mythic foe takes an extra action in its turn until it transforms but can only use one action to move.

Rampaging: This mythic foe takes an extra action in its turn after it transforms but can only use one to move. If it is now multiple creatures, they each take an extra action on their turns.

Multi-limb

A multi-limb mythic foe is one that has a multitude of parts of its body that can act almost independently from its main body.

A multi-limb mythic is comprised of four slots that each have one more attribute rank than normal for their foe type. The slots are filled with grunts, minions, or swarms.

- Each slot is targeted separately and has its own action, conditions, equipment to exert, and starting Edge.
- Only one slot can move in a turn, but all other slots move with it as they are a part of the same creature.
- Whenever a slot becomes wounded, it is removed from the Conflict.
- The multi-limb mythic foe begins dying when all of its slots are wounded.

Creatures

All non-human NPCS are creatures. This includes animals, monsters, Fae, and gods. As a rule, creatures can see in the dark and can be given abilities from creature schools which only creatures have access to.

Creature Trophies

When a player slays a creature, they get creature trophies instead of the equipment and coin that you can loot from slain humans. Creature trophies can be sold, used for profession abilities, or used to make special equipment. There are two kinds of creature trophies: animal and monster.

Each slot worth of dead creature will give the players a trophy of that creature. This means either one grunt creature or all four members of a swarm will give one trophy and killing a mythic creature will give four trophies.

Animal Trophies

Regular creatures born of the natural world give animal trophies. Animal trophies can be used by the Scavenger profession to make cloaks and supply or sold in settlements.

Monster Trophies

Creatures born of the Otherworld can be harvested for monster trophies when slain. Monster trophies contain the supernatural abilities of a monster's creature schools, which can be utilised by the Alchemist and Scavenger professions, sold in settlements, or used to create weapons and armour.

Each creature school lists abilities that a monster of that school would grant to Scavenger cloaks, masterwork armours, Alchemist extracts, and masterwork weapons that are made from its trophy. If a monster has multiple creature schools, it should provide a combination of those trophies.

Monstrous Equipment

Monster trophies can be used to create weapons and armour that grant an ability to the user from that monster's creature school.

To do so, a player must bring a monster trophy and a fine or better weapon or armour to a masterwork crafter that will work for them (see *Vendors*, Ch. 13). This service ought to cost them a lot of gold, some everstone, a hero's quest, or a legend's quest.

A player that is a Crafter that has learnt all three crafting abilities can do the work instead, but they still need access to a masterwork crafter's workshop.

Monstrous equipment is some of the most powerful in the game and should only be attainable by hero- and legend-tier players.

Creature Schools

The abilities within the following creature schools are very flexible in what they represent and how they are used. It is up to you how you depict the imagery of these abilities to the players based on the creature that uses them.

For example, the Elemental Burst ability from the Elemental creature school might have a Draig breathe fire upon its foes, whilst a Mukkelevi sprays toxic fumes from its many open wounds.

Primary Attribute

Creature abilities do not detail the attributes that they use. Use a creature's highest attribute rank for its abilities or another of your choice if that makes more sense to you.

Prepare

Many creature abilities require the creature to "Prepare" to use it. A creature prepares to use an ability on its turn by giving up an Edge and making some kind of **Tell** for the players. Preparing an ability does not use up its action for the turn, and it does not need to decide its target yet. It can then use the prepared ability next round on its turn as an action. If it does not, then it must Prepare before it next uses it again.

The tell is an important feature or prepared actions. It is a minor motion or noise that you describe the creature making as it prepares its ability. This gives the players the opportunity to make decisions based on what they think—or have learnt—the creature will do. For example, a Draig might extend the frills behind its neck before it breathes fire, causing the players to seek cover, whilst a Direwolf might haunch back on its legs before it pounces, causing the players to protect a vulnerable ally.

Disabling Abilities

Players sometimes make plans or attacks against creatures in a way to disable a creature's ability. If they successfully harm the creature this way instead of wounding or exerting it, strike through that ability and stop using it and any other related features or equipment!

Adapted

Adapted creatures are stronger within a particular terrain, such as water, trees, shadows, or the open air for flying creatures. A Conflict with an adapted creature ought to contain multiple spaces that feature the terrain of choice so that it can take advantage of it.

You can find the following Adapted creatures in the bestiary at these tiers and higher.

Apprentice: Animals, Buggane (*Fiend*), Fuath (*Fiend*), Dire Beasts (*Wyrd*), Llamhigyn (*Wyrd),* Wyvern (*Wryd*)

Veteran: Afanc (*Ffieidd-Dra*), Draig (*Ffieidd-Dra*), Adar Llwch Gwin (*Wyrd*), Beithir (*Wryd*), Gwyllgi (*Wryd*)

I. Stomping Ground

This creature ignores difficult terrain and disadvantages in a terrain of your choice that it is Adapted to. Instead, it is advantaged when in its Adapted terrain.

II. Pounce

This creature can Prepare an attack with a range of 2 spaces. Next round, if it hits, it also then grapples, inflicts Withering (hours), and Pushes the foe into its space.

Note that the attack hits first, which means the target is not yet grappled and will be able to use their armour rating against the damage.

III. Dive

This creature can move impossibly into and through obstacles it is Adapted to. It also can Push foes it is grappling with through those obstacles and can **Pounce** from there.

This ability allows creatures to fly above characters, burrow through the ground, and walk through trees, for example.

Adapted Equipment

Adaptive Cloak

You may break this cloak anytime to ignore difficult terrain and disadvantages from its environment and instead be advantaged there until the end of your next turn.

Adaptive Armour

You may give up an Edge anytime to ignore difficult terrain and disadvantages from its environment and instead be advantaged there until the end of your next turn.

Pouncing Extract

Each affected character is grappled as if affected by a grappling weapon (see *Grappling Weapon*, Ch. 13).

Pouncing Weapon

You can give up an Edge as you attack to also use this weapon as a grappling weapon if you hit (see Grappling, Ch. 13).

Cunning

Cunning creatures are tricksy beings that use innate magics, gain power through Parleys, and shapeshift. You can find the following cunning creatures in the bestiary at these tiers and higher.

Apprentice: Bwbach (*Fae*), Morgen (*Fae*), Guardian (*Unshapen*)

Veteran: Baobhan Sith (*Fiend*), Spriggan (*Fiend*), Adar Llwch Gwin (*Wyrd*), Coed Ddig (*Wyrd*)

I. Magical Nature

This creature knows a spell for each Cunning ability it has. It casts them without risk to itself but only on targets it touches.

It is advantaged with and against spells but disadvantaged against metal weapons.

II. Cunning Nature

If this creature successfully ends a Parley, those of the group that failed the parley must gift or do something it values or this creature and its allies with this ability will have +2 to checks, damage, and armour rating against the group that failed.

III. Shifting Nature

This creature can use its action to shapechange itself or a wounded foe it touches into an animal or human of its choice with no abilities. This lasts for as long as it likes or lives.

Cunning Equipment

Faerie Cloak

You can exert this cloak for or against a spell but you also become Overwhelmed.

Faerie Armour

You have an additional advantage for or against spells but are disadvantaged against metal weapons.

Shifting Extract

Affected characters that are willing or wounded are shapechanged into an animal or person of your choice with no abilities until they next rest.

Shifting Weapon

If a foe would be wounded or dying by this weapon, you may give up an Edge to instead shapechange them into an animal of your choice with no abilities for as long as you like or until this weapon is destroyed.

Destructive

Destructive creatures can damage equipment just as much as their foes. You can find the following destructive creatures in the bestiary at these tiers and higher.

Apprentice: Trow (*Fiend*), Lavellan (*Wyrd*), Llamhigyn (*Wyrd*), Wyvern (*Wyrd*)

Veteran: Cawr (*Ffieidd-Dra*), Coraniaid (*Fiend*), Dialgarwr (*Unshapen*)

I. Ruining Strike

This creature can Prepare an attack. Next round, if it hits, it also breaks a medium or large equipped item of the foe's choice.

II. Ruining Form

Whenever a foe critically fails a melee attack or grapple against this creature, their weapon breaks.

III. Ruining Gaze

This creature can attack with its **Ruining Strike** ability against any foe it can see in the scene.

Destructive Equipment

Ruining Cloak

Whenever a foe critically fails a melee attack against you, you may break this cloak to break their weapon.

Ruining Armour

Whenever a foe critically fails a melee attack against you, you may give up an Edge to break their weapon.

Ruining Extract

Each affected character breaks a medium or larger equipped item of their choice.

Ruining Weapon

You can give up an Edge as you attack to also break a medium or larger equipped item of your foe's choice if you hit.

Elemental

Elemental creatures have powers related to a substance that they embody, called their Element. However, they also have a vulnerability to a second substance. A creature can have elemental powers related to fire, water, acid, or sand, for example. A Conflict with an elemental creature ought to contain multiple hazardous spaces related to its embodied Element so that the creature can freely move through the scene while the players must pay attention to the risk.

You can find the following elemental creatures in the bestiary at these tiers and higher.

Apprentice: Ellyll (*Fae*), Cythrawl (*Unshapen*), Belatuc (*Unshapen*), Elfenol (*Unshapen*), Lavellan (*Wyrd*)

Veteran: Draig (*Ffieidd-Dra*), Spriggan (*Fiend*)

I. Invulnerable

This creature is immune to damage, conditions, and disadvantages related to its Element. However, its armour cannot prevent damage from a second substance of your choice.

II. Elemental Burst

This creature can Prepare an attack with a range of 2 spaces. Next round, if it hits, it also causes Withering (seconds).

Affected foes can get rid of Withering (seconds) by using an action on their turn that makes sense for it, such as jumping into water or succeeding on a movement check to roll on the ground.

III. Embodiment

Foes are disadvantaged with actions taken against this creature in its space. Foes that critically fail a melee attack or grapple against it in its space gain Withering (seconds).

Elemental Equipment

Invulnerable Cloak

You may break this cloak anytime to become immune to damage, conditions, and disadvantages related to its Element until the end of your next turn.

Invulnerable Armor

You may give up an Edge anytime to become immune to damage, conditions, and disadvantages related to its Element until the end of your next turn.

Elemental Extract

Each affected character is afflicted by Withering (seconds).

Elemental Weapon

You can give up an Edge as you attack to also inflict Withering (seconds) if you hit and they don't have it.

Ethereal

Ethereal creatures are able to slip in and out of existence in a frightening manner. You can find the following ethereal creatures in the bestiary at these tiers and higher.

Apprentice: Gwyll (*Fae*), Belatuc (*Unshapen*), Cyhyraeth (*Unshapen*), Guardian (*Unshapen*), Cat Sith (*Wyrd*)

Veteran: Afanc (*Ffieidd-Dra*)

I. Vanish

This creature may use its action to become invisible until it next acts against a foe, which it does with advantage.

II. Haunting Strike

This creature can Prepare an attack when it uses its **Vanish** ability. Next round, if it hits, it also makes the foe Terrified of it.

III. Ghostly Form

This creature is immune to grapples and weapon attacks, and its own attacks are entirely magical in nature.

This means it can only be harmed by spells, and its own attacks are advantaged against heavy armour, disadvantaged against light armour, ignore shields, and are affected by muses.

Ethereal Equipment

Vanishing Cloak

You may use an action and break this cloak to become invisible until you next open your eyes.

Vanishing Armour

You may use an action and give up an Edge to become invisible until you next open your eyes.

Haunting Extract

Each affected character becomes Terrified of the extract.

Ghostly Weapon

This weapon's attacks are entirely magical, meaning it is advantaged against heavy armour but disadvantaged against light armour, and it ignores shields but is disadvantaged by muses.

Horde

Horde creatures become more powerful by outnumbering their foes. You can find the following horde creatures in the bestiary at these tiers and higher.

Apprentice: Animals, Coblyn (*Fae*), Cythrawl (*Fiend*), Fuath (*Fiend*), Sluagh (*Unshapen*), Dire Beasts (*Wyrd*)

Veteran: Mukkelevi (*Ffieidd-Dra*), Cadrix (*Fiend*), Cwn Annwn (*Wyrd*), Gwyllgi (*Wyrd*)

I. Pack Hunger

This creature is advantaged attacking and grappling in its space if the number of swarms, minion pairs, grunts, or elites with this ability outnumber foes in that space.

Note that a single swarm, which can have up to four creatures in it, does not outnumber a single player for this ability. A second swarm of one or more creatures would have to be in the same space to outnumber them.

II. Overrun

This creature can Prepare an attack. Next round, if it hits, it deals [+3] damage if the number of swarms, minions, grunts, or elites with this ability outnumber foes in that space.

III. Swarm

This creature reduces the movement of foes moving in or out of its space by 1. This ability does not stack with other creatures with the same ability.

Horde Equipment

Swarming Cloak

You may break this cloak anytime to create difficult terrain in the space it is in until the end of the scene.

Swarming Armour

You may give up an Edge anytime to create difficult terrain in your space until your next turn.

Swarming Extract

The affected space becomes difficult terrain until the end of the scene.

Hungering Weapon

This weapon is advantaged with attacks when you and your allies outnumber foes in your space.

Parasitic

Parasitic creatures manipulate the conditions and minds of others to gain power. You can find the following parasitic creatures in the bestiary at these tiers and higher.

Apprentice: Morgen (*Fae*), Cyhyraeth (*Wyrd*), Alp-luachra (*Wyrd*)

Veteran: Mukkelevi (*Ffieidd-Dra*), Baobhan Sith (*Fiend*)

I. Leech

This creature has Exhausted, Sick, and Withering (days). It makes grapple checks with its best attribute. Whenever it ends its turn grappling a character, it transfers a non-Wounded condition from itself to them.

II. Mesmeric

This creature can Prepare a check against any foe it can see. Next round, if it succeeds, it either Charms the foe or Enrages the foe at their own allies.

III. Enthrall

When this creature kills a foe that has one of its conditions, that foe instead recovers all conditions and awakens as Thrall of this creature, doing whatever it commands until either of them dies.

Parasitic Equipment

Mesmeric Cloak

You can use your action to break this cloak and check Wit or Spirit against a target you see to make them Charmed by you.

Mesmeric Armour

Once in a scene, you can use your action to give up an Edge and check Wit or Spirit against a target you see to make them Charmed by you.

Enthralling Extract

One affected character that is dying recovers all of their conditions and awakens as a Thrall of yours, doing whatever you command until either of you dies or you make another Thrall.

Enthralling Weapon

If a foe would die by this weapon, you can instead give up an Edge and they will recover all of their conditions and awaken as a Thrall of yours, doing whatever you command until either of you dies, this weapon is destroyed, or you make another Thrall.

Swift

Swift creatures are hard to catch or dodge but have weak defences. You can find the following swift creatures in the bestiary at these tiers and higher.

Apprentice: Animals, Bwbach (*Fae*), Werefolk (*Fiend*), Alpluachra (*Wyrd*), Cat Sith (*Wyrd*), Dire Beasts (*Wyrd*)

Veteran: Ysgithyrwyn (*Ffieidd-Dra*), Coraniaid (*Fiend*), Cwn Annwn (*Wyrd*)

I. Skitter

This creature can move 1 space on its turn without an action and treats walls as difficult terrain, but its armour rating is reduced by 2.

II. Flash Attack

This creature can Prepare an attack. Next round, if it moves through at least 2 different spaces before it attacks, it attacks with 2 advantages.

III. Hard to Hit

When this creature moves at least 2 spaces in a turn, it disadvantages attacks made against it until its next turn.

Trampling

Trampling creatures are powerful threats that are slow and predictable. You can find the following trampling creatures in the bestiary at these tiers and higher.

Apprentice: Animals, Sluagh (*Unshapen*), Dire Beasts (*Wyrd*)

Veteran: Cawr (*Ffieidd-Dra*), Spriggan (*Fiend*), Coed Ddig (*Wyrd*)

I. Hefty

This creature has +2 weapon damage and armour rating, but it cannot Rush.

II. Trampling Charge

This creature can Prepare an attack. Next round, it moves 2 spaces in a line, ignoring difficult terrain, and its attack is made against one foe in each of the three spaces it occupied this turn.

III. Crippling Charge

Hits from this creature's **Trampling Charge** ability also inflict Exhausted.

Swift Equipment

Skittering Cloak

You may break this cloak to gain an extra move on your turns and treat walls as difficult terrain until the end of your next turn.

Skittering Armour

You may give up an Edge to gain an extra move on your turn and treat walls as difficult terrain until the end of that turn.

Flashing Extract

Affected creatures have two disadvantages for attacks made against them before their next turn.

Swift Weapon

If you move through at least 2 different spaces before an Exploit, you attack with 2 advantages.

Trampling Equipment

Hefty Cloak

You may exert this cloak against an attack, but you then become Exhausted.

Hefty Armour

This armour's rating is increased by 2, but you cannot Rush.

Crippling Extract

Affected characters become Exhausted.

Crippling Weapon

You can give up an Edge as you attack to also inflict Exhausted if you hit and they don't have it.

Undying

Undying creatures have a resistance and affinity to death that they also use against their foes.

Undying creatures include the following from the bestiary:

Apprentice: Buggane (*Fiend*), Trow (*Fiend*), Werefolk (*Fiend*), Elfenol (*Unshapen*)

Veteran: Ysgithyrwyn (*Ffieidd-Dra*), Beithir (*Wyrd*)

I. Regeneration

This creature recovers Exhausted, Sick, or Withering at the end of its turn. When it becomes Wounded, instead of losing Attributes: it loses this ability and becomes Exhausted.

II. Diseased Strike

This creature can Prepare an attack. Next turn, if it hits, it also inflicts Sick and Withering (days).

III. Rapid Regrowth

This creature's **Regeneration** ability can repair its armour instead of recovering a condition.

Undying Equipment

Regeneration Cloak

You may break this cloak at the end of your turn to recover Exhausted, Sick, or Withering.

Regeneration Armour

You can give up an Edge at the end of your turn to recover Exhausted, Sick, or Withering.

Diseased Extract

Affected characters are inflicted with Sick and Withering (days).

Diseased Weapon

You can give up an Edge as you attack to also inflict Sick and Withering (days) if you hit and they don't have them.

"The Avallen Otherworld is full of twisted life, and unlike our more civilised provinces, that life readily spills into the land. Therefore, it is necessary to study the beasts of Avallen born of both this world and the next. Written here are records and notes on the known creatures of Avallen and its Otherworld. Where possible, there are additional descriptions of appearance, behaviour, level of threat, grouping habits, and talents."

—Kaato the Sage

Bestiary

Animals

Avallen has similar animals to other provinces of the Raxian Empire with a temperate climate. Their largest natural predators include bears and wolves, while their farm animals consist of sheep, cows, pigs, and horses. There are a few known species of snake on the island, including the adder.

Animals are a very typical foe for Apprentice characters.

Foe Tiers: Apprentice, Adventurer

Foe Types: Swarm, Minion, Grunt, Elite (bears)

Schools: Adapted, Horde, Swift, Trampling

Fae

The Vallic say the Fae are children of the Ever Ones, shaped from worshiping Vallic spirits into a form that befits their Ever One's personality. As such, there are five kinds of Fae, and each is capable of speech and reason, to varying degrees.

The Fae reside in the Otherworld, where they have their own dominions, communities, culture, and even politics, as it is said they often clash with one another. Apart from their god, they are led by powerful noble Fae called the Tylwyth Teg, or Fair Family. Though many Fae are shapeshifters, these chosen Fae take on their own distinct forms, choosing to appear as strikingly beautiful humans with otherworldly features such as shining golden hair, glowing eyes, or deathly pale skin.

However, all that the regular traveller needs to know is that the Fae behave most curiously, are regularly malevolent, and are benevolent only on rare occasions.

Foe Tiers: All (varies with the spirit the Fae was made)

Foe Types: Grunt, Minion, Elite (Tylwyth Teg)

Bwbach

Bwbach (*BOO-bahk*) are the Fae of the Ever Child, inheriting their passion for pranks and disdain for authority. They appear as small fox-like creatures that fly upright with the wings of a dragonfly. Bwbach are childlike and playful but also fickle and prone to hostility after a minor slight.

Traditionally, some of their kind live near or in Pen Cawr settlements, helping around the farmstead at night in exchange for food and gifts. This practice is being seen much less now that many of the Pen Cawr seek Ataraxia.

Drawn by: Food and shelter

Motivation: Influence

Virtue: Benevolent

Flaw: Foolish or Vengeful

Schools: Cunning (lunar or illusion magic), Swift

Coblyn

Coblyn are the Fae of the Ever Father, inheriting his drive for accomplishment and contempt for the dishonourable. They appear as short, ugly, wrinkled old folk, with claw-like fingernails and bright red or blue eyes and skin, depending on their temperament. Coblyn are often simple minded, only concerned with treasures and proving themselves.

Coblyn can be spotted in caves, mines, and mountains, where they might guide those that are lost away from or towards the dangers of the underground. They are also known to form warbands that raid villages for precious metals.

Drawn by: Treasure

Motivation: Challenge

Virtue: Dignified

Flaw: Reckless or Greedy

Schools: Horde, Reaver or Warrior school

Ellyll

Ellyll (*EH-hlihl*) are the children of the Ever Mother, inheriting her love of art and hatred of nature's mistreatment. They appear as elegant people made from petals, vines, and branches. Ellyll are strict and zealous beings that care only for the well-being of their Mother's creations.

Ellyll are encountered in forests, often using bows and spears to deter travellers and explorers from venturing deeper. It is said that they guard gateways to the Otherworld, where they have built wondrous settlements from shapen trees that house the rarest of magical ingredients.

Drawn by: Harming of the forest

Motivation: Devotion

Virtue: Just

Flaw: Vain or Dogmatic

Schools: Elemental (plants), Reaver or Mystic school

Gwyll

Gwyll (*gwihl*) are the children of the Ever Stranger, inheriting his fervent urges and frivolous disregard for life. They appear as floating, glowing orbs as well as cloaked person-like spirits. Gwyll are cold and unpredictable.

Gwyll can be seen at night haunting gravesites, battlefields, and the sick, where they protect departing spirits from corrupting forces in the Otherworld. Gwyll also reportedly seek out those travelling by starlight to guide them away from an untimely death or to frighten them into one.

Drawn by: Death

Motivation: Impulse

Virtue: Valiant

Flaw: Callous or Shameless

Schools: Ethereal, Mage or Mystic school

Morgen

Morgen are the children of the Ever Elder, inheriting her obsession with secrets and reclusive caution. They appear as alluring people or majestic animals but upon closer inspection always also have features of a fish, including a tail, gills, or scales. Morgen are softly spoken but beguiling partners in conversation.

Morgen are found in secluded waters, where they eagerly share what they have to offer in exchange for new secrets and gifts. They tend to tell half truths to manipulate the fates of humans and have been known to drown liars or those that ride them.

Drawn by: Offers

Motivation: Discovery

Virtue: Wise

Flaw: Timid or Servile

Schools: Cunning (psychic or divination magic), Parasitic

Ffieidd-Dra

Ffieidd-Dra (*fee-AYTH-dra*) is the Vallic word for *abomination*, and the misshapen monstrosities live up to the name. The Ffieidd-Dra are driven by a voracious and unfettered hunger that leads only to desolation, which is why the Ever Ones banished them into the Otherworld during the Wild Hunt.

A newly spawned Ffieidd-Dra that slips into Avallen is an apex predator that can threaten a small community, whereas, if an ancient Ffieidd-Dra ever escaped its confines in the Otherworld, it would become an apocalyptic event.

There are five species Ffieidd-Dra, and each is the antithesis and archenemy of an Ever One and their Fae.

Foe Tiers: Veteran, Hero, Legend (depending on age)

Foe Types: Elite, Mythic

Afanc

The Afanc (*AH-vanc*) are water monsters that seek to devour the Ever Elder and all thoughts. One appears as a large abomination of beaver and snakes, with predator's fangs and claws, a sleek, green body, and a multitude of tentacles protruding from its back and mouth. When its eyes are closed, the Afanc becomes invisible and uses its tentacles as feelers to find its prey.

The Afanc slither through the waterways of the Otherworld, where they hunt the greatest minds they can find, often the Morgen. Those lucky enough to survive an encounter with one will often not realise it was an Afanc, instead claiming they were attacked by giant water snakes that would grow in number when slain.

Drawn by: Intelligence

Schools: Ethereal, Adapted (waters)

Mythic Type: Rampaging Multi-limb

Cawr

The Cawr (*CAH-oor*) are giant enraged beings bent on destroying the Ever Child and all technology. One appears as an abomination of a human, towering in size, with grotesque, bulging muscles and an incredible strength to match, which they use to tear down homes of the Bwbach and humans alike.

Myths say that the Cawr were once civilised but were driven to madness by the tricks of humans and jealousy of their smarts. Now they are found residing near giant ancient stone structures that act as gateways to the Otherworld, said to be remnants of their forgotten ways.

Drawn by: New constructions

Schools: Trampling, Destructive

Mythic Type: Apex Transforming

Draig

The Draig (*dr-eye-g*) are ferocious beasts that exist to conquer the Ever Father and rid all bravery from the world. One appears as an abomination of a mammoth red lizard with the wings of a bat. They have the ability to breathe fire as a devastating weapon. Recent legends speak of Draig spawned of other elements that breathe other deadly substances.

Draig nest upon the tallest mountains in this world and the next, where they harbour great troves of wealth, to what end is not known, though it is possible it is simply a lure for prideful prey, earning them a consistent stream of Coblyn snacks.

Drawn by: Treasure

Schools: Elemental, Adapted (flying)

Mythic Type: Rampaging Transforming

Mukkelevi

The Mukkelevi are horrific demonic entities that work to enslave the Ever Stranger and subsume all souls. One appears as a macabre abomination of a flayed, legless human with elongated arms and a gaping maw affixed at the waist to a disease-ridden horse. It exudes intoxicating fumes that bind others to its will but reportedly cannot cross freshwaters.

Mukkelevi rest in otherworldly marshes or at the bottom of the sea, only walking on land when there is a great feast to be had. They repurpose the dead as Sluagh, harbingers of their doom. Their minions roam around, slaying anything they find, terrifying settlements into sheltering indoors, and then calling on their master to enjoy the easy pickings.

Drawn by: Death

Schools: Parasitic, Horde

Mythic Type: Apex Multi-limb

Ysgithyrwyn

The Ysgithyrwyn (*us-gi-THUHR-win*), or the Great Boars, are tremendous beasts that hunger to consume the Ever Mother and all that grows. One appears as an abomination of a mighty boar with large, sharpened bone tusks extruding all over its body. They are all but impossible to hunt, owing to their incredible speed, regenerating hide, and lethal charge.

Ysgithyrwyn can be heard barrelling up, down, and through the giant trees of otherworldly forests, gorging and growing on everything they find along the way. As such, they are easy to track but difficult to catch up to.

Drawn by: Food and offerings

Schools: Swift, Undying

Mythic Type: Apex Transforming

Fiends

Fiends are human-like monsters born in the darkness of the Otherworld. Like Fae, they can talk and reason to varying degrees but are far more malevolent than the Fair Families.

Cadrix

Cadrix are warmongering beings with green flesh, the tusks of a boar, and the physique of a fighter. They steal and raid for weaponry and armour to strengthen themselves. They are also known to arm Fae to sow hostility and war between the Fair Families.

Drawn by: Weaponry

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Minion, Grunt

Schools: Horde, Warrior or Reaver schools.

Baobhan Sith

The Baobhan Sith (*baa-van shee*) is an alluring seducer that looks as a human but for their deathly pale skin and desperate need to drink a person dry of their blood. They can also shapechange into a crow and fly about in search of drunkards and other potential victims.

Drawn by: Blood

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Elite, Mythic

Schools: Parasitic, Cunning (blood or psychic magic)

Buggane

The Buggane (*boo-GAIN*) is a savage being that stands twice as tall as a regular person. It is covered in black fur that stinks of rot and has ominous eyes that burn with fire and long, bony, scythe-like claws and canines that it can use to burrow through

the ground. They are mindless predators that hunt along waterways.

Drawn by: Prey

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Elite, Mythic

Schools: Adapted (earth), Undying

Coraniaid

The Coraniaid (*koh-RAHN-yaid*) are swarms of tiny plague-bearing people. They have supernatural ears that allow them to hear of all plots and actions against them before they can land.

Drawn by: Food and comfort

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Swarm

Schools: Swift, Destructive

Cythrawl

The Cythrawl (*CUTH-rawl*) are small, terrible, red-skinned, winged creatures that delight in the suffering of others. They prey on the lost and vulnerable in torturous ways.

Drawn by: Anguish and worry

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Minion, Grunt

Schools: Horde, Elemental

Fuath

Fuath (*VEE-ath*) are water-dwelling beings with the stature of a person but with yellow fur, a tail, no nose, and webbed and clawed hands and feet. They tend to attack fishermen and others that would disturb their waters.

Drawn by: Intrusion upon water

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Minion, Grunt

Schools: Adapted (waters), Horde

Spriggan

The Spriggan is an odd creature with the frail form of an elderly person but with an oversized, childlike head. Despite their vulnerable appearance, they hold great physical and magical strength. Spriggan are able to throw trees and seemingly control the weather. However, they do not ambush or attack unprovoked. Instead, they enjoy talking with others whilst attempting to take any opportunity to claim insult. They then use that excuse to destroy the offending party.

Drawn by: Travellers

Foe Tiers: Veteran, Hero, Legend

Foe Types: Elite, Mythic

Schools: Cunning (solar or elemental magic), Trampling

Trow

Trow are ugly, thickset, simple-minded creatures that scavenge and raid for food. Their vocabulary is incredibly limited, but they have an intense affinity for music. Being not particularly able to make much of their own, Trow stalk camps and villages to listen for songs, where they then try to lure or kidnap musicians back to their hiding holes.

Drawn by: Music

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Minion, Grunt, Elite

Schools: Undying, Destructive

Werefolk

Druids gain their shapeshifting powers by communing with the Fae. Through Fae mischief or misguided ambitions in the Otherworld, others can become cursed with those same powers but have no way to control them. These people are called Werefolk, and when Avallen is at its most thin—during a full moon—they shift into their deadly bestial form, losing themselves in uncontrollable feral urges.

Drawn by: Nothing, they live among us

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Minion, Grunt, Elite

Schools: Undying, Swift

Unshapen

Unshapen are spirits that have not been claimed by the Ever Ones and have resisted manifesting through the Otherworld in a more corporeal form. There are many reasons why a spirit remains Unshapen: they can be spirits of the weak that died without funeral rites, spirits that are desperately attached to a place, spirits of the powerful that have their own purpose to fulfil, or malevolent spirits of the ungodly, such as murderers and slavers.

Belatuc

The Belatuc is a vengeant spirit born of mistreated animals. It appears as floating bones and foliage, often seen with an animal skull for a face. Becoming an embodiment of wildlife, they are gravely territorial, hunt silently, and can control plants and animals in a fight.

Drawn by: Troubled wildlife

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Elite, Mythic

Schools: Ethereal, Elemental (plants)

Cyhyraeth

Cyhyraeth (kuh-HUR-eye-th), whose name means fleshless, are the typical wailing ghosts that one imagines when telling stories to children. They are weak restless spirits, trapped within a location, often woefully unaware of their own demise. Because of this, Chyhraeth lash out at people who are spooked by their ghastly visage.

Drawn by: Their place of death

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Minion, Grunt, Elite

Schools: Ethereal, Parasitic

Dialgarwr

Dialgarwr (*dee-ahl-GAH-roor*), or revenants, are blazing warriors seen galloping on phantom steeds. They chase down and run through those that have cheated an oath or death itself. Dialgarwr are often born of betrayed leaders who were killed by their subordinates and buried without rites.

Drawn by: Oathbreakers

Foe Tiers: Veteran, Hero, Legend

Foe Types: Grunt, Elite

Schools: Destructive, Reaver or Warrior school

"The man trips and lands hard on the ground, which is soaked with rain and blood. In a panic he spits the vile mixture from his mouth and whips his head around to see if his pursuer is still behind him. And sure enough, he is—a translucent silhouette of a soldier, clad in a tattered Raxian military uniform slowly glides towards him brandishing a flaming sword that gives no light. The figure never responds to anything the man says, never makes a sound, yet nonetheless follows him.

The man scrambles to his feet and starts to run again, ignoring his tired lungs and parched throat like he'd ignored the stories. He had heard of who this is—Alvinius Centho, the revenant who punishes traitors. He curses himself for not being more superstitious. He curses himself for his cowardice in battle. But now he knows the truth of it, no matter how far or how fast he runs, Alvinius will eventually catch up to him, and drag him screaming into the Otherworld."

Elfenol

Elfenol (*el-VEN-ol*) are spirits that have manifested themselves within a pure elemental substance, somehow giving it life through the magics of the Otherworld. Being large, swirling entities of raw water, earth, fire, or air, Elfenol are dangerous beings of chaos that are hard to stop. Wondering why an Elfenol does what it does is akin to asking why the wind blows one day and not another.

Drawn by: Everything and nothing

Foe Tiers: Any

Foe Types: Any

Schools: Elemental, Undying

Guardian

A Guardian is a powerful spirit that has been bound to a particular location by itself or others. They appear in many forms: as a semblance of their living selves, as a symbol of what they protect, or as a part of a prominent object of the location that they then animate. Guardians retain their capability of speech and will often judge those who trespass in their domain to determine if they should retaliate.

Drawn by: Their bound location

Foe Tiers: Any

Foe Types: Elite, Mythic

Schools: Ethereal, Cunning (sigil or void magic)

Sluagh

Sluagh (*SLOO-uh*) are shambling corpses possessed by wretched spirits that hunger for living flesh.

Drawn by: Life

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Swarm, Minion, Grunt

Schools: Trampling, Horde

Wyrds

Wyrds (*wee-rd*) are strange, otherworldly creatures that resemble the animal spirits they are manifested from. Like natural animals, Wyrds are not malevolent or benevolent. They are most often predators and prey just trying to survive.

Adar Llwch Gwin

Adar Llwch Gwin (*AH-dar hlooch gwin*), or dust eagles, are legendary great wizened birds that roam the dark skies of the Otherworld and the mountains of Avallen near Llwch Pass. They are large enough to carry a person and intelligent enough to hold conversation. They reportedly enjoy games of riddles, rewarding favours to their betters but pecking their lessers to death.

Drawn by: Desperate travellers

Foe Tiers: Veteran, Hero, Legend

Foe Types: Grunt, Elite

Schools: Adapted (flight), Cunning (divination or time magic)

Alp-luachra

Alp-luachra, or joint-eaters, are tiny, newt-like parasites found in the waters and forests of the Otherworld. They hide in the throats or stomachs of their hosts and steal their food, leaving them famished.

Drawn by: Life

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Swarm, Minion, Grunt

Schools: Parasitic, Swift

Beithir

The Beithir (*BAY-theer*) is the largest and most deadly kind of serpent. It dwells in otherworldly caves or valleys and can shed and regrow its skin in an instant. The Beithir seems to be drawn by great energy, as they are commonly seen after lightning has struck or a magical ritual performed.

Drawn by: Magic

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Elite, Mythic

Schools: Adapted (rocks), Undying

Cat Sith

Cat Sith (*cat shee*) are large, black, shadowy cats with a white patch of fur on their chests. They are otherworldly predators that feed off the spirits of both the living and the dead.

Drawn by: Spirits

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Minion, Grunt, Elite

Schools: Ethereal, Swift

Coed Ddig

The Coed Ddig (*koid theeg*), whose name means angered trees, are incredible moving trees that are capable of speech but are far more capable of aggression against those that bear weapons. Their bark is reportedly impenetrable, second in toughness only to everstone.

Drawn by: Nothing

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Minion, Grunt, Elite

Schools: Trampling, Cunning (solar or elemental magic)

Cwn Annwn

Cwn Annwn (*coon AN-noon*) are the hunting dogs of the Ever Ones who help put down enemies of the gods and fetch worthy souls for their masters to shape into Fae. They have brilliant white fur with red-tipped ears, and their vexing bark becomes quieter the closer they are to you.

Drawn by: Worthy spirits

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Minion, Grunt

Schools: Horde, Swift

Dire Beasts

Aside from the magical Wyrds described here, it is also known that any form of animal can be manifested as a Wyrd in the Otherworld. They behave the same as their natural counterparts but are strangely coloured and far greater in size and strength. There have been sightings of all manner of such ferocious creatures, including dire bears, dire spiders, and swarms of dire ravens, for example.

Dire Beasts are very flexible creatures to make and are very typical foes for apprentice- and adventurer-tier players.

Drawn by: Food

Foe Tiers: Apprentice, Veteran, Hero

Foe Types: Swarm, Minion, Grunt, Elite

Schools: Adapted, Horde, Swift, Trampling

Gwyllgi

Gwyllgi (*GWIHL-gee*) are black wolves that, like the Cwn Annwn, have red eyes and red-tipped ears. They should not be confused with the Cwn Annwn though. They serve no masters but themselves, prowling near gateways between worlds to ambush the unsuspecting.

Drawn by: Gateways

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Minion, Grunt

Schools: Horde, Adapted (shadows)

Lavellan

Lavellan are oversized rat-like creatures that are so venomous, it is said even a glimpse of their stare can slay the greatest warrior. Their hide is greatly prized as a cure of poisons and disease.

Drawn by: Carcasses

Foe Tiers: Adventurer, Veteran, Hero

Foe Types: Grunt, Elite, Mythic

Schools: Destructive, Elemental (poison)

Llamhigyn

Llamhigyn (*hlam-HEE-gin*), or leapers, are odd frog-like creatures with no legs; instead, they have a pair of bat wings and a long tail with a stinger at its end. They live in ponds and marshes and hunt livestock and fishermen.

Drawn by: Natural waters

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Swarm, Minion, Grunt

Schools: Destructive, Adapted (waters)

Wyvern

Often confused with young Draig by budding adventurers, Wyverns are reptilian predators with bat-like wings for front legs. They cannot breathe fire and instead swoop down on their prey to pierce them with a barbed tail that can penetrate any armour.

Drawn by: Prey

Foe Tiers: Apprentice, Adventurer, Veteran

Foe Types: Grunt, Elite, Mythic

Schools: Adapted (flight), Destructive

"The sighting of a Wyvern is said to be a good omen. But thinking about it, one flying towards you is surely bad news."

—Pen Cawr farmer

Chapter 17
Quest for
The Sealing Stone

A scribe and a great warrior from the Mekeni village have gone missing after they ventured to restore a sacred Sealing Stone. Now, humbler folk must rise up to save them and quest where they could not.

Introduction

This is an introductory quest for Apprentice-tiered characters (Levels 1-3, see *Tiers of Play*, Ch. 2). The players will escort the elder of the Mekeni village on a short but eventful journey. Their goal is to restore a relic and look for both a missing warrior and a missing scribe.

This quest will take about 4 hours to complete but can naturally be broken into two parts. In Part A, the players overcome a sequence of obstacles with their elder. In Part B, the quest culminates with the players exploring a mystical cave by themselves.

Part A leads the players through scenes that methodically teach the basic rules of the game to the players. You, as the GM, will need to have a basic understanding of the rules yourself. We include the relevant chapters of the rules for your reference when they are introduced.

That being said, do not stress the rules too much during play. Only explain to the players what is necessary at the time, and feel free to improvise anything you forget rather than slowing down the flow of play to look them up. You can always check rules later for future sessions!

Background

The relic they are journeying to is a Sealing Stone that sits before a cave. The Sealing Stone has protective sigils painted on it that keep a magical door to the dark Pen Levi Otherworld closed. Small communities, such as the Mekeni, would rather do without such doors, as they do not have the strength to risk the dangers of the Otherworld for its other spiritual and resourceful benefits.

The paint on the Sealing Stone fades, and so the door reopens after a time. To stop anything terrible coming out, the paint is renewed twice a year by the Mekeni's scribe, Heilyn, escorted by Seren, the Mekeni's greatest warrior.

However, when Heilyn and Seren came to renew the sigils recently, they were ambushed by a group of Bwbach (*BOO-bahk*, see *Fae*, Ch. 16) who killed Seren and turned Heilyn into a rabbit!

The Bwbach are the tricksy Fae of the Ever Child. This group has been kicked out of their homes to the south because of the Raxian invasion. They took shelter in the cave's door to the Otherworld, only to find themselves locked inside when Heilyn and Seren renewed the Sealing Stone earlier this year. Once the door opened again, the Bwbach sought vengeance upon them as well as to keep the door open.

Objective: Restore the Sealing Stone.

Optional: Get the Bwbach to lift the curse from Heilyn, transforming him back to a person.

Behind the Curtain

We set this quest in the Borderlands to give you, the GM, the most flexibility on where to take things next. The larger tribe that Mekeni swears fealty to is not committed to any clan, and the players begin in the middle of Avallen. It is up to you where the next few quests take the players and who or what they meet.

This quest was made using the quest ideas table (see *Creating a Quest*, Ch. 15). Here are the ideas used.

Patron: Sage

Patron Motivation: Duty

Player Motivation: Honour

Goal Task: Restore

Goal Target: Relic

Antagonist: Fae

Antagonist Motivation: Survival

Location: Cave

Description: Otherworldly

Player's Intro

You're humble folk who live in a small village called Mekeni in the hills of the Borderlands. The Borderlands is an area in the middle of Avallen that is not claimed by any of the three major Vallic clans that surround it.

Twice a year, a scribe named Heilyn and your greatest warrior Seren leave Mekeni to tend to a sacred Sealing Stone. The Sealing Stone protects your community from the darkness within the cave it sits before. Heilyn tends to it by repainting the magical sigils on the stone that fade in the weather. However, this summer's solstice, he and Seren did not return from their task.

The Ceidwad *(kay-DU-ad)* of your village, your leader, is an older lady named Branwen. She has asked for volunteers to go with her looking for Heilyn and Seren as well as to ensure that the Sealing Stone has been repainted.

Most folk prefer to keep to what they know, but not you! For reasons of your own, you are keen for adventure and eagerly put yourself forward for the quest.

Character Creation

If the players have not already made characters, now is the time to do it! See Chapter 2.

A1. Early Morning

With the sun rising over the Mekeni's dry grassy hillside, you make your way out of the village to meet Ceidwad Branwen . . .

Setting the Scene

- The players' characters assemble outside of earshot from the roundhouses of Mekeni.
- The villagefolk bid them safe travels as they see to the livestock, farmland, and gathering of water.
- Ceidwad Branwen is already there, sitting atop a cart with a horse named Thistle ready to pull it.

Introductions

Ceidwad Branwen is a short and round elderly woman . . .

- Introduce Ceidwad Branwen to the players using the profile below—briefly describe her appearance, what she does, and how she is known to others.
- Now have the players follow your lead and introduce their own characters. Take note of their names and professions!

Ceidwad Branwen

Elder of the Mekeni

Attributes: Agility **0**, Vigour **-1**, Wit **2**, Spirit **2**

Personality: Motivation—**Devotion**

Virtue—**Just**

Flaw—**Dogmatic**

Appearance: She is a short and round elderly woman whose silver hair marks her as the wisest amongst the Mekeni. She is draped in layers of blue, red, and green linens, with necklaces of woven grasses adorned with all kinds of smoothed stones. There are also woven grasses braided into her long hair, which is plaited intricately.

Mannerism: Looks down, furrows her eyebrows, and ponders for a moment.

Background: In times of peace, the Mekeni village look to their eldest for decision making to help stay the course of prosperity. Ceidwad Branwen has lived in the village her whole long life and so knows all their history and traditions.

Quest & Questions

"Thank you for joining me on this quest . . . "

- Have Ceidwad Branwen thank them for volunteering to help her. They have an important and honourable task!
- She then reminds them of that task—to travel down the valley to look for Heilyn and Seren and check on the Sealing Stone.
- She will give the players an opportunity to ask any questions. Here are some answers to questions they may ask.

How long is the journey?

It will take two days to reach the Sealing Stone. We will look for Heilyn and Seren on the way.

What is the Sealing Stone?

It is a small standing stone with magical sigils painted on it.

What does the Sealing Stone protect us from?

Though the Otherworld is a wonderful place, home to our gods and ancestors, it is also a place of danger. The Sealing Stone protects us from that.

Will there be danger?

There may be. Seren is a great warrior, and Heilyn knows magic. That they have been gone for a week is concerning.

Equipment

"Before we get going, you will need these . . . "

- After a few questions, Ceidwad Branwen will want to get going, but first she will give the players some **basic** weapons and armour (see Ch. 13).
- In the cart, she has hide armour, an axe, and a round shield for each player.
- Have the players add them to their inventory and include their stats on the front of their character sheet.

Hide Armour: (worn) Armour Rating 4 + Vigour.

Axe: (medium-size weapon) Attack attribute is Agility, deals [5+Vigour] damage, and can be thrown (range 1S).

Round Shield: (medium-size shield) Disadvantage one melee or ranged attack against you each round.

Where to?

Once the players are kitted up, Ceidwad Branwen takes Thistle's reins with room for one more on the cart, and the group sets off. Move onto the next scene, **A2. Break the Ice**.

A2. Break the Ice

During a morning of easy travel, Ceidwad Branwen starts a conversation . . .

Setting the Scene

- The birds sing their song, and the air is getting warm.
- The well-worn path leads down into a valley with rocky hills rising either side that support the occasional tree shading the path.
- Ask the group who is riding with Branwen and who is walking beside the cart.

Small Talk

Here's an opportunity to have the players think about their characters more and get more comfortable thinking as them.

- For each player, one at a time, have Branwen compliment them on how they serve the village with their profession followed by asking why they joined her for this journey.
- She can also ask the group if any of them have bigger dreams outside of their small community.
- Make sure Ceidwad Branwen acknowledges their answers and carries on the conversation, bringing in other players.
- If the players take the conversation to other topics, then follow them!

As the conversation dies down—or better yet, by interrupting it before it does—move on to the next scene, **A3. Clear the Path**.

A3. Clear the Path

While you talk, the cart comes around a winding turn, and you find the path is blocked by a fallen tree . . .

Setting the Scene

- Ceidwad Branwen pulls Thistle to a stop.
- A spruce tree has fallen from the hillside onto the path.
- The trunk is not too thick, but it hangs a meter off the ground, wedged between the rocky hills on either side.
- It is not possible to drive the cart elsewhere, so Ceidwad Branwen will ask the group to clear the path.

Clearing the Tree

This is a great opportunity to introduce how checks are made using cards, attributes, teamwork, advantages, and disadvantages (see Making a *Check*, Ch. 1).

- Clearing the tree is a task with a Check Difficulty (CD) of 1. It will typically use Vigour.
- The check is disadvantaged as the base of the tree has wedged itself into the earth of the hillside.
- If a player tries to shift the tree by themselves and fails, give them an Edge for budging it slightly, then have Ceidwad Branwen suggest they work together!
- If the group fails the check, then introduce the rules for Exert—one of them will have to put in some extra effort or dull their axehead to clear the way.

Advantaging Ideas

The players can come up with all sorts of ideas to help move the tree! If it sounds like it could work, then go along with it. However, only grant them an advantage for each unique idea they have, i.e. many players using raw strength to lift it will only grant one advantage.

Here are some other suggestions that Ceidwad Branwen can point out to advantage them if they are stuck.

- Use an axe to hack parts of the tree off.
- Tie the tree to Thistle, who can help pull.
- Fashion a lever using rocks and trimmed branches.
- First make a check to lift the tree out of the rut it has wedged itself in. This check will not be disadvantaged by the rut and will remove it from future checks.

Examining the Tree

The players might examine the tree or wonder why the tree fell in the first place. Here is some information they can learn by looking it over.

- They can see that it was hacked down.
- If the players ask Ceidwad Branwen who might have cut down the tree, she doesn't know. This path is not used much.

Expertise: Alchemist & Scavenger

An Alchemist or Scavenger will also notice that the tree is somewhat decayed and weakened at the base.

Where to?

Once the path is cleared, Ceidwad Branwen will commend the group but will want to set off again quickly to make up for lost time. No rests yet! Go to the next scene, **A4. Cawr!**

A4. Cawr

A few afternoon hours pass without incident, and the path is much the same as before . . .

Setting the Scene

- Make sure to know who sits on the cart and who walks ahead, beside, or behind it.
- Ceidwad Branwen mentions that despite the fallen tree, they are making good time.

Thistle Charges

Thistle suddenly neighs in fear and rears up on his back legs. You have a split second to react. What do you do?

- Advantage anyone for the next check who jumps out of the way, off the cart, or something similar.
- Disadvantage anyone who goes to soothe him or anything else that might put them in harm's way.

Thistle suddenly changes course and charges into the hillside, endangering everyone in the way and on the cart!

- Anyone on the cart (except for Branwen) or in the way must beat an Agility check CD 0.
- If they fail, they suffer [5] damage, or 10 on a critical failure!
- Branwen is knocked from the cart, lands on the hillside awkwardly, and then rolls down, hitting her head on a rock!
- Here, you can explain how damage only matters if it exceeds your armour rating, and when it does, you become Wounded (see *Armour Rating*, Ch. 10).
- Anyone who would be Wounded can exert themselves or their armour to prevent that.

A Cawr Approaches

Before you can get your bearings,you hear a loud stomping sound from ahead . . .

After dealing with the immediate outcome of Thistle's charge, a Cawr *(CAH-oor)* reveals itself, but, unbeknownst to the players, this is an illusion!

- A giant, thickset, shaggy, man-like being ten metres tall emerges from behind the cover of a tree onto the path.
- It is terrifying to look at. Its body is grotesquely proportioned, with over-sized muscles and a wide, elongated head that almost has no neck.
- It stands about fifteen metres away and wields part of another tree as a club, which it raises in challenge!

Expertise: Bard & Scribe

A Bard and Scribe would know because of their Expertise that this is called a "Cawr" and that it being here is strange, as they are a southern legend.

Fate Cards

After the Cawr reveals itself, but before asking the players what they do, take a card from the deck face-down as a Fate Card. Fate Cards make it so things will get worse if the players don't deal with the situation!

There's no need to explain to the players what you are doing yet. Let them wonder until you take the fourth card and then explain how Fate Cards work as you Tempt Fate (see *Fate Cards*, Ch. 9).

- A complication arises if a Joker or two other Court Cards are revealed amongst the four Fate Cards.
- If the last revealed Court Card is **Red** and Thistle has not been calmed, repeat the danger from **Thistle Charges**.
- If the last revealed Court Card is **Black** and the Cawr has not been dispelled, use the **Cawr's Roar** below.

Cawr's Roar

- The giant gives a terrible, deep, guttural roar that shakes you to your core.
- Each player must try to beat a Spirit check with CD 0.
- If they fail and don't exert themselves, they become Overwhelmed and Terrified. They mark both on their character sheet, cannot aid their allies, and must flee from the line of sight of the Cawr (see *Conditions & Recovery*, Ch. 9).

Call to Action

The Cawr stomps menacingly, Thistle is panicking, and Ceidwad Branwen is wounded. What do you do?

After you've drawn the first Fate Card, it is time for the players to take action! Each player gets a turn to act. Ask what a player does, take note of their choice, then ask another player if they want to help them or do something else.

This can be a good time to introduce the Set-up action (see *Set-up*, Ch. 9). If you simply help someone, you grant them an advantage. If you help them in a risky manner, you could help them even more . . . or not at all!

Once every player has decided on an action, resolve all the actions. After you have resolved their actions, a round passes and you draw another Fate Card. They then get to act again.

The Cawr

The Cawr is actually an illusion created by the Bwbach to scare off the players.

- It swings its tree-club around menacingly while slowly advancing up the path to the players.
- The giant illusion does not respond to conversation.
- If the players wait enough, they will see that the giant will never actually attack them. It just looks scary!

Dispelling the Giant

To progress down the path, the players must dispel the illusion by physically interacting with it. Once they have, ignore its complication if it arises. To do this, they must:

- Use a turn to approach the giant.
- Spend the next turn interacting with the giant such as by touching or attacking it.
- The illusion then disappears for that player, and they can reveal the trick to the others.
- Things thrown at it will pass straight through but will not dispel the illusion.

If the whole group instead runs and hides from the giant, the illusion will also disappear, but the players will all have the Overwhelmed condition.

Calming Thistle

The players must calm Thistle to stop him from randomly charging through the scene. Once they have, ignore his complication when it arises. To do this, they must:

- Spend a turn reaching Thistle.
- Use a turn to beat a Spirit check with CD 0 to calm him. Give an advantage if they use their supply (or Branwen's!) to give Thistle a treat.

Expertise: Tamer

Note that for a Tamer, Thistle is not a wild animal, so the Tamer doesn't need to use their first ability. Instead, give them advantage to calm Thistle because of their Expertise.

Treating Branwen

The players must Treat Ceidwad Branwen's wound to prevent her from dying! See *Wounded* and *Dying*, Ch. 9.

- Branwen is unconscious. She is lying motionless with blood pooling around her.
- A character must use a turn to reach her.
- Any character can use a supply to treat her wound, to stop the bleeding, and stop her from dying.
- She will regain consciousness about five minutes after the players have dealt with the Cawr and Thistle.
- A Priest can use their ability to get Branwen to wake up immediately. If they do so, Branwen can calm Thistle without a check and will advantage the players dealing with the Cawr.

Where to?

Once the players have completed all three tasks, the danger has passed. Move on to the next scene, **A5. A Short Rest**.

A5. A Short Rest

As Ceidwad Branwen awakens, she thanks you for saving her, commends you for your bravery, and states that now is the time for rest . . .

Setting the Scene

- The valley is calm and quiet but for a gentle breeze rustling the leaves above.
- Discard any remaining Fate Cards.
- Ceidwad Branwen will eventually wake up, ask about what happened, and thank them for their help!
- She will then insist on a Short Rest.

Resting

This is a good opportunity to introduce the rules for **Short Rests**. Short rests expend a supply and have you lose any Edge to treat Overwhelmed, Exerted, and any untreated Wound (see *Short Rests*, Ch. 9). Only those that have a condition need to do this if they want to.

Wounds

You can also now explain how a Wound works:

- A Wound reduces all your attributes by two.
- If you would become Wounded while you have an untreated wound, you fall unconscious and begin Dying instead.
- You die unless someone else treats your wound.
- By treating a wound with a short rest, you regain one to either your physical or mental attributes.
- You regain one to all of your attributes by making a recovery check during a full night's rest. You clear the wound after making two of those.

Conversation

While resting, the players may well have some questions for Ceidwad Branwen! Here's what she knows.

Cawr: That illusion was of a monster called the Cawr. It is strange because the Cawr are a southern **Ffieidd-Dra** (fee-AYTH-dra).

Ffieidd-Dra: They are great abominations, banished to the Otherworld during the Wild Hunt by our gods, the Ever Ones.

Illusion: Since it was an illusion, it was either caused by a Mage's spell or Fae trickery!

Mages: Distrustful mages are often shunned from communities and end up fending for themselves in the wilderness, though Branwen hasn't known of any local to Mekeni.

Fae: The Fae are our ancestors reborn as children of the Ever Ones. But that doesn't necessarily make them allies. The Fae often have desires that bring them in conflict with people.

Where To?

After some conversations and despite her wound, Ceidwad Branwen will soon insist on moving on.

- They have further to travel if they want to reach the Sealing Stone tomorrow.
- She is now even more determined to find Heilyn and Seren.
- She will be noticeably quieter as she recovers from her Wound.

Go to the next scene, **A6. Finding Seren**.

A6. Finding Seren

The cart makes its way down the winding valley for another few hours as the sun dips in the sky . . .

Setting the Scene

- As the group rounds another bend, they sight a lump in the middle of the path about twenty metres ahead.
- It's a person lying awkwardly in the shade of the hillside trees.
- Ceidwad Branwen brings Thistle to a stop and calls out to the person but gets no response.
- If the players don't take action, Branwen will ask them to investigate while she stays with Thistle.

Approach the Person

As you approach the person, you see that they aren't moving . . .

- They have the form of a woman.
- There is a long spear next to them, and they are wearing armour.
- There is a large clump of cloth another couple of metres down the path.

Investigate the Body

Reaching the body, you see that this is indeed Seren, the missing warrior of Mekeni . . .

- She has black hair pulled into a bun and decorative war paints on her face.
- She is dead, and her chainmail armour is broken in places, but there is no blood or obvious wound.
- She also has a shortbow and backpack beneath her.
- There is a dried blue liquid on her spear tip as well as a patch of it on the floor near her.

Expertise: Priest, Scavenger & Tamer

A Priest or Scavenger will notice that Seren has been dead for about a week, which is when Seren and Heilyn set off for the travels. A Scavenger or Tamer will see that there are no tracks around her body and that the blue liquid is blood, but not of any animal they know.

Items

The players can take items from Seren's body. Ceidwad Branwen will not mind. The Mekeni do not have much, and many items get passed down through generations.

- Her backpack has been emptied of supplies.
- The broken chainmail is basic Heavy Armour with AR of 6, but it disadvantages the wearer with and against magic.
- The medium-size basic Shortbow deals 4+Vigour [damage] with 5S range and comes with 4 ammunition (see *Range* and *Ammunition*, Ch. 13).
- The large-size basic Spear deals 7+Vigour OR Agility [damage] but uses both hands. It also allows you to instantly attack someone that charges you, called an Exploit (see *Exploit*, Ch. 10).

Investigate the Cloth

Reaching the cloth, you see that it is a mystic's robes. Someone must be missing their clothes . . .

- The robe is torn in places and has intricate designs sewn into it. It belongs to the scribe Heilyn.
- There is no body underneath it, but there is a wooden icon of the Ever Mother and a backpack.

Expertise

A Priest, Scribe, or Merchant (or later Ceidwad Branwen) will recognise that the robes and icon are not just ceremonial, they help you with magic. A Scavenger or Tamer will notice that there are no tracks around the cloth either.

Items

- The broken robes are basic Light Armour with AR 2 but advantage the wearer with and against magic.
- The medium-size Icon of the Ever Mother, when held, advantages you once per round with or against magic.
- The backpack has been emptied of supplies but has two small-size pieces of parchment at the bottom of it, which have symbols drawn on them.
- A Scribe, Priest, Merchant, or Ceidwad Branwen will recognise the parchments as Spell Scrolls.

All of the equipment in this scene can be found in Chapter 13.

Spell Scrolls

A Scribe or Ceidwad Brawnwen will be able to read the Spell Scrolls and see that they are Mystic spells. One is for Elemental Blast, an Elemental School spell, and the other is for Sun's Touch, a Solar School spell.

The rules for Spell Scrolls are found in the Scribe profession abilities in Chapter 3. The rules for these spells are found in Chapter 6, and the rules for casting spells are in Chapter 10.

When a player asks about using the scrolls, introduce how magic works. Save the details until when they try to cast a spell. To summarise:

- Spells default to affecting a single target you touch.
- You can give yourself disadvantages when casting a spell to give it further range or larger scope. This is called **raising its Complexity**.

- If you fail to cast a spell, you become Overwhelmed.
- If you critically fail, you become Wounded.

Where to?

The next scene, **A7. Wolves Attack!**, interrupts anything that is happening and begins as soon as anyone:

- Goes to walk up the hillside.
- Goes to walk back to Ceidwad Branwen.
- Asks Ceidwad Branwen to come to them.

A7. Wolves Attack

You hear a howl across the valley. Then, snarling wolves charge at you from the hillside . . .

Setting the Scene

- Show the players the scene's map (or draw it!) and how it is divided into spaces.
- There is a wolf for each player. Set where everyone and the wolves are.
- The wolves are bounding towards Seren's body, so Ceidwad Branwen and Thistle are not in harm's way.
- The wolves are clearly out for blood but have not reached the group yet. The players have a turn to act.

Introducing Conflict

- The players each get one action for their turn in the round, then the wolves each get a turn.
- You choose which player goes first, then each player passes their turn onto another.
- The players can use their one action to Attack, Move, Protect, Set-up someone, or do anything else they can imagine.
- If they move to a foe, they can also attack as well, called an Exploit.

But most importantly, emphasise that they don't need to worry about the rules, they need only worry about the wolves! As previously, they can tell you what they want to do in the story, and you, as the GM, adjudicate the rules for it.

Expertise: Tamer

A Tamer can use their ability to try and *Calm* one wolf at a time.

Wolf

Grunts: One wolf per player.

Attributes:	Agility 0, Vigour 0, Wit 0, Spirit 0
Armour:	Hide, **AR 4**
Attack:	Bite **[5]**, Agi. to hit.
	Claws **[3]**, Advantage attacks as off-hand weapon
Health:	Break Hide > Wounded > Dying > Dead
	(Each begins with an Edge. Cannot exert themselves.)

Abilities

Horde - I. Pack Hunger

Wolves have advantage attacking and grappling in their space when they outnumber foes in that space.

Tactics

- The wolves will stick together and attack a lone player or the smallest group of them to try to trigger their Pack Hunger ability.
- The wolves use their Claws to advantage their Bite attack, but this will likely be negated by a player's use of a shield. Note, though, that a shield can only be used against one attack per round.
- The wolves will try to flee if half or more of them are Wounded or Dying. Death is worse than hunger!

Loot

Let the players know that they can declaw, defang, and pelt each dead wolf to get a medium-size animal trophy from them. They can trade animal trophies for coin back home (5c). If they ever get hold of monster trophies, a Scavenger or Alchemist can also use them to make special items (see *Creature Trophies*, Ch. 16).

Everything's Wrong!

The players have the upper hand in the fight. They can exert themselves, their shields, and their armour to prevent themselves from being Wounded, while the wolves can only exert their hide. The players can also exert themselves or their weapons to ensure they hit the wolves.

However, sometimes players get unlucky! If things start to go really wrong, then there is a trick up your sleeve—Ceidwad Branwen can save the day. She is a Mystic and knows spells from the Blood School but prefers to keep this secret.

She will cast Blood Boil on all of the wolves, causing them to begin dying in a fit of frothing rage. She will be extremely tired by the act, however, and will tell the group that she does not wish to speak of this again. She forbids them from speaking of it to others.

Where To?

Once the threat of the wolves has been dealt with, Ceidwad Branwen will tell the group they are done for the day and that they will reach the Sealing Stone tomorrow. Go to the next scene, **A8. A Long Rest**.

A8. A Long Rest

After driving off the wolves, Ceidwad Branwen rushes over to make sure you're okay . . .

Setting the Scene

- The sun is setting, bathing the valley before them in a cool red glow.
- Ceidwad Branwen commends the players for proving themselves again!
- But now they must tend to Seren. Ceidwad Branwen gathers the group for a makeshift funeral, explaining the importance of funeral rites.

Funeral Rites

- Ceidwad Branwen explains that for Seren's spirit to reach the Ever Ones, she must be buried with the appropriate rites.
- Otherwise, her spirit might become lost—or worse, corrupted in the Otherworld.
- She will ask the group to dig a grave on top of the hillside and gather rocks for a cairn.
- After the preparations, Seren is buried and Ceidwad Branwen says a few words—

> *"Ever Ones, Seren was the strongest of Mekeni. She drove off bandits, bested the Cat Sith, and died here defending us. Embrace her spirit and let her be reborn in your image."*
>
> *She pauses for a moment of silence and then says, "Now we eat!"*

Expertise: Priest

A Priest will be able to help Ceidwad Branwen prepare the funeral by providing appropriate herbs and flowers for the grave as well as officiating the ceremony.

Note that neither you nor the player need come up with other holy words or proceedings if you do not want to. You can simply narrate the player doing the appropriate rites.

Making Camp

While adventuring in the wilderness, it is necessary to stave off Exhaustion by expending a supply once each day to take a long rest (see *Long Rests*, Ch. 9).

- Everyone expends a supply, and as a group, they prepare a fire, a camp, and food.
- A long rest lasts 8 hours. Afterwards, anyone who is Exerted or Overwhelmed treats them and anyone who has a more severe condition makes a **Recovery Check** (CD 0).
- Ceidwad Branwen will succeed her Recovery Check and begin to feel much better.

Conversation

Before everyone slumbers, give the group a chance to talk about what they think is going on as well as ask Ceidwad Branwen questions.

- Seren and Heilyn were attacked, but Seren was either killed by poison or magic.
- Heilyn is missing and without his clothes.
- If she hasn't mentioned it previously, Branwen will tell the players that the Sealing Stone keeps a door to the Otherworld closed.
- She thinks it must have opened and their priority now is to close it by restoring the Sealing Stone with the paints she brought with her.

Where to?

Their rest will be uninterrupted, and in the morning, they make their way to the cave. Go to the next scene, which starts with **B1. The Cave**.

B1. The Cave

The morning is quiet, giving everyone a chance to reflect on the hardships of yesterday. With some hours of travel, you reach your destination . . .

Setting the Scene

- The path ends at the opening of a rocky cave.
- The entrance is tall and wide enough to fit a person.
- The same blue blood seen near Seren's body is smeared on the cave wall.
- The faint sound of rushing water can be heard inside, and indeed, the group saw a stream or two along the way.
- Notably, there is an empty indentation in the ground before the cave and no Sealing Stone in sight.

Find the Sealing Stone

Ceidwad Branwen says the Sealing Stone is about half a metre tall and covered in intricately carved patterns. Taking a look around, it is not to be found.

- Ceidwad Branwen then asks the players to go inside to look for Heilyn, the Sealing Stone, the door to the Otherworld, and the cause of the troubles.
- She is confident in their abilities.
- If the players are concerned about the danger, Branwen will tell them to be wary but confident—Seren was ambushed, while you are expecting trouble!
- Ceidwad Branwen will stay with Thistle and the cart and is capable of defending herself.

Where to?

Upon entering the cave, go to scene **B2. Cave Entrance**.

B2. Cave Entrance

The cave is dark and dank . . .

Setting the Scene

Someone will need to expend a supply to have a torch to hold and light the way, or use the Sun's Touch spell scroll.

- The cave begins narrow and then widens so that two people can walk side-by-side.
- After ten minutes of walking, the group reaches a wider space with a **Flat Wall** ahead of them.
- At either side of the Flat Wall are two other passageways.
- The left slopes downwards and is quiet; it leads to **B3. Morgen's Pool**.
- The right slopes upwards and has the sound of rushing waters; it leads to **B4. Roaring River**.

Flat Wall

The flat wall is actually an illusion covering the door to the Otherworld, **B6. Bwbach's Village**, where the Bwbach are keeping the Sealing Stone and the missing scribe Heilyn.

If, for some reason, the players touch the wall, they will touch empty air and can just walk through it. The players can know there is a portal there by:

- Using the **Pathing Bone** found in **B4. Roaring River**, which will grow ever brighter as they get closer to it.
- Eating a mushroom found in **B5. Mushrooms**, which lets a player see the door as an opening in the wall surrounded by a swirling rainbow of colours through which they can see a purple swamp.
- Walking through the wall, which takes a player to **B6. Bwbach's Village**.

Fate Cards

Upon entering the cave, take a Fate Card. Take one more after each time the players take a round of lengthy actions or move from one scene to another.

- If a **Red** complication is revealed, the **Falling Rocks** complication occurs.
- If a **Black** complication is revealed, the **Fae Tricks** complication occurs.

Falling Rocks

The cave groans and shakes. You have a split-second to react. What do you do?

- After they declare their reaction, give helpful ones an advantage and unhelpful one disadvantages.
- Rocks and stalactites fall from the ceiling.
- Everyone not under cover must beat an Agility check CD 0 or take [5] damage (10 on a critical failure).

Fae Trick

Whispers and the fluttering of wings can be heard in the air. You have a split-second to react. What do you do?

- After they declare their reactions, give helpful ones an advantage and unhelpful one disadvantages.
- A terrifying image appears—a giant spider, another Cawr, or a ghost for example.
- Everyone must beat a Wit check CD 0 or become Overwhelmed.

Where To?

The left passage leads down to **B3. Morgen's Pool**. The right passage leads up to **B4. Roaring River**.

B3. Morgen's Pool

The passageway leads to a large, quiet cavern . . .

Setting the Scene

- The space here is much wider and the ceiling much taller.
- At the other side of it is a large pool fed by a stream of water from an arched gap in the back cavern wall.
- In front of the pool is a damaged boat.
- Except for the waterway in the back wall, the cavern is a dead end.

Broken Boat

- It's a narrow three-metre-long wooden boat, like a canoe.
- It has got holes in it and would clearly sink in water.
- The players can carry it with them to use it as a bridge in **B4. Roaring River**.

The Pool

Looking inside, you see a form slowly rising up from below the surface . . .

- A Morgen, a mermaid-like Fae, appears slowly and without threat.
- She can swim away whenever she likes, not to be seen again.

Morgen

Attributes: Agility **0**, Vigour **0**, Wit **1**, Spirit **0**

Personality: Motivation—**Discovery**

Virtue—**Wise**

Flaw—**Servile**

Appearance: A Morgen is a beautiful mermaid-like Fae. They are very striking to look at, with colourful fish frills accenting the curves of their bodies and faces. This one appears female, though male ones are also known to exist.

Background

This Morgen used to have a peaceful home here but now suffers pranks and tricks from the Bwbach, and she's not happy about it.

Expertise: Bard

A Bard would know that Morgens deal in secrets and gifts.

Information

- **Sealing Stone:** "The Bwbach stole the Stone you speak of. Horrible little things, vermin with wings. They are tricksy and quite malicious."
- **Door to the Otherworld:** "Oh, you can't see it? There are some mushrooms that grow on the other side of the cave tunnels. Try one of those, then you'll find it."
- **Heilyn:** "Haven't seen them, though the Bwbach recently got a curious pet, a rabbit."
- **Pathing Bone:** "Oh, what a nice trinket! I've seen one before. If you will it, for as long as you hold it, it will show you when you're near a door between worlds."

Trading for Information

- She will ask for gifts in exchange for answering a player's question with the information above. No gifts, no answers!
- She likes gifts of things she cannot find in the Otherworld—metals and other objects.
- The players may have to convince her of the value of any unusual gifts.
- The players can also agree to kill the Bwbach for information.

Good gifts available in the adventure are the Wolf Trophies, Seren's armour, Silver coins, and the **Pathing Bone** found in **B4. Roaring River**.

Where To?

The only viable route is back the way they came to **B2. Flat Wall**.

B4. Roaring River

The rocky tunnel climbs and then splits, with the path ahead pinching at a frothing river and the path to the right winding away.

Setting the Scene

- The sound of rushing water is almost deafening here.
- Ahead, the cavern roof lowers towards a river that rushes through the space from right to left.
- To the right, another passageway winds away; to **B5. Mushroom Alcove**.

The River

- The River is about 3m wide and flows through holes in the cavern walls blocking the way ahead.
- The holes are dark, but the one on the left that the river flows into sounds like it leads to a waterfall.
- The river runs fast with water constantly splashing off rocks onto the lowered cavern above.
- The splashing makes it difficult to see past but the other side leads to a small alcove with a chest.

Crossing the River

- Players can try to jump across the river with Vigour, CD 1, and disadvantage from slippery surfaces.
- Players can try to climb the cavern walls across with Agility, CD 1, and disadvantage from slippery surfaces.
- Players can use the spear to vault through the river with advantage with Vigour, CD 1.
- Players can cross the river without a check if they bridge it with the broken boat from **B3. Morgen's Pool**.

If a player falls in without anyone stopping them from being swept away, they will take a fast and dangerous journey to **B3. Morgen's Pool**.They will be Exhausted. Have them make a Vigour check, CD 1. If they fail, they are also Sick.

Opening the Chest

- The small chest has a simple lock that a Thief can use their ability with, CD 0.
- Otherwise, they can break the small chest with CD 1.
- Inside are 13 copper coins, 2 silver coins, and a **Pathing Bone**.

Pathing Bone

This trinket is a piece of smoothed bone with intricate patterns carved into it. Ceidwad Branwen or the Morgen can tell the players what it is and how it works, though they might be able to figure it out by themselves.

- When someone holds it in their hand and wills it into use, it will glow a soft blue colour.
- The glow will get much stronger as it nears a door between worlds (e.g. the **Flat Wall** in **B2.**).
- This lasts until they stop holding it.
- It can only be used once per sunrise.

Expertise: Merchant

A Merchant will instantly recognise that the Pathing Bone is a Trinket, something magical and of value.

Where to?

They can return the way they came to **B2. Flat Wall**, take the other passage to **B5. Mushroom Alcove**, or make the dangerous journey down the pitch-black river run to **B3. Morgen's Pool**.

B5. Mushroom Cove

Following the winding passage down, you round a corner to discover a small alcove growing fluorescent green mushrooms . . .

Setting the Scene

- The winding rocky passage continues past the mushrooms.
- The cluster of mushrooms have caps the size of your hand and there are five of them.
- They each flow a soft fluorescent green colour.

Mushrooms

- If a player eats one of the mushroom caps, they begin to see all colours more vividly and feel giddy!
- They will be able to see through magical illusions but will be disadvantaged with any serious social interactions.
- Notably, they will be able to see the door through the **Flat Wall** illusion in **B2**. and be unaffected by the **Fae Trick** complication.
- This lasts until they next take a rest, after which they must beat a Vigour CD 1 check or become Sick.

Expertise

A Priest, Alchemist, Merchant, or Scavenger will not recognise the mushrooms, but they will know that they are rare and probably worth taking and possibly eating—if they are brave!

Never Ending Passage

- If players continue down the passageway, take a Fate Card as you would when transitioning scene.
- However, they will walk the winding passage, round a corner, and end up in a space that you describe in the same way as this **Mushroom Alcove**.
- If any mushrooms were taken, they are still missing.
- This happens every time they try to walk in that direction.

Where to?

They can return to **B4. Roaring River** by walking back in the other direction whenever they like.

B6. Bwbach Village

Stepping through the wall, you find a dark purple swamp with a ring of small stone structures ahead . . .

Setting the Scene

- This is the Pen Levi Otherworld, an eternal swamp of strange colours and perpetual night. The ground squelches under foot, and the air smells acrid.
- The door they stepped through hangs between two gnarled trees.
- Past some bushes and other dead trees, there are five piles of stones in a clearing that reach waist height and are two metres wide.
- Beyond the stones, the swamp stretches far into a low-hanging mist.

Do not draw Fate Cards here. If the players walk off into the swamp, they begin to hear eerie sounds and get a feeling of dread.

Stone Piles

The stone piles each have an opening and are actually makeshift huts. This is a village made by the Bwbach. The Bwbach have been watching the party while they have been on the path and in the cave. They cut the tree down, created the Cawr illusion, and may have harassed the group with further spells in the Cave's complications.

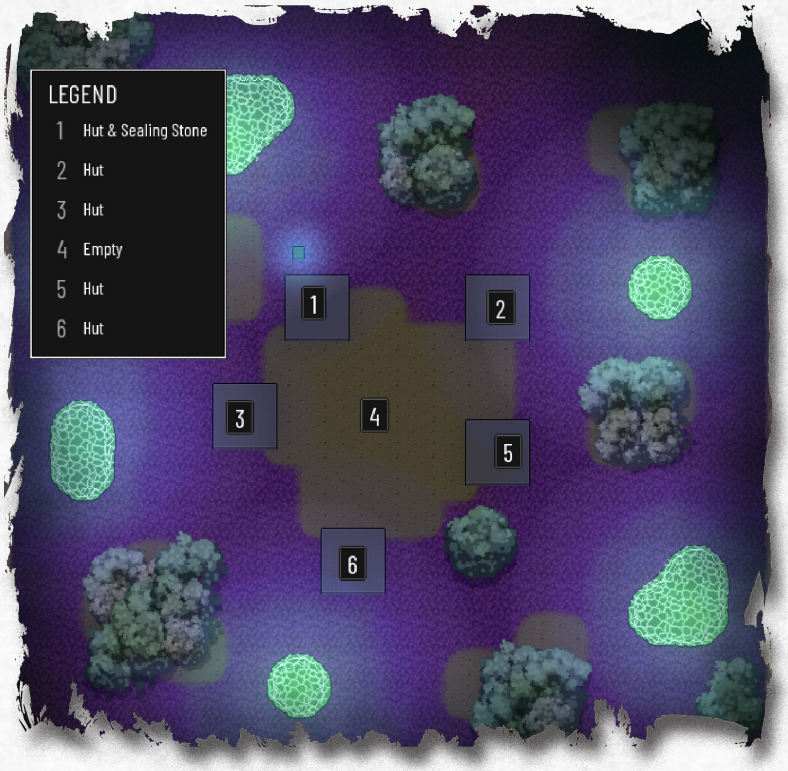
- The Sealing Stone is hidden behind the furthest hut. It can be stolen, fought for, or bargained for.
- In the first hut they look inside, there is a small wooden cage with a rabbit inside. The rabbit is the missing scribe Heilyn.
- If a player looks inside a hut or finds the Sealing Stone without being stealthy, the Bwbach will appear.
- A player can be stealthy by beating Agility CD 0. With a critical failure, the Bwbach will spot them. With one failure, the Bwbach will come look for them and will spot them if they fail to hide (see *Stealth*, Ch. 9).

Bwbach Appear

You hear the buzz of fluttering wings as orange blurs appear around you . . .

There are two Bwbach for each player. The Bwbach will attack only if someone damages a home or threatens them with weapons. Otherwise, they will Parley. This is an opportunity to introduce Parley.

- The players need to figure out what Objections the Bwbach have and then argue their way around them.
- Now is the opportunity to use their personalities as advantages. The Bwbach have personal aspects that the players can figure out and use.
- When the players fail a check with the Bwbach, the Bwbach will lose patience—double on a critical failure.
- When the Bwbach lose all patience, they will try to end the Parley with their own check.



Bwbach

Attributes:	Agility **0**, Vigour **0**, Wit **0**, Spirit **1**
Personality:	Motivation—**Devotion** Virtue—**Benevolent** Flaw—**Vengeful**
Patience:	**3** (-1 if they caught the players sneaking!)
Appearance:	A small fox with a sparkling mark and horns on its head fluttering above the ground with the wings of a dragonfly. They hold sticks menacingly, and they joke and giggle like children, taking nothing seriously.

Expertise: Bard

A Bard would know that Bwbach value homes.

Background

Their Otherworld has been getting smaller, and they were forced to look for a home elsewhere.

- They found the cave's portal last autumn but were sealed inside by Heilyn and Seren.
- The Otherworld where they are from is full of colourful trees and fruits, but here, it is barren and dark.
- When the portal opened again, they stole the Sealing Stone and sought vengeance, accidentally killing Seren with magic and turning Heilyn into a rabbit.

Objections

- If we give back the Sealing Stone, we won't be able to leave this place for food. (They don't need food. They just love it.)
- We won't tell you where Heilyn is, because he is being punished.

Some Outcomes

- The players give the Bwbach the Sealing Stone and they agree to be peaceful and transform Heilyn back.
- The players give them food (supply) and agree that Mekeni will give tribute whenever they restore the Sealing Stone, the Bwbach will be peaceful, give back the Sealing Stone, and transform Heilyn back.

If Heilyn is transformed back, he will be nude and very disorientated! He will need guiding out of the cave and will not do much talking. He is the slight, dark-haired young man seen in this chapter's artwork.

Bwbach Conflict

Minions—Bwbach fight in pairs that each share an Edge. Within a pair, one Bwbach takes an action while the other advantages it (see *Minion*, Ch. 16).

Attributes: Agility **0**, Vigour **0**, Wit **0**, Spirit **1**

Armour: Fur, **AR 2**, advantaged with and against magic.

Attack: Short Staff **[3]**, Agi. to hit melee with 1 advantage.

Short Staff **[4]**, Wit to hit range 3S with 3 advantages.

Short Staffs are Imbued weapons (see *Imbued*, Ch. 13).

Defense: A sparkling mark on their foreheads advantages magic they use as a Charm.

Health: Wounded > Dying > Dead

(Cannot exert or break armour, but each pair begins with an Edge).

Note that the given number of advantages for their attacks are based on their equipment, Magical Nature ability, and a pair working together, with the advantage that must be spent to use an Imbued weapon at range already deducted.

Abilities

Cunning - I. Magical Nature

This creature knows one spell, **Blur**. It can cast that spell on itself without a check. It is also advantaged with and against spells but disadvantaged against metal weapons.

Spell

I. Blur

(0, Conc.) Advantage checks the target makes to hide and disadvantage attempts made to attack or target them.

They use this spell to cancel their disadvantage against metal weapons from their Magical Nature ability.

Tactics

- The Bwbach are not the strongest fighters and prefer to ambush their foes, but here the players have forced them to fight at their home.
- They will prefer to use their short staffs at range with their many spellcasting advantages.
- Any pair that is in the same space as a player will prefer to use the Set-up action to distract the players to help another pair of Bwbach shoot at them.

Loot

A medium-size monster trophy can be made from every two dead Bwbach, collecting their horns, fur, and wings (see *Cunning Equipment*, Ch. 16 for the abilities these monster trophies grant to equipment made from them).

The short staffs the Bwbach used will be nothing more than sticks in the hands of the players.

B7. Leaving

You leave the cave, and Ceidwad Branwen waits until you are closer to ask what happened inside . . .

Leaving for Assistance

- The players can leave the cave whenever they like, but leaving and entering each draws a Fate Card.
- If they need advice, to identify the Pathing Bone, or more supply, Ceidwad Branwen will help.

After the Bwbach

Once the players have confronted the Bwbach, they will hopefully have succeeded in finding some resolution to the situation and then leave the cave.

Ceidwad Branwen will ask them to explain the outcome.

- If they failed, then Ceidwad Branwen will tell them they will deal with the Bwbach another time and take them home.
- If they came out with the Sealing Stone, Ceidwad Branwen (or a Scribe) will put the stone in its place and restore its sigils with paint from the cart.

- If they came out with Heilyn in his human form, she will ask you to place him in the cart and will wrap him in blankets.
- Ceidwad Branwen will honour any agreements the group made with the Bwbach to achieve a peace.

B8. Denouement

The journey home was far easier than the one going to the cave . . .

Setting the Scene

- After a two-day ride, Thistle brings the cart up the hill towards the Mekeni village with the setting sun.
- The whole village comes outside to greet and cheer for them!
- Ceidwad Branwen brings them to the centre of the village where she stands upon the cart and tells the tale of what happened to everyone around.

Branwen's Tale

Here is a chance for you to remind the players what they accomplished in the quest!

- They saved Ceidwad Branwen from the great Cawr illusion.
- They rescued Seren's body from hungry wolves.
- They buried the village hero on a hillside overlooking the valley.
- Speak of the wonders they saw in the cave.
- Remind them of any hilarious mistakes they made.
- What was the outcome of their encounter with the Bwbach?
- Their legend has begun!

Character Advancement

At least one player must now record the quest (normally on the back of their character sheet), earning everyone a new character feature—they increase an attribute rank of their choice by 1 (see *Character Advancement*, Ch. 2). After their next quest, they will be able to choose a Class to learn martial or magic abilities!

LEGENDS OF AVALLEN

CHARACTER NAME

Level ☐ Attribute

MOTIVATION

VIRTUE

FLAW

VIGOUR

AGILITY

SPIRIT

WIT

BURDEN ☐

RESOLVE ☐

EXERTED ☐

OVERWHELMED ☐
Charmed ☐☐ Terrified
Enraged ☐

EXHAUSTED ☐

SICK ☐

WITHERING ☐
Days ☐
Hours ☐
Seconds ☐

WOUNDED ☐
-2 all Attributes
Treated ☐ +1 Phys. or Ment.
Recovering ☐ +1 All Attributes

COIN

SHIELD ☐

ARMOUR RATING ☐

MUSE ☐

SUPPLY ☐☐ ☐ ☐ ☐☐ ☐ ☐

WEAPONS

☐ ..... ( )[ ] Ammo ☐☐☐☐☐ Attb. Dmg.

☐ ..... ( )[ ] Ammo ☐☐☐☐☐ Attb. Dmg.

☐ ..... ( )[ ] Ammo ☐☐☐☐☐ Attb. Dmg.

LEGENDARY PATH

ABILITY SCHOOLS

Inventory

WORN ☐ .....

CLOAK ☐ .....

	EQUIPPED	BACKPACK
L	☐	☐ .....
M	☐	☐ .....
M	☐	☐ .....
S	☐	☐ .....
S	☐	☐ .....
Other	.....	.....

	MOUNT	
L	☐	☐ .....

Story

Relationships

Homes:

Friends & Family:

Allies:

Enemies:

Other:

Appearance

Accomplishments

Goals:

Quests:

Legendary Trials:

Notes

Alchemist

Profession school. Requires Alchemist's kit.
*Expertise: **Brewing**, **Herbalism**, **Chemistry**.*

☐ **I. Concoct Potion**

Concoct [2] small Potions that when consumed advantage the task they were concocted for until next rest. Expend 1 supply and check Wit ♣ or Vigour ♥.

☐ **II. Monster's Extract**

Concoct [2] small Flasks that use a monster's ability on a space they are thrown in with a range of 2 spaces. Expend a monster trophy, 1 supply, and check Wit ♣ or Vigour ♥.

☐ **III. Distil Poison**

Concoct [1] small Poison that inflicts a non-wounded condition when ingested or a weapon coated with it first breaks a foe's armour or wounds them. Expend 2 supply and check Wit ♣ or Vigour ♥.

Bard

Profession school. Requires Bard's kit.
*Expertise: **Legends**, **Performance**, **Music**.*

☐ **I. Perform**

Once in a scene, draw and hold people's attention. You may change how they feel about people in the scene. Expend 1 supply and check Agility ♦ or Wit ♣.

☐ **II. Inspiring Tale**

Tell a tale related to your circumstance to grant an Edge to [2] other characters. Check Agility ♦ or Wit ♣. If this is not the first you used this today, become Overwhelmed.

☐ **III. Bard's Leverage**

You can exert yourself during a Parley with those you have recently used your **Perform** ability in front of successfully.

Crafter

Profession school. Requires Crafter's kit.
*Expertise: **Smithing**, **Engineering**, **Artistry**.*

☐ **I. Tinker**

Repair a broken item of a large or any smaller size. Expend 1 supply and check Vigour ♥ or Agility ♦.

☐ **II. Invent**

Invent a medium-size Tool and explain how it advantages a task it is designed for. Expend 2 supply and check Vigour ♥ or Agility ♦.

☐ **III. Construct**

Construct a large-size Contraption and explain how it prevents failing or suffering harm for the task it is designed. In abnormal conditions, it acts as an advantaging Tool. Expend 3 supply and check Vigour ♥ or Agility ♦.

Merchant

Profession school. Requires Merchant's kit.
*Expertise: **Business**, **Appraisal**, **Trade Routes**.*

☐ **I. Barter**

Change the cost of an item or service by [1] coin in your favour, but to no less than 1. Gift them an item worth coins of the next lowest type and check Wit ♣.

☐ **II. Negotiate**

You are advantaged with checks made to make an agreement or deal.

☐ **III. Acquire**

Find a service worth one wealth tier higher than a service available in a settlement or find a service of the same tier as the settlement that is not available. Spend 1 coin of the appropriate type and check Wit ♣.

Priest

Profession school. Requires Priest's kit.
*Expertise: **Health**, **Theology**, **Ceremonies**.*

☐ **I. Heal**

Recover Exhausted, Sick, Withering, or Unconsciousness from a character if you know the cause. Expend 1 supply and check Agility ♦ or Spirit ♠.

☐ **II. Consult**

You're advantaged with checks to change how characters feel about a character or group not present in the scene.

☐ **III. Mend**

Recover one stage of a Wound that you have not yet successfully used this ability for. Expend 2 supply and check Agility ♦ or Spirit ♠.

Scavenger

Profession school. Requires Scavenger's kit.
*Expertise: **Cooking**, **Survival**, **Nature**.*

☐ **I. Salvage**

Make 1 supply and grant 1 Edge to a character. Expend a creature trophy or break a medium- or large-size item, and check Vigour ♥.

☐ **II. Skin**

Make a medium-size Cloak from a creature trophy. If you use a monster trophy, the cloak will have one of the monster's abilities. Expend a creature trophy, 3 supply, and check Vigour ♥.

☐ **III. Wild Sight**

Exert yourself and spend ten minutes studying a scene. You read the events that transpired within the scene over the last 24 hours and spot anything hidden or shrouded by illusion.

Scribe

Profession school. Requires Scribe's kit.
*Expertise: **History**, **Philosophy**, **Languages**.*

☐ **I. Calligraphy**

Alter, copy, or write a document or design. Expend 1 supply and check Spirit ♠ or Wit ♣.

☐ **II. Study**

Realise [1] fact about something you can see. Check Spirit ♠ or Wit ♣. If this is not the first you used this today, become Overwhelmed.

☐ **III. Transcribe Spell**

Create a small Spell Scroll which allows anyone to attempt once to cast a spell from it with 1 advantage. The spell must be one either you or an ally that is with you knows. Expend 2 supply and check Spirit ♠ or Wit ♣.

Socialite

Profession school. Requires Socialite's kit.
*Expertise: **Politics**, **Etiquette**, **Courtship**.*

☐ **I. Introduce**

Make a formal introduction to increase the Patience of those you Parley with by 1 and uncover a Personal Aspect of theirs. Check Spirit ♠.

☐ **II. Read Countenance**

You are advantaged for checks made to uncover a Personal Aspect, including when you use your **Introduce** ability.

☐ **III. Influence**

Whenever you gain an Edge during a Parley, you may look at it.

Tamer

Profession school. Requires Tamer's kit.
*Expertise: **Farming**, **Animal Behaviour** and **Care**.*

☐ **I. Command**

Command a wild animal to *Quiet*, *Attack*, *Go*, or *Stay*. A hostile animal must first be calmed with *Quiet*. Expend 1 Supply and check Vigour ♥ or Spirit ♠.

☐ **II. Bond**

You have a small Pet animal with a Nature: *Fight*, *Magic*, or *Explore*. It may exert itself. Use your **Command** ability with it to: *Fetch*, *Watch*, *Play Dead*, or *Help* you during a scene with a task related to its nature once per round.

☐ **III. Beast Whispering**

Your Pet has a second Nature. You can use **Command** with monsters that are the same size as you or smaller by expending an extra supply.

Thief

Profession school. Requires Thief's kit.
*Expertise: **Crime**, **Gambling**, **Security**.*

☐ **I. Trick**

Subtly manipulate a small item to cheat a game with it, pickpocket it, or disable it. Expend 1 supply and check Agility ♦.

☐ **II. Deceive**

You are advantaged for checks made to lie, hide yourself, or hide anything on yourself.

☐ **III. Skulduggery**

Whenever you gain an Edge while using your Trick or Deceive abilities, you may look at it.

Athletics
Warrior school. No requirements.

☐ **I. Body Conditioning**

Give up your Edge to ignore the effects of all non-Exerted conditions you have until your next turn.

☐ **II. Horse's Prowess**

You get +1 to checks made to Exploit a foe. You get +1 to Vigour ♥ checks made on foot against the environment when running, climbing, etc.

☐ **III. Battle Fervour**

Once in a Conflict, you may become Enraged at your foes to gain an additional action during your turn. You cannot use this ability if you are already Enraged.

Great-Weapon
Warrior school. Requires a large melee or throwing weapon.

☐ **I. Tremendous Blow**

Give up your Edge to have an attack Push the foe up to [1] space if it hits.

☐ **II. Boar's Prowess**

Once in a scene, you may check Vigour ♥ against Spirit ♠ with a target character about the same size as you, or a group of characters much smaller than you, to make them Terrified of you.

☐ **III. Cleave**

When you critically hit a foe, instead of dealing double damage, you may hit another foe in the same space as them without checking.

Guardian
Warrior school. No requirements.

☐ **I. Counterstrike**

When a foe fails or critically fails a check against you while you Protect something, you may Exploit them without using your once per round Exploit.

☐ **II. Owl's Prowess**

You may call out to prevent foes being advantaged by acting out of sight against you or your allies. You may also call out to allow you and your allies to Exert when ambushed.

☐ **III. Ever Ready**

Skip your turn. Then once before your next turn, you may Attack or Protect in response to any declared action.

Shield-Bearer
Warrior school. Requires a medium- or large-size shield.

☐ **I. Shield Wall**

You may give up an Edge on your turn to use your shield advantage against all attacks on you and a chosen ally in your space until your next turn.

☐ **II. Wolf's Prowess**

Whenever you use or give up an Edge while helping an ally in a Conflict or Parley, give them an additional +1 to the next check made by or against them.

☐ **III. Shield Throw**

Give up your Edge to throw a shield or broken shield at a foe with Vigour ♥ and a range of 2 spaces to deal [4+Vigour+Vigour] damage.

Wrestling
Warrior school. Requires a free hand.

☐ **I. Clinch**

As you successfully begin or end a grapple, you may also Push your foe [1] space.

☐ **II. Bear's Prowess**

You may use Vigour ♥ for all Grapple or Push checks made by or against you. You get +1 to Vigour ♥ checks made with your hands against the environment when lifting, climbing, etc.

☐ **III. Savage Suplex**

When you Push a foe during a grapple, you also deal your unarmed [damage] to them.

Acrobatics
Reaver school. No requirements.

☐ **I. Tumble**

You may disadvantage a Rush check you make to ignore all Difficult Terrain until your next turn.

☐ **II. Cat's Prowess**

You get +1 to checks made to Exploit a foe. You get +1 to Agility ♦ checks made on foot against the environment when running, climbing, etc.

☐ **III. Uncanny Reactions**

Skip your turn. Then once before your next turn, you may attack or make 1 move in response to any declared action. If you move out of range of an action it will not affect you.

Archery
Reaver school. Requires a ranged weapon.

☐ **I. Snap Shot**

You can Exploit foes outside of your space within your weapon's listed range. Whenever you move to a space with no foes in it without Rushing, you may Exploit a foe.

☐ **II. Hawk's Prowess**

You get +1 to checks made to spot things, such as finding someone, tracking, foraging etc. You also add this bonus whenever you use an Edge for a ranged attack.

☐ **III. Hail of Arrows**

Expend 1 ammo and give up your Edge to attack a space with your ranged weapon. Foes are not advantaged by cover or lying prone against this attack.

Boxing
Reaver school. Requires a free hand.

☐ **I. Sudden Jab**

As you successfully begin or end a grapple, you may Exploit your foe with an unarmed attack without using your once per round Exploit.

☐ **II. Adder's Prowess**

Whenever a character gains an Edge against you in a Grapple or Parley, you also gain an Edge. You may use Agility ♦ instead of Vigour ♥ for your unarmed attack damage and defence against grappling.

☐ **III. Knockout Punch**

When you would Wound a foe with an unarmed attack, you may have them fall unconscious instead.

Skirmisher
Reaver school. No requirements.

☐ **I. Cunning Strike**

Give up your Edge for a melee or ranged attack. If it hits, an ally may Exploit that foe.

☐ **II. Fox's Prowess**

Once in a scene, you may check Agility ♦ against Wit ♣ with a target character, or a group of characters much smaller than you, to make them Enraged at you.

☐ **III. Precise Attack**

You may Exert yourself, but not your equipment, to treat a successful attack as a critical success.

Two-Weapon
Reaver school. Requires a main weapon and a small off-hand weapon.

☐ **I. Double Strike**

Give up your Edge and off-hand weapon advantage to attack with both your weapons with the same check. You may try to hit the same target twice or two targets once.

☐ **II. Crab's Prowess**

You deal [+2] damage with small melee weapons. You get +1 to Agility ♦ checks made with your hands against the environment when climbing, sailing, etc.

☐ **III. Deadly Flurry**

When you critically hit a foe, instead of dealing double damage, you may also hit them with your off-hand weapon without checking.

Blood
Mystic school. Requires voicing and motions.

☐ **I. Blood Boil (0)**

The target becomes Enraged at their nearest non-ally and you deal them [4+Spirit+Spirit] damage.

☐ **II. Blood Rite (1, Conc.)**

The target is your choice of advantaged or disadvantaged for all physical checks made by and against them.

☐ **III. Blood Bind (2, Conc.)**

The target gains the same conditions as a willing character that you touch. Whenever the willing character gains any other conditions the target gains them as well.

Divination
Mystic school. Requires voicing and motions.

☐ **I. Second Sight (0, Conc.)**

The target can see in all directions through darkness and obscurement. Also choose one: they can see the aura and school of magics; or they become Overwhelmed as well as Vulnerable to an Exploit when this spell begins.

☐ **II. Scry (2)**

The target reveals [2] cards from the deck and chooses 1 to gain as an Edge.

☐ **III. Divine (3)**

Ask [1] question about a target you have never in this way before. The GM will answer truthfully with *Yes* or *No* and may present you a vision.

Elemental
Mystic school. Requires voicing and motions.
Earth-Vigour, Fire-Agility, Water-Spirit, Air-Wit.

☐ **I. Elemental Blast (0)**

Deal 6+Attribute+Spirit [damage].

☐ **II. Imbue Element (1, Conc.)**

Choose one for your target: they get +2 armour rating and cannot become Withering, be harmed by falling, or drown; or a weapon of theirs deals +2 damage and they may give up an Edge when they hit a foe to inflict Withering (seconds) if the foe isn't already.

☐ **III. Elemental Mastery (2, Conc.)**

Choose one: move and reshape a target element in the environment, then maintain its new form for as long as you concentrate; or each of your turns Push the target 1 space and inflict Withering (seconds) if they do not already have it.

Lunar
Mystic school. Requires voicing and motions.

☐ **I. Moon's Touch (0)**

Choose one for the target: until next sunrise, it emanates a pitch black darkness into its space that also wilts plants; or it becomes Exhausted.

☐ **II. Lunacy (1, Conc.)**

The target is your choice of advantaged or disadvantaged for all mental checks made by and against them.

☐ **III. Slumber (3, Conc.)**

The target falls asleep for as long as you concentrate or until they are severely disturbed.

Solar
Mystic school. Requires voicing and motions.

☐ **I. Sun's Touch (0)**

Choose one for the target: until next sunrise, it illuminates its space with light that also blooms plants and ripens fruits; or recover its Exhausted, Sick or Withering that you know the cause of.

☐ **II. Rapid Roots (1, Conc.)**

Choose one for the target: it treats all regular terrain as difficult terrain; or it treats all walls and gaps as difficult terrain.

☐ **III. Regenerate (3, Conc.)**

At the beginning of each of their turns, the target treats or recovers their least severe non-Exerted condition until they recover Wounded once.

Illusion
Mage school. Requires voicing and motions.

☐ **I. Blur (0, Conc.)**

Advantage checks the target makes to hide and disadvantage attempts made to attack or target them.

☐ **II. Phantom (1)**

The target is Overwhelmed. They also are Charmed, Terrified, or Enraged by an illusion you create until they touch it or leave the place it is in. Only those targeted by the illusion see it.

☐ **III. Veil Reality (2, Conc.)**

You create an illusion that alters the target's appearance to anything of your choice, even to nothing. Others can only naturally identify the target's illusory nature by physically interacting with it.

Psychic
Mage school. Requires voicing and motions.

☐ **I. Telekinesis (0)**

Interact once with a target using your mind as if you were using your hand. You may Push a large object or foe [2] spaces. If a foe hits or is hit by an object larger than them, deal that foe [5+Wit+Wit] damage.

☐ **II. Telepathy (1, Conc.)**

Hear the surface thoughts of the target and see what they see. You can share your own thoughts and vision too.

☐ **III. Command Mind (3, Conc.)**

The target does a task of your choice while you concentrate on this spell. The command is not be followed if the target knows it will harm them or others it would not want to harm.

Sigil
Mage school. Requires voicing and motions.

☐ **I. Ward (0, Conc.)**

Protect the target using your Wit ♣. Damage you take while protecting your target is reduced by 5 when wearing light armour, by 3 with medium armour, and by 1 with heavy armour.

☐ **II. Dispel Magic (1)**

End [1] target concentration spell or bound Unshapen that you know of and give an Edge to you or an Ally in range

☐ **III. Forbid (2, Conc.)**

The target will not do something of your choice while you concentrate on this spell. This command is not followed if the target knows it will harm them or others it would not want to harm.

Time
Mage school. Requires voicing and motions.

☐ **I. Adjust Entropy (0, Conc.)**

You repair or break a target type of item of your choice, of size large or smaller, for as long as you concentrate on this spell.

☐ **II. Rewind (1)**

Return the target to the condition and position it was in at the beginning of its previous turn.

☐ **III. Time Torrent (2, Conc.)**

Choose one: the target is advantaged with all checks and on each of their turns can make 1 movement without an action; or the target is disadvantaged with all checks and on each of their turns their movement is reduced by 1.

Void
Mage school. Requires voicing and motions.

☐ **I. Rift (0, Conc.)**

When you stop concentrating on this spell, deal the target [Wit+Wit] damage plus an additional [4] damage for each turn you expended an advantage to concentrate on it.

☐ **II. Teleport (1)**

You instantly move the target to another surface that can support it which you can see or feel up to 6 spaces away.

☐ **III. Exile (3, Conc.)**

You cause the target to disappear into its own empty world where it still experiences time. When you stop concentrating, the target returns to where it disappeared from.

Druid

Legendary Path for Mystics.
*Expertise: **Worship**, **Nature**.*

Shapeshifting— Use your action and consume a supply to shapeshift into one of your known forms. Shapeshift back without consuming supply. As you shapeshift your possessions drop to the ground.

While shapeshifted your armour rating becomes 5+Spirit+Spirit and you cannot talk or cast spells. You are indistinguishable from a regular animal unless you choose to have unusual colourations of your liking.

I. Rodent's Form	II. Predator's Form	III. Bird's Form	Tree's Form / Pack's Form
Shapeshift into a small-size rodent. Your Agility ♦ is equal to your Spirit ♠. Climb, swim, and hide with two advantages. You can only carry small items.	Shapeshift into a medium-size predator. Your Vig. ♥ is equal to your Spirit ♠. Attack and defend using Vig. ♥ with advantage and deal 6+Vig.+Vig. [damage]. Break your hide as if it were armour.	Shapeshift into a small-size bird. Your Wit ♣ is equal to your Spirit ♠. You can fly, see clearly at long distances, and whenever you move you can move +1.	

Fae Touched

Legendary Path for Reavers and Mages.
*Expertise: **Fae**, **Tricks**.*

Fae Tricks— You use your Fae Touched abilities by spending a number of Fae Tricks. Whenever you finish a long rest you lose any unspent Fae Tricks and then gain 2. You gain more Fae Tricks with more abilities.

You gain 3 when you learn Fae's Heart, 4 when you learn Fae's Touch, and 6 when you choose your mastery.

I. Fae's Luck	II. Fae's Heart	III. Fae's Touch	Fae's Stare / Fae's Guile
Spend 1 Fae Trick to look at and keep the deck's top card face down. Only keep one card like this. For a check made by or against you, you may replace a revealed card with this face-down card.	Spend 1 Fae Trick to cast a spell with 1 advantage while ignoring its complexity and your equipment. The spell affects only yourself and no one will notice you cast it.	Spend 2 Fae Tricks to use Fae's Heart on any single target you touch. Note that they cannot disadvantage your spell with equipment as they do not know you are casting.	

Fili

Legendary Path for Mystics and Mages.
*Expertise: **Legends**, **Music**, _____ .*

Fili's Song— You can cast spells using music as a Fili's Song. To perform a Fili's Song you must sing and use both of your hands to play an instrument. While doing so your magic is indistinguishable from song but you cannot speak.

You can also use a medium-size instrument as an icon and a large-size instrument as a greater icon.

I. Fili's Melody	II. Fili's Harmony	III. Fili's Crescendo	Fili's Choir / Fili's Solo
While performing a Fili's Song, you can concentrate on one spell without giving up an advantage.	While you are concentrating on at least two spells, add 1 to checks you make, your armour rating, and your weapon damage.	Whenever you choose to stop concentrating on a spell at the beginning of your turn, you grant yourself an advantage to casting a spell or making an attack that turn.	

Gladiator

Legendary Path for Warriors and Reavers.
*Expertise: **Showmanship**, **Injuries**.*

Flourishes— During a Conflict you use your Gladiator abilities by spending Flourishes. You earn 1 Flourish whenever you declare an action against a different foe since last round, or when you succeed on a check.

You may spend your Flourishes at any time, even after an action has been declared, but not during a check. Your Flourish counter resets to 0 at the start of your next turn. You also lose all your Flourishes if you fail a check.

I. Deadly Dance	II. Brilliant Disarm	III. Stylish Strike	Rudiarius / Lanista
Spend 1 Flourish to draw a card. If it is red, add its rank to your weapon damage and armour rating until your next turn. Spend 2 Flourishes to make 1 move.	Gain 1 Flourish when a foe fails a check against you. Spend 3 to make an Agility ♦ check against a foe in your space to disarm an item from their hand and send it flying across the scene.	Gain 1 Flourish when you use an ability from a different martial school since last round. Spend 4 to make an attack.	

Magister

Legendary Path for Mages.
*Expertise: **Spells**, **Philosophy**.*

Study Points— After a long rest you have 5 Study Points to set or lose. To set Study Points, choose a spell and raise its complexity in a particular way by how many Study Points you set for it. Note the spell and how you raised its complexity.

Do this until you have no Study Points left. The number of study points you have increases as you learn new abilities—you have 6 with Silent Spell, 7 with Split Spell, and 8 with Weave Spells but is reduced to 6 with Signature Spell.

I. Studied Spells	II. Silent Spell	III. Split Spell	Weave Spells / Signature Spell
You may cast each of your set spells once with no disadvantages from the raised complexity you noted for it. You are only disadvantaged by its listed complexity.	You can raise the complexity of a spell by 1 to cast it without needing to make a sound or move.	You can raise the complexity of a spell by 2 to give it a second target within range. If the spell targets a space, it will target a second space.	

Maleficus

Legendary Path for Reavers and Mystics.
*Expertise: **Unshapen**, **Curses**.*

Bind— You can Bind a limited number of Unshapen to target creatures or items until you Unbind them, after which you can bind them again. If the target of the binding is not willing, their CD is set by their Spirit ♠.

You can use your action to Unbind an Unshapen. The Mage spell "Dispel" from the Sigil magic school can also Unbind Unshapen. You can Bind 1 Unshapen when you have learnt Jynx, 2 with Hex, 3 with Spirit Trap, and 4 with a Mastery.

I. Jynx	II. Hex	III. Haunt	Spirit's Form / Astral Projection
Make an Agi. ♦ check to Bind a Jynx to a target. While Jynxed, you change by 1 an attribute rank of the target or its user. You are Overwhelmed if you fail and Wounded if you critically fail.	Cast a concentration spell with Agility ♦ to Bind it to a target character, item, or space. The bound Unshapen concentrates on the spell instead of you. Unshapen do not rest.	Cast a spell with Agi. ♦ to Bind it to a target. Once per sunrise, with a noted condition, the Unshapen recasts the spell with your Agi. ♦. A conc. spell remains until a second condition.	

Primus

Legendary Path for Warriors and Mages.
*Expertise: **Warfare**, **Geography**.*

Tactics— Your Primus abilities grant you Tactics that are named in italics. You can use each Tactic you know once per Conflict. Use a Tactic without an action by giving up an Edge on your turn.

I. Tactical Positioning	II. Tactical Magic	III. Tactical Standard	Tactical Mind / Tactical Prowess
Make Haste: Characters of your choice in a space may make 1 move together. *Create Space:* Target foe becomes Vulnerable to an Exploit from a character of your choice.	You can use a Tactic as you cast a spell without giving up an Edge. If the spell fails your Tactic still happens. *Raise Guard:* You or an ally can use Protect.	You are advantaged with spells you cast with a Tactic. *Rally:* You and allies in your space recover from Exerted or Overwhelmed.	

Slayer

Legendary Path for Reavers.
*Expertise: **Subterfuge**, **Fiends**, **Wyrds**.*

Openings— Your Slayer abilities are fueled by **Openings** that you can expend without using an action. During a Conflict you may use your action to create 2 Openings, become Vulnerable, and make an Agility ♦ check to make [1] extra

Opening. You lose all your openings once the Conflict ends.

I. Slayer's Speed	II. Slayer's Defence	III. Slayer's Strike	Assassin / Apex Predator
Expend 1 Opening to make 1 move on your turn. Expend 2 Openings to make an attack on your turn.	Expend 1 Opening to gain an advantage against an attack. Expend 2 Openings in a space with cover and no foes, to hide without anyone noticing.	Expend 1 Opening to advantage your attack. Expend 3 Openings to make an attack that bleeds your foe, inflicting Withering (seconds) if it hits.	

Swyn-Pict

Legendary Path for Warriors and Mystics.
*Expertise: **Ffeidd-Dra**, **Art**.*

Adorn Dyes— To use your Swyn-Pict abilities you must Adorn Dyes on your body attuned to a magic school of your choice. Spend 10 minutes and expend 1 supply to Adorn Dyes. They have an armour rating of 4+Spirit on top of your Vigour.

They advantage spells like light armour for as long as you wear nothing that covers them. You may still wear a cloak. If you Exert your dyes or any item summoned with them, you cannot use them again until you reapply your dyes.

I. Summon Weapons	II. Enchanted Designs	III. Enchanted Weapons	Power Surge / Shifting Dyes
As you Adorn Dyes note two melee weapons, a shield, and muse. Summon them at any time. Medium-size weapons deal 5+Vigour+Spirit damage, small deal 2 less, and large deal 2 more.	You can give up an Edge in response to any declared action to cast a spell you know from your attuned school to affect only yourself without making a check.	When you successfully hit a foe with a melee weapon, you may give up an Edge to cast a spell you know from your attuned school to only affect that foe without a check.	

Teulu

Legendary Path for Warriors.
*Expertise: **Warfare**, **Politics**.*

Fury— Your Teulu abilities are unlocked as your **Fury** rises in battle. Once per round, when you hit a foe you gain 1 Fury. Once per round, when you are hit by a foe you gain 1 Fury.

You lose your Fury when a Conflict ends or you fall unconscious.

I. Bastion	II. Champion	III. Indomitable	Heart of Fury / War Cry
2+ Fury: Give up an Edge in response to any declared action to use Protect on an ally. *4+ Fury:* You have +2 armour rating.	*3+ Fury:* Make attacks with advantage. *6+ Fury:* You can make an extra attack on your turn.	When you first reach 5 Fury in a Conflict, you treat Exerted. *5+ Fury:* Cannot be Pushed and are not affected by Overwhelmed, Charmed or Terrified.	

Adapted
Creature school.

☐ **I. Stomping Ground**

This creature ignores difficult terrain and disadvantages it is Adapted to. Instead it is advantaged when in its adapted terrain.

☐ **II. Pounce**

This creature can Prepare an attack with a range of 2 spaces. Next round if it hits, it also then grapples, inflicts Withering (hours), and pushes the foe into its space.

☐ **III. Dive**

This creature can move impossibly into, and through, obstacles it is Adapted to. It also can push foes it is grappling with it through those obstacles and can **Pounce** from there.

Cunning
Creature school.

☐ **I. Magical Nature**

This creature knows a spell for each Cunning ability. It casts them without risk but only on touched targets. It is advantaged with and against spells but disadvantaged against metal weapons.

☐ **II. Cunning Nature**

If this creature ends a Parley, those that failed it do something it values, or this creature and its allies have +2 to checks, damage, and armour against them.

☐ **III. Shifting Nature**

This creature can use its action to shapechange itself or a wounded foe it touches into an animal or human of its choice with no abilities. This lasts for as long as it likes or lives.

Destructive
Creature school.

☐ **I. Ruining Strike**

This creature can Prepare an attack. Next round if it hits, it also breaks a medium or large equipped item of the foe's choice.

☐ **II. Ruining Form**

Whenever a foe critically fails a melee attack or grapple against this creature, their weapon breaks.

☐ **III. Ruining Gaze**

This creature can attack with its **Ruining Strike** ability against any foe it can see in the scene.

Elemental
Creature school.

☐ **I. Invulnerable**

This creature is immune to damage, conditions, and disadvantages related to its Element. However, its armour cannot prevent damage from a second substance of your choice.

☐ **II. Elemental Burst**

This creature can Prepare an attack with a range of 2 spaces. Next round if it hits, it also causes Withering (seconds).

☐ **III. Embodiment**

Foes are disadvantaged with actions taken against this creature in its space. Foes that critically fail a melee attack or grapple against it in its space gain Withering (seconds).

Ethereal
Creature school.

☐ **I. Vanish**

This creature may use its action to become invisible until it next acts against a foe, which it does with advantage.

☐ **II. Haunting Strike**

This creature can Prepare an attack when it uses its **Vanish** ability. Next round if it hits, it also makes the foe Terrified of it.

☐ **III. Ghostly Form**

This creature is immune to grapples and weapon attacks and its attacks are magical. *(Its attacks are advantaged against heavy armour, disadvantaged against light armour, ignore shields, and are affected by muses.)*

Horde
Creature school.

☐ **I. Pack Hunger**

This creature is advantaged attacking and grappling if the number of swarms, minion pairs, grunts, or elites with this ability outnumber foes in that space.

☐ **II. Overrun**

This creature can Prepare an attack. Next round if it hits, it deals [+3] damage if the number of swarms, minion pairs, grunts, or elites with this ability outnumber foes in that space.

☐ **III. Swarm**

This creature reduces the movement of foes moving in or out of its space by 1. This ability does not stack with other creatures with the same ability.

Parasitic
Creature school.

☐ **I. Leech**

This creature has Exhausted, Sick, and Withering (days). It makes grapple checks with its primary attribute. When it ends its turn grappling a character, it transfers a condition to them.

☐ **II. Mesmeric**

This creature can Prepare a check against any foe it can see. Next round if it succeeds, it either Charms the foe or Enrages the foe at their own allies.

☐ **III. Enthrall**

When this creature kills a foe that has one of its conditions, that foe instead recovers all conditions and awakens as Thrall of this creature, doing whatever it commands until either of them dies.

Swift
Creature school.

☐ **I. Skitter**

This creature can move 1 space on its turn without an action and treats walls as difficult terrain but its armour rating is reduced by 2.

☐ **II. Flash Attack**

This creature can Prepare an attack. Next round if it moves through at least 2 different spaces before it attacks, it attacks with 2 advantages.

☐ **III. Hard to Hit**

When this creature makes at least 2 moves in a turn, it disadvantages attacks made against it until its next turn.

Trampling
Creature school.

☐ **I. Hefty**

This creature has +2 weapon damage and armour rating, but it cannot Rush.

☐ **II. Trampling Charge**

This creature can Prepare an attack. Next round it moves 2 spaces in a line and its attack is made against one foe in each of the three spaces it occupied this turn.

☐ **III. Crippling Charge**

Hits from this creature's **Trampling Charge** ability also inflict Exhausted.

Undying
Creature school.

☐ **I. Regeneration**

This creature recovers Exhausted, Sick, or Withering at the end of its turn. When it becomes Wounded, instead of losing attributes, it loses this ability and becomes Exhausted.

☐ **II. Diseased Strike**

This creature can Prepare an attack. Next turn if it hits, it also inflicts Sick and Withering (days).

☐ **III. Rapid Regrowth**

This creature's **Regeneration** ability can repair its armour instead of recovering a condition.

Legends of Avallen
Rules Reference Sheet

Making a Check

Check: Make a check with an attribute to beat the Check Difficulty.

- Reveal a card from the deck plus an additional card for each remaining advantage or disadvantage you have after they cancel out.
- Use the best card if advantaged, the worst if disadvantaged.
- Add 1 to your attribute rank if the card matches its colour, subtract 1 if it's the opposite colour. Add or subtract double if it's a Court Card and/or if it's your attribute's matching or opposite suit.
- Get a Critical Success by succeeding with a Court Card or a card of the opposite colour to earn an Edge or double values in […].
- Fail and gain an Edge.
- Get a Critical Failure by failing with a Court Card and your opposition gains your Edge instead.

Personal Aspects

Motivation	Flaw	Virtue	Flaw
Challenge	Timid	Valiant	Reckless
Devotion	Callous	Just	Vengeful
Discovery	Foolish	Wise	Dogmatic
Impulse	Shameless	Dignified	Vain
Influence	Greedy	Benevolent	Servile

Treatable Conditions

Exerted: You cannot exert yourself to change the result of a check.

Overwhelmed: You cannot help allies.

Charmed–You must also help the object of your charm.

Enraged–You must also attack the object of your rage.

Terrified–You must also flee from the sight of the object of your terror.

Recoverable Conditions

Exhausted: You cannot take short rests and your moves are reduced by 1 during conflicts and journeys.

Sick: You cannot earn Edges from checks.

Mortal Conditions

Withering: You become Exhausted, Sick, Wounded, or Dying when it triggers.

Seconds–Triggers end of your turn when in a conflict or exploring.

Hours–Triggers after multiple rounds while exploring.

Days–Triggers after a long rest–or lack thereof. It also spreads to a random character you spent the day with.

Wounded: Your attribute ranks have -2.

1. Treat–Gain +1 to both of either your physical or mental attributes.

2. Recover–Gain +1 to all attributes.

3. Recover–Attributes return to normal and you are no longer Wounded.

Dying: If you become Wounded whilst already having an untreated Wound, fall unconscious and begin dying instead. You will die in 10-20 minutes unless someone treats your wound, in which case you will wake up instead.

Rest & Recovery

Short Rest: Treat all Treatable conditions.

- Consume 1 supply and relax for 10-20 minutes.
- Give up any Edges and concentration spells you have.

Long Rest: Treat all Treatable conditions. If you have a recoverable or mortal condition also make a Recovery Check.

- Consume 1 supply and sleep for 8 hours.
- Give up any Edges and concentration spells you have.
- If you don't take a long rest between days you become Exhausted.

Recovery Check: Check Vigour or Spirit, you cannot exert for this check.

Crit. Success–Recover any one condition and gain an Edge.

Success–Recover your least severe condition.

Failure–Become Exerted but gain an Edge.

Crit. Failure–Become Exhausted.

Special Actions

Set-up: Make a check to help or hinder another character's check.

Crit. Success–As a success and you can give your earned Edge.

Success–Create two advantage or disadvantages.

Failure–Earn an Edge but can't use it for the check you failed to Set-up.

Crit. Failure–As a failure and give the opposition an Edge for the check!

Protect: You oppose actions that would affect or involve what you Protect. If the action targets, it targets you instead unless it critical succeeds.

Movement

Move: You can use your action to make a move. You can also use moves to take simple actions instead.

Rush: Check against the environment to make [1]+1 moves. If you critically fail, you cannot move.

Push: Check against a foe or large object to move them [1] space. You can move with them.

Difficult Terrain: Requires two moves—from one or two turns—to enter.

Mounts: Grant you +1 move without an action and a height advantage but cannot move through difficult terrain.

Attacks

Attack: Check weapon's attack attribute, deal [damage] equal to weapon's damage plus damaging attribute. If damage doesn't beat foe's armour rating, gain an Edge.

Grapple: To begin or end a grapple, check Agility against a foe. If you fail to begin one, your foe can Exploit you. While grappling you can only:

- Use small items (armour is useless).
- Target others in the grapple, unless you're a much larger than them.
- Move by Pushing a grappler with you, unless you're much larger than them.

Exploit: Once per round, at any time, you can make a melee attack or grapple against a Vulnerable foe. A foe is Vulnerable if:

- You begin a turn in a space with no foes and you move into their space.
- They take an action that prevents them from keeping up their guard.
- They fail to begin a grapple with you.

Special Attack Rules

Friendly Fire: When you critically fail a ranged attack against a foe in the same space as an ally, you critically hit that ally instead.

When you critically fail a weapon attack against a foe an ally is grappling, you critically hit that ally instead.

Ambush: Attack a foe while they are unaware. Your attacks and grapples are advantaged. Foes cannot use Edges, exert themselves, or exert their equipment—a successful attack that beats their armour will wound them.

Check Wit to determine which group acts first after the ambush.

Sneak Attack: Successfully sneak up to a foe, then ambush them with a small melee weapon. You automatically begin grappling so your attack will ignore their armour. If you critically hit, you can forgo your Edge to ensure your sneak attack is silent.

Spellcasting

Spells: Effect a single target you touch. You are disadvantaged by the spell's listed complexity. If you fail to cast it, you become Overwhelmed. If you critically fail, you become Wounded.

Raise Complexity: Gain disadvantages to casting a spell to increase its range or scope.

+1 Complexity–Range of 2 spaces.

+2 Complexity–Range of anywhere in scene.

+3 Complexity–Affects a space, except yourself and others in the spell's ritual if you prefer.

+6 Complexity–Affects up to three adjacent spaces, except yourself and others in the spell's ritual if you prefer.

Ritual: You and allies can use the Set-up action to help cast a spell. Make the Set-up check against the spell's listed complexity (not raised complexity). If you fail, you suffer the same consequences as if you failed to cast it.

Legends of Avallen
GameMaster's Reference Sheet

Fate Cards

Tempt Fate: Use Fate Cards to add extra tension to risky scenes.

- Draw a card face down as a Fate Card after each round of significant actions or whenever significant time passes.
- When you draw the fourth Fate Card reveal them all one by one.
- A **complication** arises if a Joker or two Court Cards are revealed.
- Discard the revealed cards and then start again by drawing another Fate Card.

Making Matters Worse: When a character severely aggravates the situation, Tempt Fate with four extra cards.

Making Matters Better: When a character significantly eases the risk in a situation, discard some Fate Cards. If a character eliminates the cause of a complication then ignore it when it arises.

Stealth

Awareness: Increase an NPC's awareness by 1 when a character fails to sneak. Increase by 2 when a character critically fails.

Awareness 0–Asleep or very distracted.

Awareness 1–Alert but not suspicious.

Awareness 2–Aware of disturbance, will investigate, then return to 1.

Awareness 3–Catches them sneaking!

Chases

Escape: If a fleer chooses a route at a crossroads while out of line of sight from a chaser, the chaser makes a Wit check to spot the route or loses the chase.

Hide: If a fleer enters a space that breaks line of sight with a chaser, they can hide. A chaser that reaches that space must decide whether to spend a turn searching it or continue on.

Generate Chase: Each card represents a space. Keep one card ahead of the fleers revealed. Court cards have features.

♥ ***Hazard***–Breaks line of sight and is dangerous.

♦ ***Difficult***–Breaks line of sight and is difficult terrain.

♠ ***Obstructive Crossroads***–Go left, right, or try to overcome it.

♣ ***General Crossroads***–Go left, right, or straight ahead.

Red Joker, ***Dead End***–Double back to a crossroads.

Black Joker, Covered Crossroads–Breaks sight, go left, right, or straight.

Journeys

While journeying, a character that exerts themselves also becomes Exhausted. An Overwhelmed character cannot take on a Journey Role (see table below).

Day Procedure:

1. Choose an action for the day, no action, or a Journey Role to fulfil.
2. Decide Pace. Make any checks needed to move.
3. Tempt Fate for the day. A complication is a Danger, Opportunity, or Hazard.
4. Describe progress, introduce any other scenes, take a long rest.

Normal Pace–Move 1 region a day.

Fast–Rush to move 1+[1] regions but disadvantaged with complications. Players can share successes for rush check.

Slow–Rush to move [1] regions stealthily. Players can share successes.

Forced March–Move +1 but do not take a long rest.

Parley

Patience: 5–Allied, 4–Friendly, 3–Neutral, 2–Unfriendly, 1–Enemy.
Lose 1 patience with a check failure against the NPC.
Lose 2 patience with a check critical failure against the NPC.

At 0 patience the NPC makes a check against the players.

Crit. Success–End the parley and reaffirm an eliminated objection.

Success–End the parley, the NPC's mind is made up.

Failure–Resume the parley with one less than last starting patience.

Crit. Failure–Resume parley with last starting patience.

Motivation	Flaw	Virtue	Flaw
Challenge	Timid	Valiant	Reckless
Devotion	Callous	Just	Vengeful
Discovery	Foolish	Wise	Dogmatic
Impulse	Shameless	Dignified	Vain
Influence	Greedy	Benevolent	Servile

NPC Stats

Tier (Levels)	Attribute Ranks	Abilities	Equipment Quality	Armour Rating	Weapon Damage
Apprentice (1-3)	1,0,0,0	1	Basic (+0)	4	[5]
Adventurer (4-6)	2,1,1,0	2	Basic (+1)	5	[6]
Veteran (7-9)	3,2,1,1	3	Fine (+2)	6	[7]
Heroic (10-12)	4,3,2,1	4	Fine (+3)	7	[8]
Legendary (13-15)	5,4,3,2	5	Masterwork (+4)	8	[9]

Type	Slot	Size	Attributes	Abilities	Equipment	Exert Self	Exert Armour	Wounded
Swarm	1/4	Tiny-small	-1	-1	-1	No	No	No
Minion	1/2	Small-medium	-1	-1	-1	No	No	Yes
Grunt	1	Medium	+0	+0	+0	No	Yes	Yes
Elite	2	Medium-large	+1	+1	+1	Yes	Yes	Yes

Basic Prices

Time, Size, or Complexity	Examples	Price
Consumed Goods		
Minutes or Simple	Bard's song, Meal	1-3c
Hours or Specialist	Room to sleep, 4 Supply	4-6c
Days or Expert	Caravan ride, Priest's healing	7-9c
Owned Goods		
Simple or Small	Backpack, Dagger	1-3s
Specialist or Medium	Profession kit, Round shield	4-6s
Expert or Large	Otherworldly plant, Horse	7-9s

Coin Tier Values: Copper, Silver, Gold, Everstone.

Prices: Players sell at half price. Raise tier of the coin by one for Fine goods and one again for Masterwork. Raise tier of coin by one to buy in bulk.

Rewards: Players can loot and scrounge values of coppers, and earn or steal values of silvers. These increase a tier of coin value at the Veteran tier and again at Legendary tier.

Roles	Benefit	Danger (J, Q, K)	Failure	Critical Failure	Opportunity (Ace)	Success	Failure	Critical Failure
Guide (Wit ♣)	Follow directions and tracks	**Lost**	Cannot move	+ Overwhelmed next day	**Shortcut**	Extra move	Overwhelmed next day	+Wounded
Scout (Vigour ♥)	Advantage other roles' complication checks	**Shoddy Shelter**	Half party exhausted	+ Overwhelmed next day	**Discovery**	Critical succeed recovery and a large valuable	Overwhelmed next day	+Wounded
Gatherer (Agility ♦)	Finds 1 supply or 2 with no complications	**Spoiled Supply**	No supply, half party sick	+ Overwhelmed next day	**Hunt**	Gain 3 supply and trophy	Overwhelmed next day	+Wounded
Lookout (Spirit♠)	Advantage recovery and watch for foes	**Scavengers**	Lose supply and coin	+ Overwhelmed next day	**Fae**	Gain 2 supply and a small valuable	Overwhelmed next day	+Wounded
Whole Party (Red Joker)	–	**Land Hazard**	Wounded	+ Overwhelmed next day	–			
Whole Party (Black Joker)	Stop to advantage check, continue to disadvantage it.	**Weather Hazard**	Withering (days)	+ Overwhelmed next day	The next day, when you Tempt Fate, if a complication is revealed, it is ignored; instead, this complication continues again as it did the day before.			

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"The Arbiter announced that he'll capture us before we can plan our next raid. I'm flattered he thinks we plan anything at all!"

—Twm Cwfl, Glyn Coth bandit

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—Kaato the Sage on the invasion of Avallen

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