

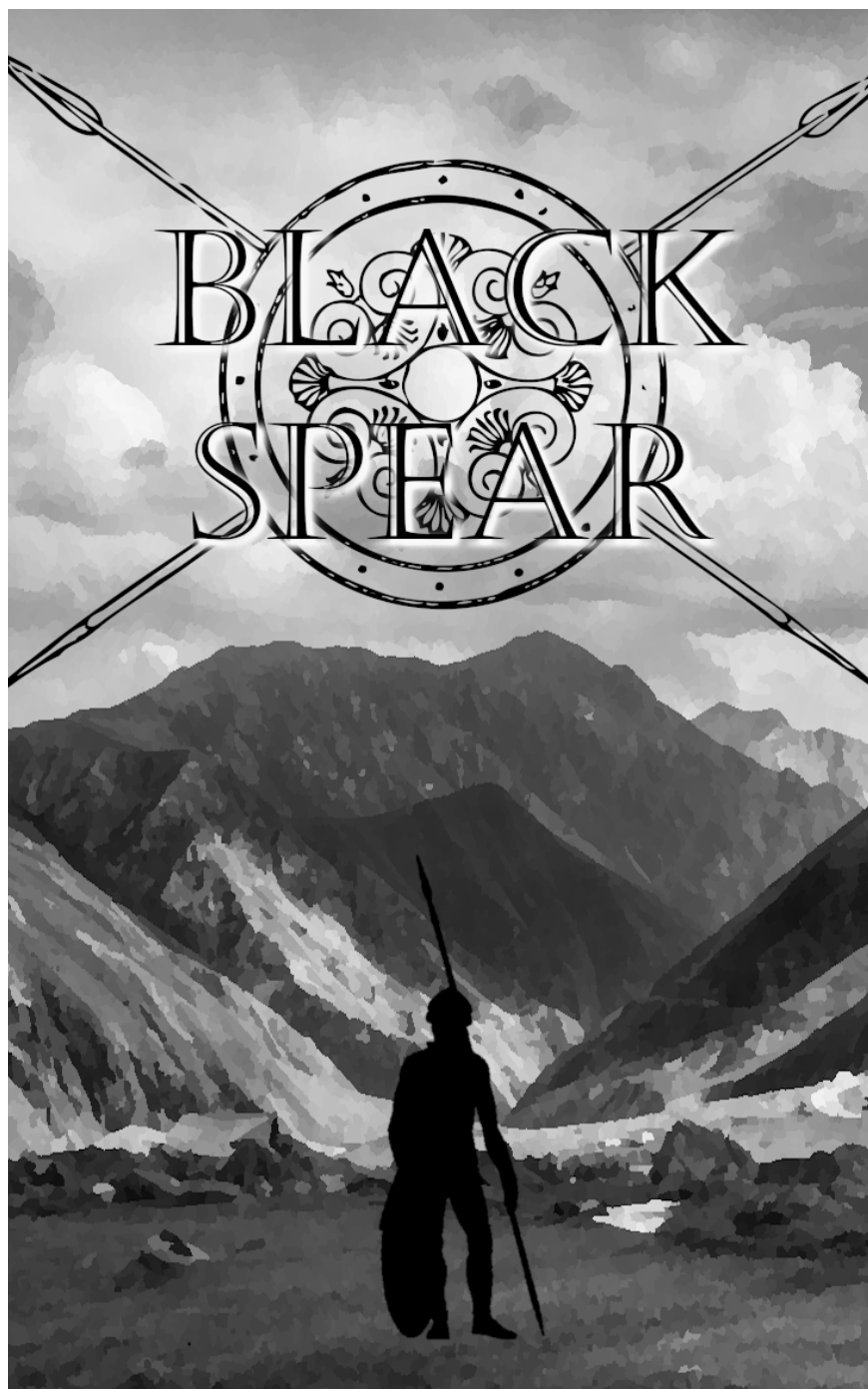


# BLACK SPEAR

Bucolic Fantasy Role Play

By Tyler A. Thompson







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**Written by: Tyler A. Thompson**

**Editing by: Tabitha F. Zimmermann**

**Layout by: Tyler A. Thompson**

**Art by: Patrick E. Pullen, [critical-hit.biz.com](http://critical-hit.biz.com), Rick  
Hershey**

**Special Thanks to: Tabitha F. Zimmermann, Andrew T.  
Miller, and Miranda Lidisky**



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# INTRODUCTION



This game exists as an effort to combine the best of what modern role-playing game systems have to offer with the freedom, simplicity, and snappiness of what has come to be known as OSR, the Old School Revival. It is a project of vanity and self-service. Most games have something valuable to offer. Few have everything I personally want out of a game, which then requires the hacking and splicing of pieces of other systems into my games. At its core, this project is an effort to provide a platform designed at its roots for said splicing and drafted already to include many of the common materials I find myself needing. Goals in writing this have been to make it cheaply available, create rapid and deadly combat and challenges, provide important downtime goals and activities for player-characters, and set the stage for a particular kind of community-centric story-telling, suitable for one-shot or short campaigns with a given set of characters, long campaigns, or a series of connected campaigns united by consistent world-building tailored from the start to suit your interpretation. Whether it achieves any of this remains to be seen. You have in your hands or on your screen a playtest version, still very much in development and open to criticism and contribution. I hope you enjoy it.

## DIFFERENT PATHS FOR DIFFERENT PARTIES

Throughout this book there are a few references to varying options in terms of how to handle certain rules and situations. Black Spear is not meant to be hopelessly brutal or unforgiving, but parts of it were initially written to reflect a certain randomness and perhaps unfairness in the world. If this lacks appeal to you or your players, or you believe threatens the balance of the kind of game you want to play, this is why we presented alternate rules. There is no wrong answer as long as everyone is happy.

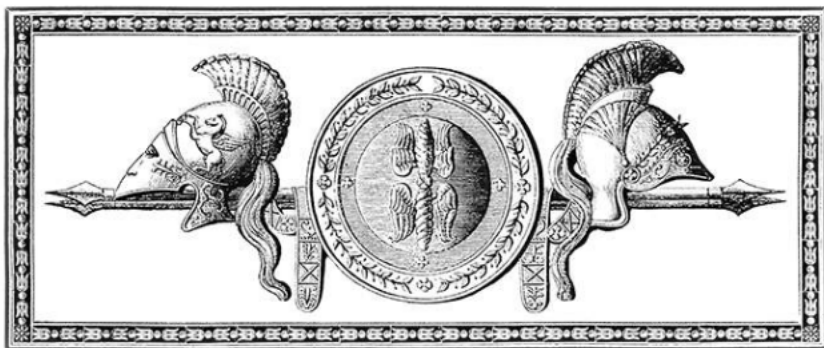
It will appear at a glance that a very specific way of play and setting is intended for these rules. This is perhaps a fair criticism (or compliment, but probably a criticism). Still, it is a firm belief as the writer and publisher that this game can and should be torn apart, hacked, and modified at will. We encourage you to do so—and thanks to the blessings of the OGL contained on the last



pages of this text, there is essentially nothing in the mechanical text that you cannot simply take, twist, and claim as your own-subject to the OGL, of course, which is a rather unonerous obstacle so long as you ensure you understand its text.

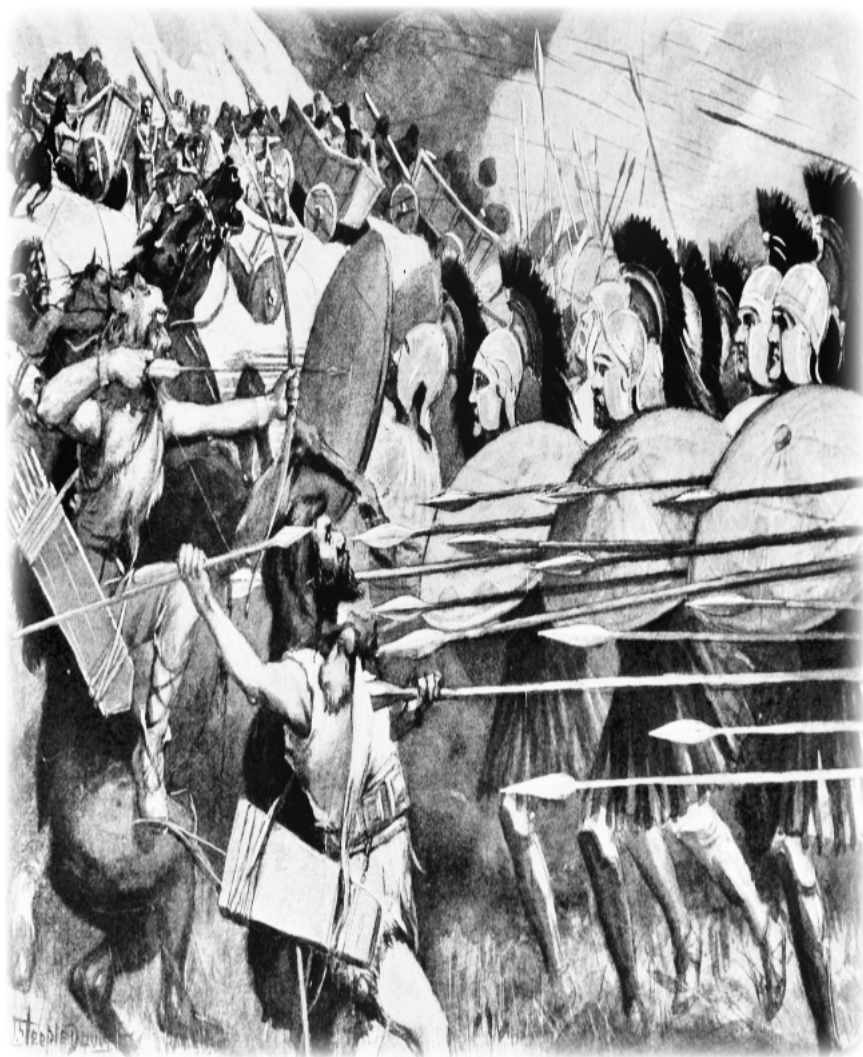
## ON TOLERANCE

It should come as no shock that the time period and cultures the core book of Black Spear is based upon were lacking in terms of tolerance of diversity, non-normative sex and gender roles, and human rights generally. While we should do our best to recognize that the people of those eras were products of a very different time in history, that does not mean we should be confronted with such things while playing. Be kind, respectful, and mindful in playing this or any game. Black Spear endeavors to take on an “as it should have been” approach to the application of modern thought to an ancient time where possible in relation to individuals’ immutable attributes and to the use of inclusive language when feasible.





# CHAPTER 1: HOW TO PLAY



This section outlines the basic rules and system of play. Detailed sections regarding the specifics of character statistics, Skills, and Combat, are found later in this book.

## **THE GAME MASTER AND THE PLAYER**

This game endeavors to provide a framework for the creation of a living world in which the Player Characters can take on the challenges and adventures they choose, and to provide Game Masters with the tools to guide how events in that world play out with or without player involvement. Players control their characters and the things their characters might come to control. Game Masters are the ultimate referees, in control of the rest of the world (as guided by other rules and the world of Black Spear as you build it together). Black Spear does not take an adversarial stance to the Game Master/Player relationship- the objective is to tell a compelling story in a mysterious, ancient world- but there are aspects of the game that give off an appearance of competitive gameplay. Good Game Mastery often involves presenting players with challenges, sometimes dire, unpredictable challenges. Good Game Mastery also involves players confronting the consequences of their actions. A character that ventures into the unknown should expect to face danger, and it is the Game Master's job to present that danger fairly, convincingly, and potentially aggressively. A character that leans too heavily on the boons of fate should expect the Game Master to repay that karmically with misfortune. A party that acts irresponsibly in the world should expect those they slight or neglect to react in kind.

This is all our way of suggesting to Game Masters to be fair in their planning and rulings, but to use the tools available to create a convincing world that reacts appropriately the actions of the player party and the story you all want to tell, and our way of suggesting to players to participate earnestly and with thought.

Most of all, have fun.



## THE SKILL ROLL

The main mechanic in Black Spear is the Skill Roll. All skills have a starting value based on the sum of two Characteristics or a single Characteristic multiplied, then further modified by a character's background, experiences, and later training. When a character attempts something which requires the use of a Skill or Attribute and has a chance to fail, they roll a d100- do not bother with a Skill Roll on something so that there is no meaningful chance of an outcome other than success. Otherwise, there are several Skill Roll Challenge Levels to be applied in a given circumstance dictating what value a Character need roll the d100 under, based on how difficult a given task or situation would be for someone of average competency in a given Skill:

**Trifling:** A simple or routine task or challenge that even someone unskilled or inexperienced could reasonably complete. A character must roll under quadruple (4X) their Skill value in order to succeed.

**Easy:** A task or challenge of relative ease to those with basic skill or experience. A character must roll under double (2X) their Skill value in order to succeed.

**Normal:** A task or challenge of typical difficulty to those with basic skill or experience. A character must roll under their Skill value in order to succeed.

**Strenuous:** A task or challenge of heightened difficult for those with basic skill or experience. A character must roll under one-half (1/2X) their Skill value in order to succeed.

**Extreme:** A task of extreme difficulty for those of basic skill or experiences. A character must roll under one-fourth (1/4X) in order to succeed.



Rolling above any of these values in a given Skill Roll means whatever was attempted failed. The difficulty to a given task or challenge should be determined by the Game Master, taking into consideration a number of factors, such as the task being performed or challenge faced, the conditions the character is under at the time they roll, and any other factors which might make it more or less difficult to successfully accomplish what is being attempted. A character under time pressure will likely have a harder time than one with all the time they need, and a character in an environment not conducive to what is being attempted will have a more difficult time than one under ideal conditions.

Certain conditions may call for a Character “flip to fail/succeed” at a skill roll. This means that if a given roll would fail/succeed if the ‘tens’ and ‘ones’ digits of the roll were flipped, do so as the condition calls to. Critical Successes or Critical Failures cannot be flipped.

The consequences of failure will vary. If the Skill Roll takes place in reaction to a time-sensitive event, repeating it may not be possible and the consequences of failure will immediately play out. Other times, repetition may be possible, perhaps many times.

The Skill list contained in Chapter 3 is intended to be comprehensive to the circumstances a Black Spear character might encounter. It is, of course, entirely possible that you will come upon a situation where no skill is overtly applicable. In such a situation, turn to the most applicable character Attribute, and perform the roll based on that.

## **CONSEQUENCE BASED RESULTS AND PUSHING ROLLS**

An emphasis should be made to have every skill roll possible have a consequence, good or bad, success or failure, especially outside of combat and spellcasting. Careful thinking and Game Master discretion will be necessary to determine what exactly this





means for a given roll, but the intent is to avoid when possible skill rolls that, if failed, lead to a stoppage in story progression or would encourage repeated, uninteresting attempts at the same task without serving to drive forward the game. Instead, consider allowing whatever was attempted to be accomplished, in whole or in part, but carrying with it some negative consequence. If a special tool is necessary for the task, perhaps it breaks in the process. If bargaining or attempting to persuade someone, perhaps they are still willing to deal, but with extra, undesirable terms or after a blow to reputation. If searching for a clue or information somewhere, perhaps the desired information is eventually found, but only after the loss of much valuable time or in a form that is less informative and helpful than it might otherwise have been.

This philosophy may not work in every instance, and perhaps should not be applied to certain situations. However, using discretion to encourage results that move the game along for the betterment of the plot should be a priority whenever possible.

## **CRITICAL SUCCESS AND FAILURE**

A roll of a 1 is always a critical success. A roll of a 100 is always a critical failure. Additionally, a successful roll equal that lands on matching digits (11, 22, 33, 44, 66, 77, 88, 99) is a Critical Success, and a failed roll that lands on matching digits is a Critical Failure.

A Critical Success means the challenge was overcome deftly, and with some sort of benefit beyond a mere success. Certain Combat Moves will tell you what possible outcomes of a Critical Success are, and there are other situations which might provide instructions on the sort of benefits a Critical Success offers. Generally, however, Game Master discretion controls. While crafting something, the end product might be of exceptional quality and/or value or be done in less time or with fewer materials. Time-consuming tasks might be done in shorter



period, and other challenges might just have notably positive results.

A Critical Failure means whatever task or challenge was failed to spectacular misfortune. Certain Combat Moves will tell you what possible outcomes of a Critical Failure are, and there are other situations which might provide instructions on the sort of consequences follow Critical Failure. As with Critical Successes, Game Master discretion controls. Weapons or tools might break, an otherwise harmless failure might result in injury, or much time, energy, or resources might be wasted as a result of a Critical Failure.

Try to dissuade Players from attempting impossible Skill Rolls. Provide warning if their character would rationally be aware of their limitations. If an impossible task is attempted, let the Player roll anyway, primarily to see if the roll Critically Fails and some consequence follows.



## OPPOSED SKILL ROLLS

If two characters are using Skill Rolls that are directly opposed to one another, the characters engage in an Opposed Skill Roll. Rather than rolling to succeed in a Skill Roll against a preset challenge, the characters are rolling to bear one another.

Characters or their Players roll a d100. They then compare the result their roll to the sort of Challenge Level they would have been able to succeed against. The highest success prevails in the Opposed Skill Roll. For example, if a character's Skill Roll would have been a success in a **Normal** challenge, and their opponent's Skill Roll would have been an **Easy** success, the first character prevails.

A **Critical success** beats an **Extreme** success;

An **Extreme** success beats a **Strenuous** success;

A **Strenuous** success beats a **Normal** success;

A **Normal** success beats an **Easy** success;

An **Easy** success beats a **Trifling** success;

A **Trifling** success beats a failure;

A **failure** beats a **Critical Failure**;

On a roll of equal success or failure, the lesser die value prevails.

## GROUP SKILL ROLLS AND ASSISTED ROLLS

There may be circumstances where multiple party members or characters can reasonably participate in the same task or challenge. In such a circumstance, if it can be rationally explained



how multiple participants can get involved, it should be permitted. Use discretion in which of the following bonuses to apply.

In a cumulative Skill Roll, such as lifting a heavy object, subtract any assisting player's Skill Level from the initiating character's Skill Roll.

In a non-cumulative Skill Roll, where having an extra pair of hands may be helpful but not cumulatively so, such as when crafting an item or applying medical treatment, an assisting character may attempt to pass a check of the same or justified related skill of the next lowest Challenge Level to the main Skill Roll being attempted (or auto succeed if the main Skill Roll is **Trifling**). Upon success, an assisting character may roll a d10 and elect to use the result to replace the Tens die of the main Skill Roll's d100 roll.

## SKILL ROLLS AND TIME

Some Skill Rolls may be nearly instantaneous, with the outcome of the success or failure taking place immediately after the initiating action is taken. Others, such as crafting, investigating, or negotiating, may take minutes to hours to days or longer. Game Masters and players should consider the context of the Skill Roll when determining how long it takes to be completed, for better or worse. If a Skill Roll takes significant time, be sure to note and potentially play out what everyone else is doing in the interim.

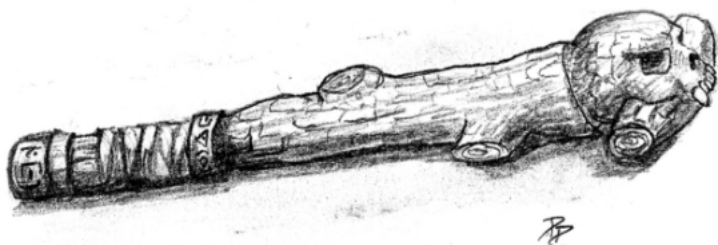
## A NOTE ON DECIDING WHICH SKILL TO TEST

The consilience of knowledge and the vastness of human experience are impossible to truly distill into a manageable list or reflect with a pair of dice. While the listed skills are curated so as to be broadly relevant to circumstances characters are likely to find themselves in and reflect common experiences of those in





the setting, the list is far from comprehensive. If a character has a skill not adequately covered by one of the listed skills or as a subset of a given listed skill, discuss it with your group and add it to the list as appropriate. Similarly, it is worth noting here that skills as defined in a game such as this are arbitrary divisions of what is in truth an indivisible whole of an individual's learned knowledge, experiences, and natural aptitudes. There can be and often is tremendous overlap between the aspects of existence a pair of skills might cover. One deeply familiar with history might have picked up some interesting lawspeak knowledge along the way. An expert in survival might have learned significant lore regarding plants and animals. Their skill values might not always reflect that. While a Game Master should endeavor to select the most applicable skill for a given circumstance, players should be comfortable proposing alternative skills to test, perhaps at a harder difficulty or perhaps not. Negotiate, considering the character's personal history and basis for their proposed skill, the challenge being presented, concluding on something fair without grinding the game to a halt. It might be helpful for players to keep in mind where and how their character learned the skills they did, to better define the likely boundaries of any overlap between skills.





## CHAPTER 2: CHARACTER CREATION



After familiarizing yourself with the rules and other materials in this book, the first step for a player is the creation of a character.

## **CHARACTER OVERVIEW**

Every Character is comprised of certain game statistics that describe the character and what he is capable of. These statistics are as follows:

### **Health Track**

The Health Track represents a character's physical condition, with being higher on the Track representing a better condition and being lower representing a worse condition. The Track has 5 steps which may be descended before becoming potentially fatal. Upon failing to the 6th, a character will die without assistance, and upon falling below the 6th a character perishes.

The steps are as follows:

**Healthy:** An unharmed and healthy character.

**Lightly Wounded:** A character with minor cuts, bruises, or other injuries.

**Moderately Wounded:** A character with substantial injuries or wounds.

**Seriously Wounded:** A character with wounds and injuries of concern that threaten their life.

**Grievously Wounded:** A character with dire injuries and wounds, clinging to consciousness.

**Fatally Wounded:** A fatally wounded character loses consciousness and is unable to act on their own. They must also pass a Resilience Skill roll every turn until successfully treated and stabilized with the Medicine Skill- upon failure to pass the Resilience Skill roll, they perish. Any successful attack



automatically kills a character with on this level.

## Fatigue Track

The Fatigue Track represents a character's mental state and physical exhaustion. It has 5 steps which may be descended before losing consciousness. Upon reaching the 6th, a character loses consciousness.

**Rested:** A character of peak energy, without any fatigue.

**Active:** A character that has spent energy but not in need of rest.

**Weary:** A character in need of rest. Their skills are reduced by 20% for all rolls except Resilience.

**Exhausted:** A character that can barely keep themselves moving or awake. Their skills are reduced by 50% for all rolls except Resilience.

**Delirious:** A character beyond exhaustion, unable to think or properly move. A delirious character may only move and react to attacks, and cannot initiate a Skill roll on their own. They must also pass a Resilience Skill roll every turn until they rest, or else lose consciousness entirely.

**Unconscious:** A character no longer able to remain conscious; helpless and in need of rest or assistance.

## Characteristics

Seven Characteristics define an Adventurer: **Strength, Constitution, Size, Intelligence, Willpower, Dexterity and Charisma**. These are indicators physical and mental capacity that define how strong, resilient, large, clever, quick and charismatic the character is. From these seven Characteristics all other game statistics flow.

## Derived Attributes

As the name suggests, Derived Attributes are derived from



Characteristics and act as secondary statistics that provide modifiers for certain actions or determine particular capabilities. Each is described in more detail later in this book.

## **Skills**

Skills are particular talents, abilities, capabilities and professional skills that are shaped by an Adventurer's history, the profession, and experiences. All skills have starting values derived from a combination, or multiple, of the seven Characteristics.

## **Traits**

Some characters may have special traits, that modify other aspects of their being, whether attributes, skills, or granting entirely different abilities altogether. Some may be positive, others harmful. Some may be earned in triumph or after great effort, others forced upon a character after disaster. This book provides a list of sample traits, but this list is not exhaustive- feel free to create your own to suit your needs.

## **Background and Community**

No one is an island. Even before your Adventurer has set forth on his or her career as a potential hero, he or she has been supported by family, friends and allies. He or she may also have made valuable contacts, gained a few rivals and perhaps even some enemies. An Adventurer's Community is a summary of those people he or she knows and may be able to call upon in the future – or who may call upon him or her.

## **Rituals, Incantations, Weapons, Equipment, Etc.**

In addition to these game statistics every Adventurer has additional information relating to what magic they know (if any), weapons they are experienced in using, equipment they carry and other pertinent information about the Adventurer in the here and now. These elements are introduced at the appropriate points in the Adventurer Creation process and later in this book.



## CHARACTERISTICS

Every Player Character, creature, monster and Non-Player Character in Black Spear is defined by the same seven Characteristics. These are the building blocks for every other aspect of a Player Character, describing their physical, mental and spiritual status. The higher the figure, the better. Low scores in Characteristics tend to mean weakness or ill-health – although much depends on the particulars of that character. An average, healthy adult human would have an approximate score of 55 for each Characteristic. A score of 90 would be near the edge of what is humanly possible without being uniquely exceptional or superhuman. A score of 30 reflects the lowest percentiles of performance among healthy humans, and lower may reflect serious debility.

The Characteristics, their abbreviations, and a brief description of what they signify are as follows:

**Strength (STR):** Strength is a measure of a character's raw muscle power. It acts as an indicator of how much someone can lift, push or pull, or how tightly they grasp something. If a character is reduced to zero Strength for any reason, they lack the ability to move and become bed-ridden until STR improves somehow.

**Constitution (CON):** Constitution measures the health and vitality of a character and helps to determine how much physical damage they can sustain. If CON is reduced to zero, the character dies.

**Size (SIZ):** Size represents the average of a character's mass. Healthy adult humans have a minimum size of 30. If SIZ is reduced to zero, it results in death.

**Intelligence (INT):** Intelligence represent a character's capacity for learning, reasoning, and retention of information. If, somehow, INT reaches zero, then the Adventurer is reduced to an essentially mindless state, unable to meaningfully move or



think.

**Willpower (WIL):** Willpower represents the force of both a character's mental fortitude and drive to carry on. The more Power an Adventurer has, the greater their force of will, confidence and capacity for magic. If WIL is reduced to zero, the character has essentially died, and becomes inanimate or falls victim to the effects of corruptive chaos.

**Dexterity (DEX):** A measure of physical coordination, agility, and nimbleness, DEX is an important component in many physical skills. A decent DEX represents someone who is quick, keen of eye and fleet of movement. If it is reduced to zero, the character is paralyzed completely and cannot move in any way.

**Charisma (CHA):** Charisma measures the force of personality. characters with a high CHA have the ability to make friends easily, find themselves the focus of attention when it is needed (and sometimes when not) and persuade others to do things. Charisma is not a measure of how beautiful or handsome a character is; it is, instead, an indicator of confidence and the ability to express one's self. If reduced to zero, then the character comes to lack any personality or sense of self, becoming something cold, governed strictly reaction to stimuli.

## **Determining Characteristics**

### **Random: The Brutal Method**

If you and your party are willing to throw yourselves to the uncaring randomness of birth, life, and nature, use this method to randomly generate your Characteristics. For each Attribute, roll 3d6, rounding up to 6 as a minimum for humans. That result is your score for the given attribute. Once you have rolled for each Characteristic, you may reroll the result for one but must accept the result. Whatever the final outcome, those are your Attributes. Obviously, this system has the potential lead to notably disparities between the total Attribute scores of one character compared to another. Such is life. Such outcomes need not ruin the fun, however, and can indeed open a game to more





inspired role-play and guide play decisions to interesting results.

For a slightly more forgiving optional rule to this method, generate scores like the above, reroll the lowest but accept the new result if you choose, then assign the rolled scores to Characteristics as you like; this method allows you to control a character's weakest and strongest points, if not how weak or strong they are overall.

### **Array: The Adventurer's Way**

For more standardized, balanced play that ensures a range of character competency without major or extreme variants, the array method is ideal. Take the following values and assign them to Characteristics as desired: 15, 14, 12, 12, 10, 9, 8.

### **Point-Buy: The Prophet's Way**

To allow maximum character customization for players, use the point-buy method. Divide 77 points among the 7 Characteristics however desired, with a minimum of 6 and a maximum of 18 for each Attribute, assuming a relatively ordinary human- lower would be indicative of a severely maladapted individual and higher would reflect an essentially super-human capacity.

## **DERIVED ATTRIBUTES**

Every character has a number of qualities derived from their Characteristics and other factors.

### **Melee Modifier (MM)**

The Melee Modifier applies whenever the character uses a melee or thrown weapon, or when a weapon quality otherwise requires the use of (MM). It is calculated by adding the character's Strength and Size together and dividing by 4, rounding down, since bigger, stronger, characters deal out more damage than smaller, weaker characters.



## **Ranged Modifier (RM)**

The Ranged Modifier applies whenever the character uses a projectile weapon other than thrown weapons, or when a weapon quality otherwise requires the use of (RM). It is calculated by dividing Dexterity by 2, rounding down.

## **Damage Threshold (DT)**

A character's Damage Threshold represents their hardiness and ability to shrug off blows or endure harm without suffering injury. This value comes into play in combat after a foe has successfully attacked (or the character has endured harm from some other source); if a character takes damage equal to or greater than their DT, they move 1 step down their Health track, and down an additional step for every 10 damage higher than their DT. A character's base DT is calculated by adding their Strength and Constitution and dividing the total by 4.

## **Fatigue Threshold (FT)**

A character's Fatigue Threshold represents their capacity to endure physical or mental strain, exhaustion, or other drain without suffering a decline in performance. This value comes into play, among other occasions, when a character is pushed into mentally or physically strenuous activity for longer than can be sustained, deprived of sleep or oxygen, starved, drugged, poisoned, terrified, or placed under severe stress; in such circumstances, a character might be dealt a certain amount of fatigue damage. if a character takes fatigue damage equal to or greater than their FT, they move 1 step down their Fatigue track, and down an additional step for every 10 damage higher than their FT. A character's base FT is calculated by adding their Willpower and Constitution and dividing the total by 4.

## **Movement Speed (MOV)**

A character's Movement Speed represents how rapidly they can move, both over a short and long period of time. The Movement Speed score determines how far, measured in meters, a character



can move during a Move Action in a given turn. Movement Speed is calculated by dividing Dexterity by 3 and adding 5 to the result, rounded down to the nearest whole number.

## **Encumbrance Limit (ENC)**

Black Spear endeavors to minimize the amount of inventory management required of characters by not itemizing the weight of every item nor every character's maximum capacity for carrying every item. As a general rule, allow characters to carry whatever miscellaneous items and provisions appear reasonable, keeping in mind that an physically prepared individual can typically only carry between 60 and 100 pounds over long distances without assistance from vehicles or beasts of burden, and that such weights make for an arduous march.

Large, heavy, or cumbersome items, however, should be assigned an Encumbrance.

Encumbrance Limit is calculated by adding STR and CON and dividing by 2.

Carrying items in excess of ENC results in a -10% penalty to any Skill rolls attempted while overloaded, and forces a normal Resilience Skill roll every hour one is overloaded or else the character falls one level on their Fatigue Track

## **Initiative (INI)**

Initiative represents a character's response speed to sudden events and changing circumstances. Whenever combat begins, all characters will roll a d100 and add the result to their Initiative score, with the highest final score moving first in the turn order. In the case of a surprise attack, only those with a final score lower than the initiating attacker are actually surprised, with the rest able to timely react to prepare a dodge or parry.

Base Initiative is calculated by combining DEX and INT.



## SKILLS

Skills are particular talents, abilities, capabilities and professional skills that are shaped by an Adventurer's history, the profession, and experiences. All skills have starting values derived from a combination, or multiple, of the seven Attributes, rounded down to the nearest whole number.

A character's Skill score represents their general experience and aptitude in that area of activity. Some skills are general in nature, but many have subtopics to denote the specialization of someone's skills; for example, a character will not simply be highly skilled at Crafts of all sorts, but Craft (Smithing) or Craft (Pottery), and someone will not know all Lore but Lore (Mathematics) would know about that subject, but perhaps not others.

The chart that follows outlines the core skill list, as well as the base values of character skill scores based only on their Attributes, *before considering background or profession*. It also details certain common subtopics of certain Skills. When at this stage of character creation, if a Skill has common subtopics, pick only one subtopic to express the character's area of expertise- other subtopics can be selected later in character creation or developed throughout the character's life.

A character with a score of 40 in a skill is likely considered reasonably competent at an amateur level. A score of 50 reflects minimal professional competence. A score of 70 reflects mastery. A score of 90 and up is indicative of someone at the highest echelons of competency for a human.



SKILL LIST			
SKILL	BASE VALUE	SKILL	BASE VALUE
Animal Handling	STR+WIL	Martial Ranged	DEX
Athletics	STR+CON	Medicine	0
Chaos	0	Pathfinding	DEX+INT
Commerce	CHA+INT	Perception	2*INT
Craft	0	Persuade	CHA+WIL
Culture	2*INT (Own)	Resilience	CON+SIZ
Deception	CHA+WIL	Ride	CON+WIL
Dodge	10+DEX-SIZ	Ritual	2*WIL
Drive	STR+DEX	Shipcraft	½DEX
Engineering	½INT	Simple Melee	DEX+STR
Entertainment	2*CHA	Simple Ranged	DEX
Farming	INT	Sleight of Hand	2*DEX
First Aid	DEX+INT	Sorcery	0
Language	2*INT (Native)	Stealth	DEX-½SIZ
Lawspeak	½INT	Survival	INT+WIL
Leadership	2*CHA	Unarmed	2STR+DEX
Lore	Variable	Warfare	0
Martial Melee	DEX		



## Animal Handling

This skill covers a character's abilities to handle, control, and train animals, be they wild animals, livestock, or beasts of burden.

## Athletics

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping.

## Chaos

This skill describes the extent to which one is corrupted by, and so can control, withstand, and comprehend chaos. It cannot be trained under ordinary circumstances, nor can it be reduced by ordinary means. Rather, it is a near-permanent taint on one's mind, gained through exposure to exceptionally vile things and cosmic horrors. Certain abilities or items may require Chaos skill to utilize, and certain effects may have greater or lesser effects based on one's degree of corruption.

Use Game Master discretion when deciding when someone has been sufficiently exposed to something which would consume an ordinary person's soul and mind, and how much Chaos corruption they suffer. This is not meant to be an ordinary occurrence, reserved only for exceptionally traumatic events or exposure to foul things beyond mortal comprehension; for those that do not seek out such things, they may happen less than once per session. Always provide a chance to resist with a Resilience skill roll.

The main benefit of this skill, beyond one's ability to perceive and understand chaos, is as a substitute skill for spellcasting and melee skills.

When a character casts a Sorcery Spell, they may declare that they are using their Chaos skill and may instead roll under the lesser of their Chaos or Sorcery skill (plus or minus modifiers) to succeed. If they succeed, the effects will be doubled: if the spell calls for damage, double the die rolled; if it calls for a certain period of time, double the time. Use Game Master discretion in



determining what exactly this may mean for a given spell.

Further, for Unarmed, Martial Melee, or Simple Melee, they may declare that they are using their Chaos skill and may instead roll under the lesser of their Chaos or the relevant melee skill (plus or minus modifiers) to succeed. On success, add 1d10 exploding die of damage to the attack.

Critical failure when using Chaos to cast a spell or perform an attack results in not just the negatives of normal critical failures of that spell, but also Chaos corruption. Have the character make a Resilience skill roll, and on failure increase their Chaos skill by 1d6. A character that reaches 100 in their Chaos skill is utterly consumed by it, going insane or becoming a vessel for the whims of a Chaos God; they are effectively dead as a player character.

## **Commerce**

This skill is primarily used when characters trade, barter or otherwise negotiate over the sale of goods. In such transactions successful Opposed Test using the Trade of the buyer versus the Trade of the seller are needed for the buyer to get the best deal. If the buyer wins they gets a discount, -10% for a success, -25% for a critical. If the seller wins to the price that they can sell the item for increases by +10% for a success and +25% for a critical. If the opponent fumbles their roll double the increase or decrease.

The Commerce skill also enables the character to determine the value placed on something by others; estimating its market value. Particularly common or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, normally guessing accurately to within 10% of its actual value.

It also describes a character's general knowledge of the commercial environment, customs, the flow of goods, and their ability to navigate within the marketplace generally.



## Craft

The Craft skill is actually several separate skills grouped under a single heading. It measures the characters' ability to make and repair items. The following list is by no means exhaustive:

Armorer, baker, basket weaver, blacksmith, bowyer, brewer, butcher, candle maker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weapon smith, weaver.

Characters might begin with a certain Craft Skill based on their background or profession. They will begin with only those Craft Skills, and all others must be improved independently.

## Culture

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions, mythology, taboos, social values, and so on.

Culture (Own) is the world view of the people that the character is born into. All other foreign or alien cultures are their own Culture skill. Characters start with a skill rating in their own culture, but must specifically obtain a rating in other cultures.

## Deception

Deception covers the arts of disguise, concealing information or at hand items from others, and flatly lying.

## Dodge

The Dodge skill is used to avoid incoming objects that are swung, thrown, or shot at the character. The Dodge skill is normally used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided.





## **Drive**

If a character is driving a wagon, chariot or similar vehicle at not more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are required when a character wants to do something out of the ordinary with a vehicle – such as traverse treacherous terrain, jump obstacles and so on.

## **Engineering**

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, vehicles, buildings, mine-shafts, sailing ships and so forth.

## **Entertainment**

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, reading and playing an instrument, depending on the character's particular talents and training.

## **Farming**

This skill describes one's ability to work and knowledge of working the soil for purposes of producing crops- an indispensable task on the minds of most people of this time. When, how, and where to plant, capacity to address issues that arise and deal with pests, and ability to actually carry out the necessary work.

## **First Aid**

This skill entails simple first-aid for common injuries, wounds, and maladies, suitable for household or field use. It does not include more complex medicine, which requires a more detailed knowledge of the human body and complex techniques which are largely distinct from First Aid. The use of this Skill to actually treat someone will typically require a healing kit or another resource such as bandages.



## Language

Each Language Skill represents a character's capacity to speak and understand a language. Every character with a Language skill of 50% or more is fluent in that language, and is presumed capable of speaking, understanding, and even reading and writing reasonably well.

Characters have a Skill rating in their own language by default. Other languages have their own Skill rating that must be improved independently.

## Lawspeak

This skill describes a character's knowledge of the laws of the land, written and unwritten, explicit and implicit, simple and nuanced by history and circumstance. Useful for arguing for justice when wronged (or avoiding consequences when wronging someone), resolving arguments about what is permissible, and generally obeying the rules of a given society.

## Leadership

This skill describes a character's talent at leading others through their words and actions. While not necessary for leading others in good times, Leadership is useful for keeping discordant groups unified, resolving intragroup disputes, and keeping others organized in high stress or low morale situations.

## Lore

The Lore skill is actually an umbrella term for several different skills, each of which must be improved separately.

Each Lore skill defines an area of knowledge for the character and skill tests are made whenever a player wants to see if his character knows something about the subject at hand.

The range of possible subtopics of Lore is only limited by a player's imagination. A list of potential study areas of Lore is listed here: art, astronomy, gambling, geography, heraldry, nature,



animals, philosophy, poisons, history, etc.

## **Martial Melee**

This skill deals with the art of hitting things and defending yourself with melee weapons, particularly those designed for martial and military use.

## **Martial Ranged**

This skill covers the use of thrown or missile weapons, particularly those designed for martial or military use.

## **Medicine**

The Medicine Skill describes a character's advanced knowledge of the finer points of human physiology, as well as their capacity to treat serious wound and illnesses and perform surgery or other complex operations on a body, however crude the medicine of the times may be.

## **Pathfinding**

Those with high Pathfinding Skills can more readily navigate the wilderness, the high seas, and are generally better suited for finding the best route to traverse in a given situation, either for themselves, a small party, or a large group of individuals. Just as important, this skill allows characters to foresee, detect, and avoid threats over long journeys. A critical skill for those traveling long distances.

## **Perception**

The Perception Skill is used to represent the five senses of the character when detecting objects or other characters. For example, a common use of the Perception Skill is as a straight skill test to detect hidden objects in a room, or as an opposed test to detect a hidden character.



## **Persuade**

The persuade Skill is used to represent a character's ability to use their words and personality to convince others to take their side, believe their stances, and generally be sympathetic toward their requests.

## **Resilience**

This is a measure of how physically and spiritually tough a character is. The higher a character's Resilience, the more likely they are to handle adverse physical or physiological conditions, such as, surviving starvation or dehydration, overcoming the effects of poison or disease, or resisting the effects of magic. Resilience cannot be improved under normal circumstances.

## **Ride**

This skill deals with a character's ability to ride animals with the help of a saddle and stirrups. While a minimum amount of skill and training is enough to be able to stay on an animal and make it move where one wants most of the time, staying on and keeping control in poor or hazardous conditions or when in combat is another matter.

## **Ritual**

The Ritual Skill describes a character's capacity to properly engage in the various rituals they may know to commune with or make requests of gods, spirits, or other supernatural forces in order to obtain some sort of magical benefit or result. Ritual may often be described as divine magic, but need not always be so. The primary distinction between Ritual and Sorcery is the ceremonial nature and slower pace of most Ritual magic, which requires adherence to form as well as force of will to perform properly.

## **Shipcraft**

This covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered



by sail or rows of oars.

## **Simple Melee**

This skill deals with the art of hitting things and defending yourself with melee weapons, particularly those of household and common use.

## **Simple Ranged**

This skill covers the use of thrown or missile weapons, particularly those of household and common use.

## **Sleight of Hand**

This skill covers one's adeptness at the movement of their hands for complex and rapid actions, such as lockpicking, pickpocketing, and the tricks of street entertainers.

## **Sorcery**

This skill covers not only the successful casting of Sorcery spells, which the caster knows, but also to represent the character's knowledge of Sorcery and its works.

## **Stealth**

A character with a high Stealth Skill more easily blends into the shadows or a crowd, and can move their bodies with sufficient agility and silence as to avoid detection more frequently.

## **Survival**

Survival entails a character's knowledge of surviving beyond established settlements, without the support of a specialized community: the right plants to consume, where to find prey, special uses for wilderness resources, and general ability to endure the hardships of a savage environment.

Each character should select a biome of specialty for their Survival Skill upon character creation, such as desert, tundra,



grassland, forest, jungle, and so on. Their Survival knowledge places an emphasis on their selected region and may or may not be applicable in another. Other biome specializations must be improved independently.

## **Unarmed**

This skill covers the use of attacks with one's fists, feet, and body generally, whether it be in boxing, wrestling, or brawling, or with other natural weapons for the inhuman.

## **Warfare**

The Warfare skill describes a character's knowledge of the finer points of warfare beyond single combat: tactics, logistics, military doctrine, grand strategy, non-engineering aspects of fortifications, and so on.

### **Skill Assignment**

A character's starting skills are determined by a combination of their Characteristics, Background- by way of their culture and profession and by choices made by the character during their life. A starting character should start with any bonuses applied by their cultural background and profession, as well as 150 points assigned at will by the player. At the start, no Skill may be higher than 80.

### **Skill Advancement**

Skills in Black Spear are not improved via leveling up or any similar mechanisms. Skills are improved primarily through extended training and dedicated "on the job" use of the skills, as it were. This will mostly take place in the downtime of player characters, between their adventures.

In order for a character to improve a skill, they must dedicate substantial time on a day to day basis to practice, training, or professional use of a skill for one (1) month, which may be cumulative if broken up by periods of activity other than such



practice, training, or professional use. Similarly, a month of persistent adventuring or other activity might justifiably be deemed substantial enough to meet this requirement for a relevant skill. While training during downtime, characters will need to support themselves; if using a skill professionally, they might generate wealth in that way for the duration of their downtime training. Otherwise, they will need to burn wealth to feed themselves and obtain the necessary resources to train or practice, whatever they may be for the skill at hand. Characters can always use a professional skill to support themselves during such downtime, but can only dedicate sufficient time to increase either that professional skill or another skill, not both.

Upon dedicating sufficient time to a skill, a character may roll against the selected skill. Upon rolling over the character's skill score, they may increase that skill by 1d6. This roll automatically succeeds on a skill with a score of zero (0). Upon rolling over on a critical success, they may increase that skill by 2d6. Skills may be increased over a score of 100 in this way.

Sometimes a skill may require a tutor or textual instruction of some sort to improve at all (medicine being a good example). Other times, such instruction may simply reduce the difficulty of the improvement roll- use Game Master discretion.







## CHARACTER BACKGROUND

An important part of who anyone's identity is their history. There are many parts of our histories over which we have little control or choice, as they are the results of being born at random into a life we did not choose.

The following should be chosen at random, based dice rolls from the provided tables, unless doing so is unacceptable to players or does not mesh with the story your group wishes to tell. None of the options that follow are necessarily indicative of who your character is or their current place in the world in the present, but they do tell a story of their past and may shape certain parts of their identity.

### Cultural Background

This core rulebook assumes most characters are both human and have some connection to the Marchlands or your game's equivalent, and indeed that most are Marchlanders, born and raised, with a connection to some sort of community there. This need not necessarily be the case, and indeed some who have come to reside in the Marchlands were not born there within one of the communities.

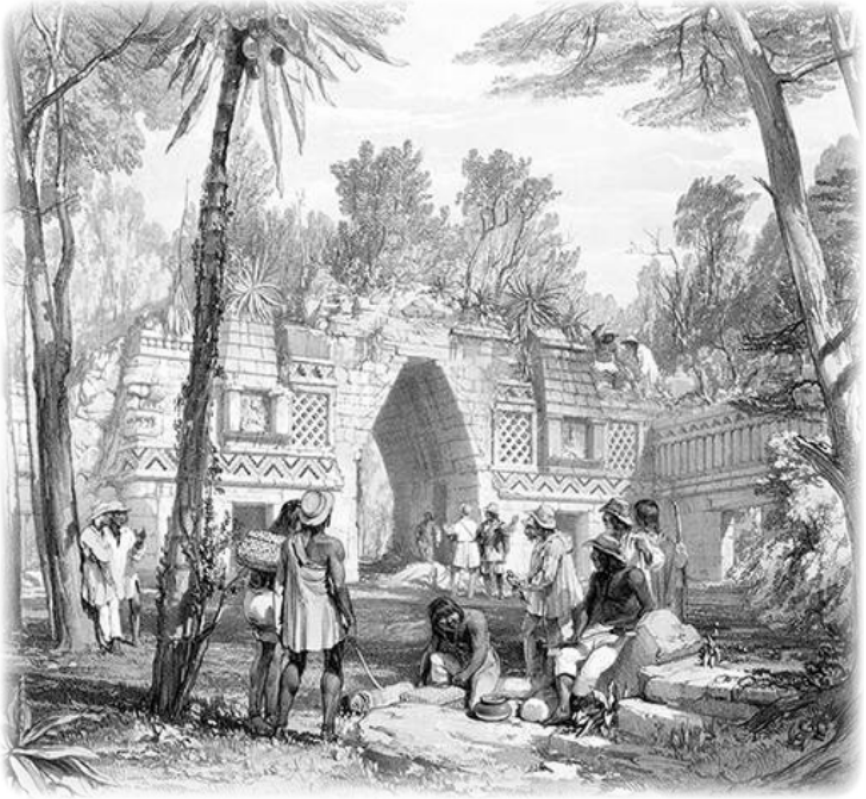
**Other Backgrounds:** Cultural backgrounds were created with the intent of reflecting certain skill aptitudes one is likely to have simply by virtue of growing up consistently exposed to ideas, knowledge, and experiences more closely related to them than elsewhere, while also generating a small amount of detail about a given character's history. To this end, a total of 30 Skill Points are assigned through such backgrounds.

Roll on the following chart to determine one's cultural background and species, and the skill bonuses thereto.



Background	Skill Bonuses
<b>Human Marchlander</b>	Animal Handling +10, Farming +10, Language (Foreign) +10
<b>Human Northlander</b>	Farming +10, Survival +20
<b>Human Southlander</b>	Commerce +10, Engineering +10, Lawspeak +10
<b>Human Eastlander</b>	Ride +20, Simple Ranged +10
<b>Human Westlander</b>	Craft +10, First Aid +10, Simple Melee +10
<b>Elf</b>	Animal Handling +10, Lore (Nature) +10, Pathfinding +10
<b>Dwarf</b>	Engineering +20, Craft +10
<b>Troll</b>	Martial Melee +10, Simple Melee +10, Stealth +10
<b>Gecko</b>	Resilience +10, Perception +10, Lawspeak +10





## Species Traits

Characters may, over time, obtain a variety of traits. Traits merely represent some state of being that provides a benefit or drawback, be it statistically defined, some special ability, or a more abstract trait such as a title. Indeed, a character's Cultural Background, Born Social Class, and Profession are all traits of a sort. However, every character begins with one trait innate to their being and defined by their species. Have each character roll from the following lists, depending on their species, to determine what their starting Trait is. Descriptions follow.

## Human Species Traits

Trait	Die Roll
<b>Fated</b>	1-20
<b>Gifted</b>	21-40
<b>Potent Blood</b>	41-60
<b>Robust</b>	61-80
<b>Karmic</b>	81-100

**Fated:** This character has a destiny to carry out, heroic, mundane, or tragic, and they will do so or succumb to chaos. Whenever this character takes a permanent injury, they may ignore the injury and instead increase their Chaos skill by 9. Whenever this character would have become Fatally Wounded, they must increase their Chaos skill by 9 and ignore the wound.

**Gifted:** This character has a knack for many things and learns quickly. After an attempt to improve a skill, they may reroll a failed improvement roll one time but must accept that result.

**Potent Blood:** This character's body is very efficient and can endure more exertion before giving out. Whenever this character makes a Resilience roll following physical exertion to determine whether they move down the fatigue track, they may reroll one time but must accept that result.

**Robust:** This character's immune system is particularly robust, and all Resilience skill rolls to resist the effects of disease, poison, or venom are two steps easier in difficulty. They also do not require treatment by First Aid or Medicine to improve their Health Track unless they have an untreated injury.

**Karmic:** This character is gifted with an elevated status



karmically. Whenever they burn Aether while they have more than 0 Aether points, no points are added to the Corruption Pool.



## Elf Species Traits

Trait	Die Roll
<b>Friend of the Forest</b>	1-20
<b>Elder Blood</b>	21-40
<b>Vegetative Regeneration</b>	41-60
<b>Feral Magic</b>	61-80
<b>Sensate</b>	81-100

**Friend of the Forest:** This character is in tune with the green natural world, and can move through forest, grassland, and other densely vegetated spaces with a +20 to Stealth and without leaving footprints.

**Elder Blood:** This character has the blessing of longevity of its species; when this character makes rolls related to the effects of aging, they can reroll one time but must accept that result.

**Vegetative Regeneration:** This character can substitute vegetative growth in place of their original flesh. If this character suffers a permanent injury to their limbs and Healthy, they may spend an Aether point and an additional month healing to regenerate said limb.

**Feral Magic:** The very Aether flows through this character. They learn magic with relative ease, and can reroll any attempt to learn a Spell or Ritual one time, but must accept that result.

**Sensate:** This character can feel abstract senses beyond the comprehension of most. They are impossible to Surprise.





## Dwarf Species Traits

Trait	Die Roll
<b>Darksense</b>	1-20
<b>Mechanically Minde</b>	21-40
<b>Lithotrophic</b>	41-60
<b>Sleepless</b>	61-80
<b>Dense</b>	81-100

**Darksense:** Genetically accustomed to the darkness, this character has Darksense and can see in very low light.

**Mechanically Minded:** This character thinks differently than



most, with a firm sense of how pieces fit and work together. They can reroll any Engineering, Sleight of Hand (Lockpicking) or other skill roll relating to tinkering with devices one time, but must accept that result.

**Lithotrophic:** This character's stomach biome is equipped to digest the very earth itself. This character can subsist only on a diet of solid stone.

**Sleepless:** This character's brain is accustomed to the demands of ceaseless toil, and requires no sleep. Resting requires mere idleness.

**Dense:** The benefit of being stout, this character can reroll any Resilience skill roll to avoid an injury, but must accept that result.







## Troll Species Traits

Trait	Die Roll
<b>Fated</b>	1-20
<b>Gifted</b>	21-40
<b>Potent Blood</b>	41-60
<b>Robust</b>	61-80
<b>Karmic</b>	81-100

**Thick-Headed:** This character's head and neck are well-protected. Attempts to choke or knock them out them ordinarily fail and they are immune to injuries related to the head.

**Brutish Grappler:** The use of brute strength against others comes naturally to this character, and they may reroll any attempt to Grapple or resist a Grapple one time, but must accept the result.

**Rapid Healer:** As a reaction to a violent history, this character physically heals at double the rate of others.

**Pack Fighter:** Naturally understanding of group tactics, this character adds +20 to their Martial and Simple Melee skills when fighting alongside at least two allies.

**Pit Fighter:** This character's fists have developed hard ridges and scales. Whenever attacking with their fists, they may use either Unarmed or Martial Melee skills, and ignore the Weak quality of unarmed attacks.



## Gecko Species Traits

Trait	Die Roll
<b>Autotomic</b>	1-20
<b>Lizard Brain</b>	21-40
<b>Fast Twitch</b>	41-60
<b>Chameleonic</b>	61-80
<b>Bestial</b>	81-100

**Autotomic:** This character can release and regrow their tail at will. Once, after taking a hit but before rolling damage, this character can choose to drop their tail from their body and avoid all damage. This can only be used once before the tail must regrow over the following month.

**Lizard Brain:** This character's inhuman brain is unflinchingly resilient to the effects of magic and chaos. Their Resilience is doubled when resisting magic that effects their mind or the effects of Chaos, and any increases in their Chaos skill are halved.

**Fast Twitch:** This character's predator instincts are still present. They may make an attack of opportunity against the first enemy to melee attack them each turn.

**Chameleonic:** Able to manipulate the color of their skin, this character may add +20 to their skill in any non-attack roll dependent on an enemy's to visually observe them.

**Bestial:** Closer to their wild origins than not, this character understands the minds of animals. They may reroll Animal Handling skill rolls one time but must accept that result.





## Social Class

Not everyone is born into equal circumstances. While people's station in life may change with time and based on their own actions in life, for better or worse where one begins is left to fate and something which follows them throughout their lives. Your born social class determines to some extent how certain members of the community view someone their whole lives, and how hard or easy it might be for those of other classes to accept them as their own. For purposes of character creation, social class determines in part what items and property a character begins with.

**Outcast:** Born outside a community to an outcast, one stripped of any legal protection or rights for some grievous offense to their own community. Such persons are regarded by some as less than rodents, and indeed there are rarely any punishments for doing as you like to outcasts.

**Thrall:** Born within a community to a thrall, someone whose being has come to be owned (if not literally, then functionally) by an individual or community, typically as payment of a serious debt or harsh punishment for a severe wrong-doing not worthy of being outcast, and less often as the fate of prisoners of war. Thralls have few legal protections, but a failure to properly nourish and treat a thrall is itself a serious crime. Children of



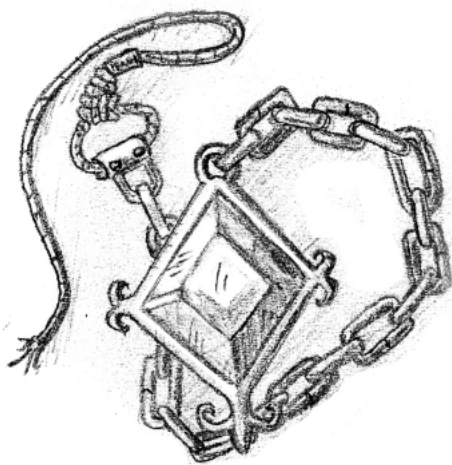
thralls are born entirely free, but a stigma can persist nonetheless.

**Nomad:** Freedmen born to a family without an established, stationary community of their own. Though nomads often have troupes that can reach significant numbers, more often they are little more than a family or two that roams from village to village and town to town, scraping by however they can. Such people are typically cautiously welcomed but are also looked down upon for their lack of a home.

**Cottar:** Poor craftsmen or farmers with small flocks of primarily sheep and goats, who often serve as tenants on wealthier farmer's pastures. The only real distinction between Cottars and Carls is their relative wealth (and so relative respect)

**Carl:** Wealthy craftsmen or farmers with substantial flocks, including cattle and horses. They control the majority of a community's economic productivity.

**Thane:** Thanes are among the most wealthy and respected members of a community. A modest degree of wealth might be sufficient for one to be considered a thane, assuming they are respected enough to warrant the title- warriors employed in defense of a community are often deemed thanes despite lacking substantial herds of their own.



Class	Bonuses	Die Roll (1d6)
<b>Outcast</b>	+10 Survival, +0.25 Cows Starting Property	1
<b>Thrall</b>	+10 Athletics, +0.50 Cows Starting Property	2
<b>Nomad</b>	+10 Ride, +1 Cows Starting Property	3
<b>Cottar</b>	+10 Farming, +5 Cows Starting Property	4
<b>Carl</b>	+10 Farming, +10 Cows Starting Property	5
<b>Thane</b>	+10 Martial Melee, +20 Cows Starting Property	6

### Profession

One's profession describes the path they have chosen when entering adulthood. It need not be representative of what they do in the present, but it is the role in society they would have played for much of their life up to that point, and provides skills which one could use to feed themselves through their in a given community.

Marchland society is simple and not highly specialized; most people fill a variety of roles within their household and community, with broad groupings based on their primary contributions. Most are farmers of some sort, followed by craftsmen working on that which farmers cannot be expected to



adequately create, and hunters who extract resources from the wilderness. Fewer are warriors paid through the community to serve full time in defense of a town or village, as opposed to the obligatory service of all free community members through the Fyrd. Fewer still take on more specialized roles as clergy to the various gods, lawspeakers who handle disputes and other administrative matters, healers who labor to treat grievous maladies, and merchants and traders. A very few, sometimes one per village or the occasional hermit, study the dangerous arts of sorcery in service of the community.

In more developed, specialized societies like those which can be found in the south, west, and far east, many more professions might exist. To accommodate for a profession not adequately embraced by those detailed below, simply allocate 45 Skill Points to skills that one would require and develop to perform the role of that profession.



Profession	Bonuses	Die Roll (d10)
Farmer	Farming +20, Animal Handling +15, Survival +10	1-2
Craftsman	Craft +25, Commerce +15	3
Warrior	Martial Melee +15, Martial Ranged +25, Warfare +10	4
Lawspeaker	Lawspeak +20, Lore (Any) +15, Language (Any) +10	5
Clergy	Ritual +30, Lore (Any) +15	6
Hunter	Simple Ranged +20, Pathfinding +15, Survival +10	7
Trader	Drive +10, Commerce +25, Culture (Any) +10	8
Healer	Medicine +25, First Aid +20	9
Sorcerer	Sorcery +30, Ritual +15	10





## Equipment and Property

Every character typically starts with some equipment, items, and potentially other property depending on their social status and profession, which define their starting wealth.

Unless circumstances suggest otherwise, every character should begin with at least: a copper dagger and either 1. A copper spear or 2. A sling and javelin, in addition to whatever their background permits them to purchase or own.

## Aging

Unfortunately, nothing can last forever and all great things must end. Characters will age as time passes, and eventually they will die. For purposes of this game, healthy human characters can persist without concern for the passage of time until they are 40 years of age. Once they reach the age of 40, once per year they must face an aging test.

An aging test is carried out by first multiplying CON by 5 (CON\*5). Then, a d100 is rolled against that value. Upon rolling above, the character has failed, and will feel the ravages of time upon their body.

Failure at age 40 onward means a player must reduce their character's STR, CON, or DEX by 1.

Failure at age 50 onward means a player must reduce their character's CON by 1 and their STR, CON, DEX, or INT by an additional 1.

Failure at age 70 onward means a player must reduce their character's CON by 1 and their STR, CON, DEX, or INT by an additional 2.

Failure at age 90 onward means a player must reduce their character's CON by 2 and their STR, CON, DEX, or INT by an additional 4.



## AETHER

The Aether moves around everyone and everything, but it moves around some more than others. It manifests around people, places, and things as a form of Magic distinct from Ritual or Sorcery. Aether is latent energy stored within or around someone or something, able to be called upon at will for a variety of subtle purposes. It may be granted to individuals by divine beings, spirits, mortal magical beings, or by chance alone; Aether is granted following certain prescribed actions, or at Game Master discretion, keeping in mind that it is meant to be a potent, rare force not often available to the common folk. A Player Character's starting Aether is defined by their Willpower divided by 5. Ordinarily, a character can have between -10 and 10 Aether.

### Burning Aether

Aether can be burned at a player's discretion in situations where success is important or death or other irreversible harm is imminent. Aether can be burned in several ways.

If a character endures health or fatigue damage that would move them down either respective track, they can burn Aether at a rate of 1 Aether per track level to nullify said damage entirely.

Aether can also be burned on a skill roll or other opposed roll to immediately reroll the Aether -burning character's results. Each reroll costs 1 Aether, and a character can reroll as many times as they can afford.

A point of Aether can be used to avoid the ill effects of critically failing at spellcasting.

If a character has an opportunity to roll an Exploding Die, they can pay 1 Aether to **before** they roll to automatically Explode the die.

Certain items or abilities may also permit a character to burn their Aether for a positive effect.



## Negative Aether

Characters can choose to burn Aether even when they have 0 or less, down to -10. However, the cost in Aether to do so is doubled from whatever it normally is. They might also lose Aether through a variety of means, such as offending the gods (especially those they proclaim to worship), being cursed by spirits, or by failing in certain Ritual or Sorcery acts.

## Corruption Pool

For every point of Aether the player characters use, the Game Master gains a point in the Corruption Pool. The Game Master may burn said points themselves, in exchange for applying various benefits to enemies or challenges any character faces.

If a Game Master controlled character endures health or fatigue damage that would move them down either respective track, the Game Master burn from the Corruption Pool at a rate of 1 point per track level to nullify said damage entirely.

The Game Master can also use such points to a character in an opposed roll between a Game Master controlled character or creature to immediately reroll the controlled character or creature's results. Each reroll burns one point from the Corruption pool, and a Game Master can reroll as many times as they can afford.

If a Game Master controlled attack has the opportunity to roll an Exploding Die, the Game Master can use one point **before** they roll to automatically explode the die.



## CHAPTER 3: THE WORLD OF BLACK SPEAR



Black Spear is designed to take place in a world still largely within what would be known as the bronze-age in our own history, with the beginnings of the so-called iron-age just taking place in certain, distant pockets of society. An age defined its people's relatively recent ability to mold bronze to suit our needs and yet inability or at least lack of expertise in molding iron to do the same. An age still dominated by roaming bands of families and pastoral farming communities where clan and tribe defined the individual, and confederations and kingdom were few, short-lived, and limited in scale. The world of Black Spear as inhabited by humans is young, unmapped, and mysterious, with secrets still waiting to be discovered near and far from home.

## THE MARCHLANDS

Some might call the Marchlands a feral wilderness. Barbarian territory, unexplored, untamed, uncivilized, and inhabited by outlaws, exiles, and savages. Such people might be correct, in some ways, but the vast Marchlands are far from empty or lacking in history or culture.

The people of the Marchlands live in roaming bands or pastoral clan communities, ranging from a few dozen to a thousand or so in population, though rarely do they sustain anything larger.



These communities are governed by chiefs or councils of respected (or feared) members of the community. Sometimes one clan will come to dominate others and form an often short-lived kingdom, or several clans will come together to form a confederation for a time to address some common concern, but the tribal clan persists as the dominant level or organization for Marchlanders, and serves as an important part of individuals' identities.

Historically, the people that are now Marchlanders came from all directions, settling in waves from the surrounding regions, sometimes from far beyond what is now regarded as the known world: refugees from the frigid wastes of the far north, exiles from a once-young empire to the south, pioneers from the lands beyond the eastern nomad ranges, and most recently those fleeing the newfound tyranny in the west. Despite their varied origins, however, the Marchlanders have come to have a distinct and identifiable culture of their own, which serves as a unifying force among the many communities. Where many Marchlander communities feud and ordinarily refuse to cooperate within this culture, the Marchlanders tend to favor their own over outsiders, and can typically set aside their grievances to address any such threats or issues.

Law in the Marchlands is rarely written, instead based on ancient oral rules simply understood by members of communities or based on how similar issues were resolved long ago, with dedicated lawspeakers whose jobs are to articulate and interpret the law, with the final decision resting in the hands of the chief, council, or sometimes community itself.

Marchlander society is divided by profession and class, though such divisions are rarely treated as anything immutable. Thralldom is practiced by some, whereupon person's are deprived of legal status and put to work against their will for the good of the community, but such status is never hereditary among decent folk. Others, though, reject thralldom entirely and judge other communities harshly based on how they treat their thralls. Lacking any sophisticated system of currency, wealth generally is defined by the size of one's herd of cattle, sheep, and



horses; farmers with substantial flocks are regarded as carls, those with less as cottars, and those with the most as thanes- the closest thing to nobility Marchlander communities have. Others, such as craftsmen, have wealth in the goods they produce and trade to others for animals and other goods. Others still are employed by communities full-time as warriors; while all freedmen are expected to participate in community defense as part of the Fyrd, suchthane-warriors take on a special status and need not farm or craft to generate their wealth or justify their place in the community. A few are permitted to spend their days hunting and scavenging from the unfarmed portions of a community's territory. A select few are given special roles in the community as lawspeakers, ritualmasters, or medicinefolk.

Marchlander's worship a variety of gods, with a vague, somewhat malleable pantheon that is regarded with different priorities in every community, sometimes with different names, mythologies, and local spirits or sub-deities, but almost always recognizable to other Marchlanders who simply accept the differences as one would a foreigner's accent.

## **THE FAR NORTH**

Beyond the young Northern Kingdom or any community of substantial size, the dark Far North hosts only wilderness, a few packs of nomadic peoples and long-hidden hermitages, and, in pitch black ravines and unreachable mountain caves, spawning pits for the vilest of Satyrs and other beings of chaos and



corruption. Some nomads here are already corrupted by the dark gods, working to harass communities of decent folk and kidnap their people for all manner of foul rituals and worse. It is from this region that many of the worshippers of corruption first are born, human and inhuman. Chaos-worshipping warbands routinely march or sail elsewhere from these icy plains and mountains, and every so often a substantial horde of emaciated and wretched Satyrs coalesces and heads south, hoping to penetrate into the Marchlands and beyond.

## **THE NORTHERN KINGDOM**

The people of the north are cousins to the folk of the Marchlands, with similar histories, cultures, and outlooks, while worshiping more or less the same pantheon of gods. Indeed, it is said that the first wave of settlers who might be considered modern Marchlanders came from the lands that now make up the Northern Kingdom.

What divides the Marchlands and the North is a unique hardship the northern communities have faced for generations: routine incursions from the forces of chaos and corruption from the dark lands in the Far North. While chaos finds a home in all places, facing the regular hordes of corrupted humans and Satyrs has taken its toll on the people of the north over generations,





creating conditions conducive for the rise of a savior: the current King of the region. A man who has taken on a mythical persona of his own, he managed in his youth to unite the majority of communities in the north (by force or otherwise) into a coalition with the express purpose of fending off the forces of chaos- for better or worse. The result has been the creation of a robust but young Kingdom dominating the region and organizing its resources such that fending off threats of chaos much more readily. Of course, the forging of this Kingdom came with all the problems that come maintaining cohesion between many people whose priorities are often at odds with one another.

Still, the majority of folk in the north would likely give their begrudging approval of the Kingdom so far. The future of this union is far from certain, and many doubt it will survive the death of its founder, but for now it serves its purpose as a shield to corruption, and its creation has changed the landscape of communities in the Marchlands; folk just south in the Marchlands now wonder if the prospect of a unified Kingdom in that region would provide the same benefits, especially as they find themselves now sandwiched between several larger polities that might one day seek to assimilate them.

## **THE SOUTHERN EMPIRE**

To the distant south of the Marchlands there has long been a community known for its novel ideas and aggressive response to any threatening neighbors. Stories tell of its start as a village



founded by exiles from even further south, then as a thriving tribe, then as chief party to a confederacy of tribes, then a petty kingdom, and growing over the generations to become what it is said to be now: a vast empire spread across much of the lands south of the Marchlands. The truth of this is difficult to verify, even within the Empire, due to its alleged scale and fairly disjointed structure of governing far-flung territories. It is undeniable, however, that it is the largest and longest lasting polity of its sort in the known world, with many long-lasting and potent institutions.

Over the years, the Empire has made regular incursions into other regions, typically explorers or raiding parties looking for easy resource grabs. These are always quickly chased off if they come for anything other than trade, but there is always talk about what might happen if they came back in the supposed numbers they could muster, wearing their fine armor and carrying their weapons which smiths elsewhere struggle to imitate.

The Empire has a pantheon all its own, held above all others though with many analogues to those of the Marchlands, with their past and current Emperors atop the divine hierarchy. They have their own coinage, their own written laws, and technological and organizational advancements well beyond that of anywhere else in the known world, all knowledge which they zealously protect from spreading beyond their territories by ousting anyone from their borders who is not protected as a citizen or otherwise granted some permitted status.

## THE WESTERN TYRANT

Many Marchlanders claim heritage to a land far to the west, where their families fled as



starving, brutalized masses from the rise of the first Tyrant in the West and the generations of terror that followed. Over the years, different Tyrants have come and gone, but what has remained the same is the constant abuse at the hands of a brutal and dictatorial sovereign, interspersed only by periods of civil war and chaos when one Tyrant would die and his or her heirs, by bloodline or not, would scramble to take up the throne themselves.

Life in the west is not all bad. Each Tyrant has their own favored class of persons and friends they owe favors to, and each Tyrant elevates their status in kind, granting land, herds, and legal rights over towns and forts. Those outside of these favored classes find themselves bound to these petty lords and forced to labor away in fields or construction yards for their benefit.

It is fortunate that the West tears itself apart with regularity, as it prevents the Tyrant from exerting much influence beyond the lands immediately surrounding their chosen town of residence. Indeed, the West would be hard-pressed to conquer the north or Marchlands in the best of conditions, or to fend off the Empire for long should its gaze ever fall upon the West. Still, other than tales of corruption and chaos, the Tyrants of old are the most popular subjects of horror stories and young children's nightmares. Stories though they be, many folk know the truth in the horror of finding oneself prisoner of an agent of the Tyrant.

## **THE EASTERN NOMADS**

To the east, beyond the last hills and mountains of the Marchlands, where the air dries and vast, rocky plains begin, there dwell hordes of horse-riding nomads. Masters on horseback, such hardy folk patrol vast swathes of territory in their large, roaming communities, each governed by a sort of warrior-chief.

With a culture and religion entirely their own, alien to much of the neighboring regions, they have few friends beyond their ranges, and only a fortunate, trusted few have the ability to trade with them without their caravan being looted and burned.





Indeed, the Eastern Nomads have little issue venturing sometimes quite deep into neighboring regions to pillage before heading back to their homeland. Once a horde takes to mind encroaching on others' territories, only much spilled blood or much tributary loot will send them back before they are ready.

Fortunately, the horse-folk nomads are largely uninterested in expansion or conquest, satisfying themselves on pillage and personal glory; though there are stories of a terrifying high chief that is nominally in charge of the entire plains these people call home, there is little evidence such a person, if they exist at all, has substantial power over the hordes beyond his or her own.

There are further rumors of a land beyond the plains, even farther to the east, where ancient kingdoms still stand, where silver and honey are abundant, and where humanity took its first breaths.

## **THE SATYRS**

In the world of Black Spear, seething corruption lingers around the edges of society and in the hidden and far flung corners of the world. From this corruption and chaos abominations are born, twisting humanity and the natural world into grotesque, destructive forms. The most common form of these





abominations are the Satyrs. Perfect goat-person hybrids make up the most common Satyrs in the dark places where humans dare not dwell, but such creatures venture into inhabited regions with the intent of spreading their corruption there.

Such Satyrs will expose wild and domesticated animals to their corruption in inhabited lands, causing them to give birth first to deformed and deranged offspring, then later to more and more humanoid and intelligent monstrosities, whose sole goal is the destruction of human society and worship of their dark gods. Such infested animals and their offspring must be culled quickly, lest a horde of Satyrs suddenly appear from within a community.

The forces of chaos are an appealing power, however, offering many gifts to those that pursue them for their own gain or offer their aid to Satyrs, their dark gods, or their cults. Such people may themselves become distorted into Satyrs one day, and indeed that may be the very result some of them hope to achieve.





## **TROLLS AND TROLLKIN**

The trolls are a rough, physical folk with skin ranging from ivory white, to pallid grey, to obsidian black and features comparable to those of alligators, canines, and pigs all at the same time. They have several genetic castes in their ranks: the true Trolls, overlords which are hulking beasts that tower over humans and rule over the rest; normal Trolls, which are approximate in shape and size to humans; and Trollkin, small, stupid, and often deformed wretches birthed in litters that serve as combination slaves, foot soldiers, and emergency food for their clan. Which sort an expecting Overlord or Troll will give birth to is hard to predict an inception, and much of Troll courtship revolves around finding partners likely to produce, at the least, a normal troll. Even the most refined family lineage, however, stands a chance of the shame of one day producing a trollkin brood.

Trolls roam in clans of their own, making camp in a place for months or even years at a time before packing up and moving on to somewhere free of their ravages so that their prior home can recover. While they attempt crude agricultural of their own, many of their numbers lack the patience to produce any substantial yields. This leaves them to resort to hunting, and where that fails, to raiding. Such activities serve to both supply clans with food, sacrifices to their crude gods, and to eliminate trollkin from their ranks.



Trolls are often a violent lot, but are far from mindless or even evil, fully capable of intelligent thought, meaningful relationship with even humans, and the occasional short-lived conquest of multiple territories when a visionary attains chieftdom.

## **ELVES AND DWARVES**

Stories abound of Elfish societies deep in the wildest forest groves and Dwarfish clans deep within the tallest mountains. The elves, slender, quiet folk said to incorporate the foliage itself into their flesh, keep to themselves as they tend to their domains and produce the finest fruits, vegetables, and herbs that can be found. They venture from their groves only to fend off those that ravage more than their share of the wilderness, preferring to use their affinity for the bow and sorcery to keep foes at bay. To anger one's local elves is to actively seek to turn the wildlife and weeds themselves against oneself.

The dwarves, stout, boisterous folk said to be made of the very rock they dwell within, are just as isolate, hiding away in deep, carved dens, tinkering away at bizarre contraptions, brewing potent inebriants, and seeking all manner of minerals and jewels which they are rumored (without basis) to snack on. While guests are appreciated breaks in the routine, they value their privacy more than all else, and anyone who stumbles upon a clan's domain is likely to find themselves treated to a joyous feast and sufficient inebriants to make them forget their discovery and wake up a safe distance away, protected from afar by their hosts while they recover from the revelry.



## GECKO

The origins of the Gecko people- stout humanoid lizard folk- are mysterious, but it is known that they are a young species as far as civilizations go. Some believe them to be the creation of a deity of chaos, not unlike the Satyrs or ratfolk worshippers of disease and mutant servants of other foul gods. Others believe them to be an elevation of a species to sapience as a reward for some form of ancient service to one of the gods. Whatever their origin, the Gecko have established themselves along humanity in the world, building villages and even towns, farming, hunting, and generally imitating their human brothers and sisters, typically living alongside them peacefully, if with unease on both sides. Their ways are strange, with a strong emphasis on order and justice, often looking upon other societies as chaotic and unruly.

As a people, the Gecko lack originality, instead taking a gradual, eclectic approach to adopting aspects of other communities around them, and seeking guidance from greater powers when making difficult decisions. Perhaps as a result of the common (if incorrect) association of the Gecko with chaos mutation and degeneracy like Satyrs, the Gecko are among the most ardent crusaders against chaos, and many a young Gecko will take to the road in troupes, looking to cleanse the land of such foul influences. As such, while many worship a similar pantheon to that of the Marchlands, they place the Crusading God at the center of their universe. Other Gecko, however, find themselves drawn to the enigmatic nature of the various Gods from Beyond the Stars, and it is among the Gecko that some of such gods find the majority of their sustained followers on Earth,

## THE SPACES IN BETWEEN

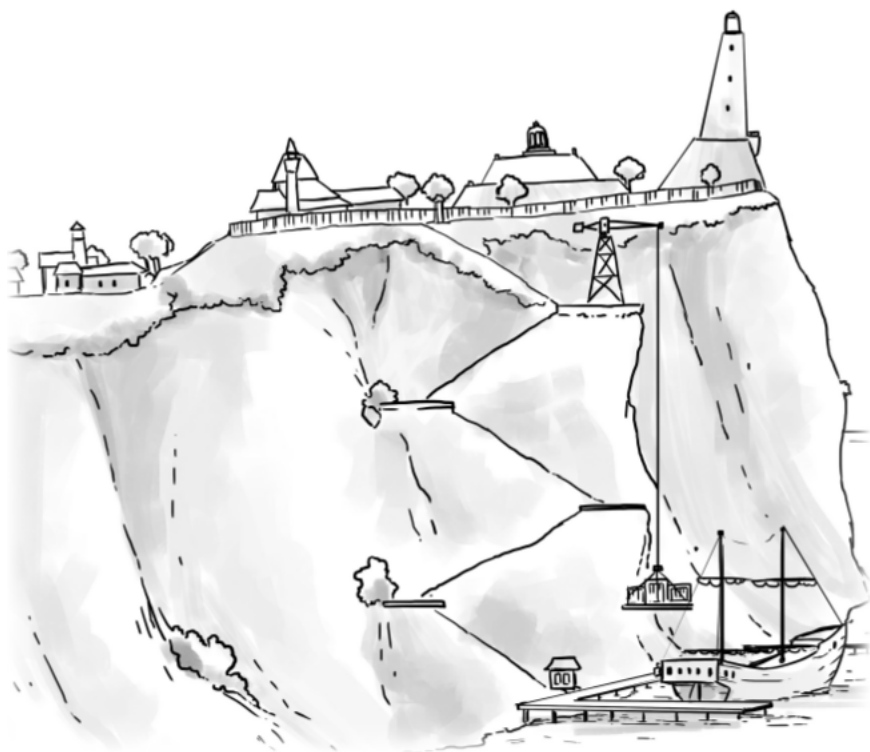
The prior descriptions of regions are intentionally left

relatively brief, vague, and lacking in definite detail. They are intended to represent conceptually some of the most prominent regions and identities a Marchlander might be familiar with, and to provide some degree of stage-setting for the rest of this book. They are not meant to be exhaustive of the communities, polities,





and cultures that surround the Marchlands- there may be as much or as little space in between these described regions as is required to make your world come to life.



## CHAPTER 4: COMBAT



The world of Black Spear is harsh and dangerous. Most people can expect to experience conflict at some point in their lives, whether from outsider raiders, inter-community conflict, or dangers of the wilds and corrupt lands of the world. Whenever circumstances devolve into conflict, the Combat rules apply.

## **THE ROUND AND TURNS**

Combat is divided into rounds, during which each involved character takes a turn in Initiative order. In terms of in-universe time, Rounds are abstracted such that all involved characters are acting nearly simultaneously over the course of 5 to 10 seconds. The character with the highest result after combining their Initiative with d100 takes their turn first, descending to the lowest result. After every character finishes their turn, the next round begins.

## **METHODS FOR USING INITIATIVE**

Black Spear is written with the intent of using the Once per Round method for using Initiative for determining turn order in combat. This is not the only method, and perhaps not even the best. Consider the following options as alternatives if you find it suites your play-table's style better. Rolling once per session will avoid repetitive Initiative rolls and streamline the transition to combat from non-combat, but rolling more frequently will result in more dynamic and surprising combat. Once per Round is the assumed default.

**Once per Session:** Roll for determining move order once at the start of a session and retain the order and any changes that result for the duration of the session.

**Once per Combat:** Roll for determining move order in a turn once per combat, permitting changes in order to last only through the duration of that battle. Once there is a distinct end to combat or a long lull in any fighting, reset Initiative and roll again once combat begins anew.

**Once per Round:** Roll to determine move order in a given turn



at the end of every turn until combat ends. Any effect that provides for a character to move up or down in move order will be applied after the new Initiative roll for the coming turn.

## **ACTION POINTS**

Every character has 3 Action Points (AP) at the start of every turn, unless some condition requires they start with a different amount.

At the initiation of combat where all participants were ready and expecting combat, allow them to start the first round with all their AP, regardless of their Initiative order.

## **CONDITIONS IN COMBAT**

**Blinded:** A blinded character cannot see, and must perform all skill rolls which ordinarily require sight at at Extreme difficulty, as well as with other penalties if already challenging.

**Cover:** A character that is more than 50% obstructed by obstacles should require a **Strenuous** success to hit with a ranged attack, and a character 75% obstructed or more should require an **Extreme** success. When firing into a crowd, the Game Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover. If attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may dodge against this attack as normal.

**Defenseless:** A full bound, unconscious, or otherwise paralyzed character is defenseless, and cannot protect themselves in any way. Any Melee attack and any successful Ranged attack can automatically injure a defenseless character to the level on the damage track of their choosing, including immediately killing them.

**Immobilized:** A character restrained by force or binding cannot



move, and attacks against them are made at **Easy** difficulty and cannot be Dodged or Parried.

**Intimidated:** A character thoroughly rattled by their foe makes their attacks at one difficulty level higher than normal.

**Mounted:** A mounted warrior has a +25% bonus to his damage rolls on attacks against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -25% penalty to his or her Parry and Dodge Skill rolls. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

The rider of a mount unaccustomed to combat must make a Riding Skill test at the start of each Combat Round.

Failing this test will cause the mount to automatically attempt to move away from Melee engagements and danger at every opportunity for the remainder of the Combat Round.

**Prone:** A prone character becomes harder to hit with Ranged attacks and easier to hit by Melee attacks by one difficulty level. A prone character must use 1AP to get back on their feet.

**Weather:** In low light or light weather, the ranges of all ranged weapons are reduced by 25%. In near darkness or in moderate weather, ranged weapons are reduced by 50%. In darkness or in harsh weather, ranged weapon ranges are reduced by 75%.

## COMBAT ACTIONS

**Aim (2AP):** A character may take a moment to properly aim their blow, making their next attack one difficulty level easier..

**Assist (Variable):** A character that is physically capable of assisting may assist another character in a Skill Roll at the same



cost of AP as the skill Roll. An assisting character must announce they intend to assist before the Skill Roll is completed.

**Attack (1AP):** A character may only make one attack in this manner per turn. Attacks can only be made if within the weapon's range. For an attack to succeed, a character must succeed in a Skill Roll of the weapon skill (Martial Melee, Martial Ranged, Simple Melee, Simple Ranged, Unarmed).

Attacks are normally done at a **Normal** Challenge Rating, but other rules or Game Master determination may cause them to be done at other Challenge Ratings.

A successful attack deals 1d10 Exploding Die+MM or 1d10 Exploding Die+RM, as the case may be.

A critically successful attack automatically explodes the 1d10.

**Attack of Opportunity (0AP):** A character may be given the option to engage in a free melee attack in some situations. A character may only do this once per turn. For Melee weapons with a range greater than 1 meter, an enemy moving within their range provokes such an attack.

**Cast (Variable):** A character may cast any petty spell, sorcery spell, or ritual they know and have the means and resources to cast. Instantly cast spells cost 1AP. Other spells may take several rounds to complete in the midst of combat, based on their casting time.

**Charge (2AP):** If a character can move a minimum of five meters towards his opponent, then they can make a charge. They may move a distance up to twice their Movement Rate. This must be in a straight line. When the move is complete, a melee attack may be made against an enemy within melee range. If the attack is successful, the character gains a bonus of an additional Exploding Die in damage calculation. A character cannot dodge or parry in a round in which they charge. Characters may not charge uphill and gain the damage bonus.



**Choke (1AP):** An attacking grappler may force a grappled target to succeed in a Resilience Skill Roll or suffer 1d10+MM in Fatigue Damage.

**Disengage (2AP):** A character which is engaged in combat with an enemy can disengage without provoking an Attack of Opportunity.

**Dodge (1AP):** When an attacker successfully hits, the defender may choose to Dodge as their reaction, provided the attack can be dodged and the defender has sufficient AP, in order to avoid damage. The defender rolls against their Dodge skill.

If the defender succeeds, then they have successfully avoided the attack.

If dodging against a Critically Successful attack, then if the defender succeeds in their Dodge they reduce the attacker's critical to a normal hit. A character can only dodge or parry one attack per turn.

**Grapple (2AP):** A grapple attack is made in the same way as a normal unarmed or natural weapon attack but must be declared as such before any dice are rolled. A Grapple cannot be attempted at creates more than 1.5 the SIZ of the attacker.

Should the attacker hit with his or her grapple attack, no damage is initially caused. Instead, the attacker then opposes his or her Unarmed Skill to the target's Unarmed Skill, in a roll similar to an opposed skill test.

*Grapple Fails:* The grapple attempt fails and the attack is considered to have missed.

*Grapple Succeeds:* The target is Immobilized. Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple.



Grappling combatants suffer a penalty to any rolls that do not target or directly respond to their grapple partner, making any roll one Difficulty Level harder.

Grappling combatants may not use Reactions.

Maintaining a grapple costs the attacker 2AP each turn.

A successful grappling attacker is restricted to the use of Choke, an Unarmed attack, or knocking a standing enemy prone. A target of a successful grapple is restricted to a single attempt to break free per turn at a cost of 2AP.

**Great Attack (3AP):** A character can use their full focus and power to attempt a Great Attack. A successful Great Attack cannot be dodged or parried, and automatically explodes the first 1d10 in damage.

**Move (1AP):** A character can move a distance up to its Movement Speed. However, if engaged with an enemy this provokes an Attack of Opportunity.

**Overwatch (1AP):** A character with a ranged weapon equipped may enter overwatch. Their turn immediately ends. If, at any point until their turn begins again, any character performs an action within their line of sight and range of their weapon, they may initiate an attack before the results of that other character's action is determined. This attack cannot be Dodged.

**Parry (1AP):** When an attacker successfully hits, the defender may choose to Parry with a melee weapon or shield as his reaction to avoid damage, provided the attack can be parried and the defender has sufficient AP. The defender rolls against their relevant Martial Melee, Simple Melee, or Unarmed Skill. Parry attempts are by default done at **Strenuous** difficulty. Unarmed Parry attempts against weapons are by default performed at **Extreme** difficulty.





A successful Parry blocks all damage. A critically successful Parry blocks all damage and allows the defender to attempt a free attack at zero cost, provided they are within range to do so.

A character can only dodge or parry one attack per turn.

**Pummel (1AP):** A character can attack without using the full force of their power. Physical damage is halved and instead applied as Fatigue Damage.

**Reload (Variable):** A character can load a spent or partially spent ranged weapon so that it may be fired again. The cost of this action varies by weapon. If a weapon takes more AP to load than a character has available, this action can continue into other turns until completed.

**Run (3AP):** A character may run a distance equal to 3X their Movement Speed. However, if engaged with an enemy this provokes an Attack of Opportunity.

**Seize Initiative (2AP):** A character may make this move at any time between other Characters' turns, and immediately make their own turn.

**Switch Weapons (1AP):** A character can draw or otherwise prepare a weapon for use, putting away or dropping any other already in hand.

**Take Cover (1AP):** If cover is present within 1 meter which might block incoming ranged attacks, a character can take full advantage of that cover by Taking Cover. A character that has taken cover gets plus 5 Damage Threshold for the duration of the turn from all attacks which would be obscured by the used cover.

**Use Item (Variable):** A character may use any item at their disposal. This action will typically cost 1AP, but may at Game Master discretion cost more depending on what is being used and how a character is using it.



**Use Skill (Variable):** A character may make use of any of their skills applicable to the situation. The AP cost of this action will depend on the Skill being used and the desired action or result, with Game Master discretion controlling.

**Wait:** A character may reserve all or some of their AP until after another character ends their turn or waits. After waiting, they must announce their intent to act immediately following another character ends their turn or waits if they wish to use their remaining AP.

## **INJURIES**

When a character sustains significant harm all at once, it is possible they will incur an Injury, an ongoing and sometimes permanent effect. A Minor Injury might occur when a character falls to the Moderately Wounded level on their Health Track. A Major Injury might occur when a character falls to the Seriously Wounded level on their Health Track. A Grievous Injury might occur when a character falls to the Grievously Wounded level on their Health Track. Roll an **Easy** Resilience skill roll to avoid an injury whenever a potential injury is triggered.

Minor Injuries will recover when the character reaches the Healthy level of their Health Track or upon successful application of First Aid.

Major Injuries persist until a character is successfully treated with Medicine.

Grievous Injuries may be permanent, but still require treatment with Medicine before a character can improve their Health Track. A character has one day and one attempt for Medicine to treat a Grievous Injury through a **Strenuous** Medicine Skill Roll before it becomes permanent.



## Minor Injuries

INJURY	EFFECT	DIE ROLL
No Injury	You avoid all lasting injury	1
Light Bleeding	You are bleeding. Until successfully treated or a critically successful Easy Resilience Skill Roll, you must succeed at an Easy Resilience Skill Roll each turn or move one level down both the Health and Fatigue Tracks.	2
Swollen Eye	Your eye is obscured by damaged flesh. All sight-based Skill rolls, including combat, are one level harder until successfully treated or reaching Healthy.	3
Bruised Ribs	Your torso is bruised. Reduce your ENC by 4 until successfully treated or reaching Healthy.	4
Minor Concussion	Your reaction speed is hampered by Trauma. Parrying and Dodging are one level harder until successfully treated or reaching Healthy.	5
Hobbled Hand	Your hand has temporarily lost function. It cannot hold anything requiring grasp until successfully treated or reaching Healthy.	6
Pulled Back	Your back is in agony. You cannot Run or Charge until successfully treated or reaching Healthy.	7
Winded	You cannot catch your breath. You start your turn with 1 less AP until successfully treated or reaching Healthy.	8
Sprained Leg	Your leg has temporarily lost function. Halve your Movement Speed until successfully treated or reaching Healthy.	9
Major Injury	You suffer a Major Injury Instead.	10



## Major Injuries

INJURY	EFFECT	DIE ROLL
No Injury	You avoid all lasting injury	1
Moderate Bleeding	You are bleeding. Until successfully treated or a critically successful Resilience Skill Roll, you must succeed at a Resilience Skill Roll each turn or move one level down both the Health and Fatigue Tracks.	2
Immobilized	Your body is damaged such that you cannot move your limbs or defend yourself until treated.	3
Fractured Ribs	Your torso armor is destroyed. Your ribs are broken. Reduce your ENC by 4 and all Skill Rolls requiring movement are one level harder until treated.	4
Major Concussion	Your head armor is destroyed. Your reaction speed is hampered by Trauma. All Skill Rolls are two levels harder until you become Healthy.	5
Fractured Arm	Your arm armor for one arm is destroyed. Your arm is shattered. You cannot hold anything requiring grasp and combat actions other than movement, or other activities which might aggravate the injury, require a Resilience Skill roll, failure of which moves you one level down the Fatigue Track.	6
Battered Jaw	Your mouth is swollen and cracked. You cannot effectively speak until Healthy or treated, but this injury does not prevent becoming Healthy.	7
Punctured Lung	Your lung is damaged. You start your turn with 1 less AP and cannot Run or Charge.	8
Fractured Leg	Your leg armor for one leg is destroyed. Your leg has been broken. You may only walk on it until treated and your movement speed is halved. Walking requires a Resilience Skill roll, failure of which moves you one level down the Fatigue Track.	9
Grievous Injury	You suffer a Grievous Injury Instead.	10



## Grievous Injuries

INJURY	EFFECT	DIE ROLL
No Injury	You avoid all lasting injury	1
Heavy Bleeding	You are bleeding. Until successfully treated or a critically successful <b>Strenuous</b> Resilience Skill Roll, you must succeed at a <b>Strenuous</b> Resilience Skill Roll each turn or move one level down both the Health and Fatigue Tracks.	2
Ruined Eye	Your eye is permanently damaged. All sight-based Skill rolls, including combat, are one level harder until successfully treated. After treatment, only vision-based Perception Skill Rolls are permanently one level harder.	3
Internal Injury	Your torso armor is destroyed. Your organs have been damaged. You lose 2 CON permanently and must pass a Resilience Skill Roll daily until treated or move 1 level down the Health Track.	4
Brain Injury	Your head armor is destroyed. Your brain has suffered permanent harm. Parrying and Dodging are <b>Extremely</b> difficult until successfully treated or reaching Healthy. You permanently lose 2 INT.	5
Severed/ Mutilated Arm	You have lost your arm or hand. You can no longer use it for grasping and permanently lose 1 STR and 1 DEX, and will have a much harder time with activities requiring use of your hands.	6
Severed/ Mutilated Leg	You have lost your leg or a portion of it. You can no longer Run or Charge, your Movement Speed is halved, and will have a much harder time with activities requiring both legs.	7
Hobbled	Your body has suffered permanent, unseen damage. Permanently reduce your STR, CON, and DEX by 2.	8
Mortal Wound	You immediately become Fatally wounded.	9
Beheaded/ Brained	Your head is removed or thoroughly destroyed. You have perished.	10

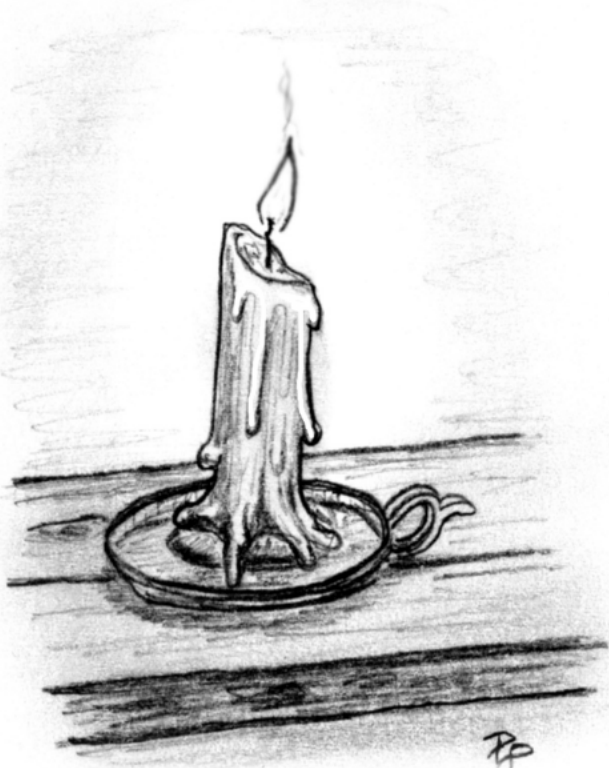


## HEALING

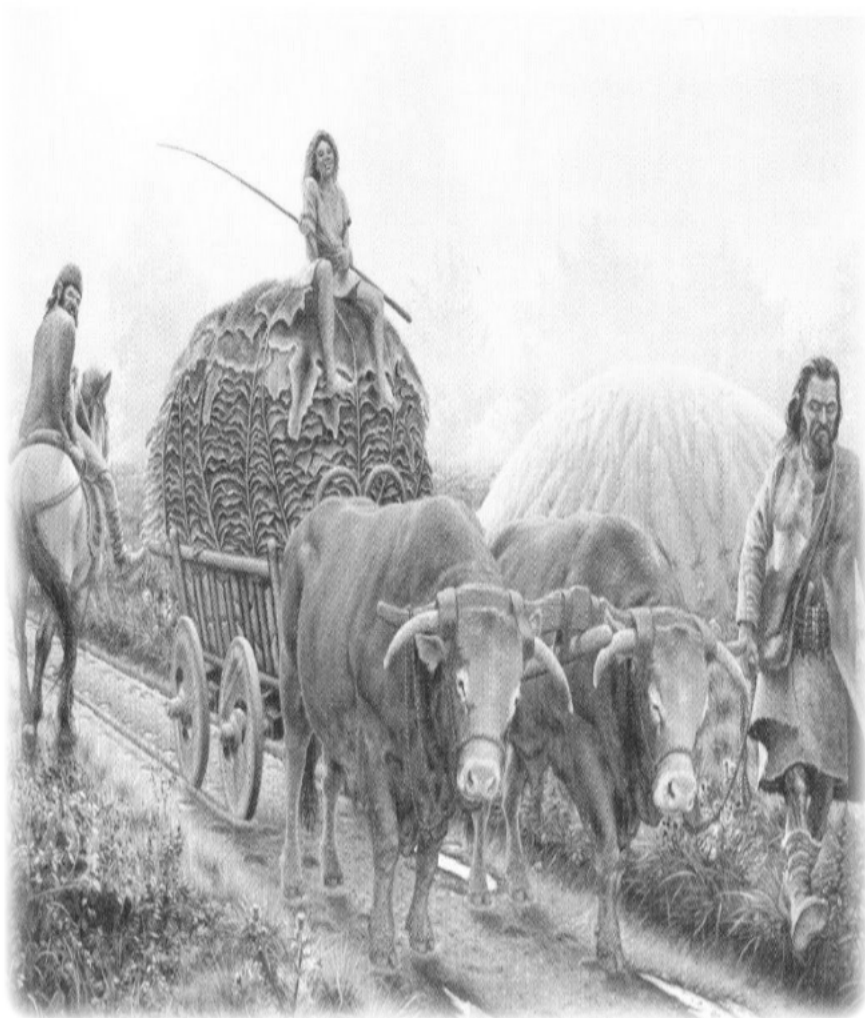
Recovering from harm takes time and rest. First Aid and Medicine can only be applied to a character once per day (except for stabilizing Fatally Wounded persons, which can be applied every turn until they either die or are stabilized), and a character must have all of their Moderate or Grievous injuries individually treated before they can improve their Health Track level. Once treated for all such injuries, a character may move up their Health Track one level per week they go unharmed and are successfully treated by First Aid or Medicine at least once during that week.

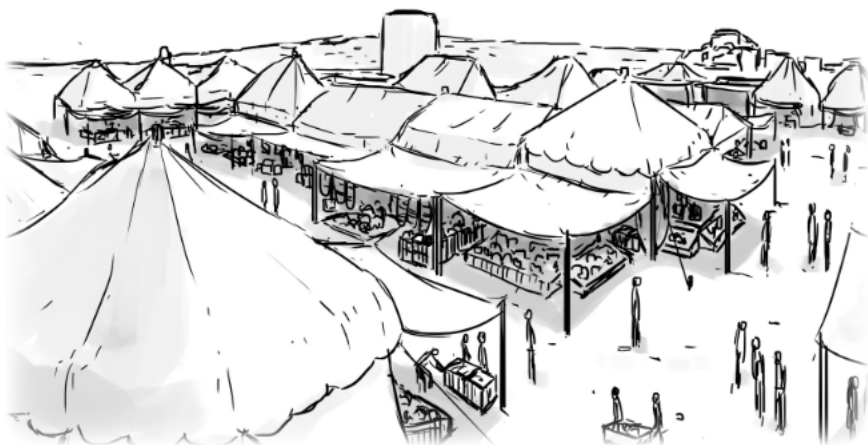
Characters may move up their fatigue track one level for every day in which they are able to rest for at least 7 hours.

Characters cannot recover on either track if they are starving (see Chapter 8).



## CHAPTER 5: ITEMS, COMMERCE, AND PROPERTY





## **BARTER**

The economy in Black Spear is rudimentary and centers around the pastoral nature at the core of communities. Herds are the main measures of a community's wealth, followed by legal rights, territory, and dry goods in that order of priority. Marchlander communities do not have a sophisticated concept of currency or debt, with commerce instead emphasizing barter perceived fairness. Prices are often vague and non-specific, with the value of goods being measured by their worth relative to a cow (an adult which has had a calf) or fraction thereof, and only after much haggling and dickering can such value be accurately determined with specificity between two parties.

Some regions of the world have developed more sophisticated economic systems, but merchants from such places are familiar with the ways of Marchland commerce. Currency from the Empire finds its way into the hands of community members from time to time, but rarely is such coinage of much worth to anyone who does not trade frequently with Imperial merchants. More common is coinage from the Northern Kingdom,



originally used to denote debts owed by the King to those from which he requisitions resources. Such coins are stamped with the King's face and animal (or value thereof) which the King owes the bearer of the coin, and one can typically, if begrudgingly, convince others to trade for them, especially if the other party recognizes that proper barter is simply not possible. Sooner or later someone willing to accept the coins in kind will come along.

Prices detailed in the item and equipment sections of this book reflect the values which two equally skilled hagglers in an average, securely situated community might land on after a reasonable amount of negotiation. This is to say, they cannot be expected to be the actual prices for which goods are available, depending on availability, the circumstances of the community or trader, and the skill with which the parties haggle. When parties sit down to haggle, an opposed Commerce Skill Roll takes place, ultimately with the main thought in both parties' minds being "How many of these would I need to trade for a cow" or "How many cows could I trade for this."

## Consequences of Ownership

An important notion to remember is that with any item of equipment there are consequences in their use as well as benefits. The most obvious consequence is encumbrance. A heavily armored and equipped character will be slowed, unable to use skills as effectively and will become fatigued more easily.

A less obvious effect is that an obviously well-equipped character becomes a target for both minor and major theft. From the opportunistic thief who desires the Character's new sword to the more organized bandit group who targets the player Character parties because they believe that they have a stash of treasure back at



their base due to all the flashy new equipment they are wearing. The same will be true of any estate that a Character may come to own- wealth brings responsibilities and attention.

There might also be social consequences. In civilized towns and cities, displays of arms and armor by the player characters may unsettle and upset the locals and bring about the unwanted attention of any watch or militia who want to make sure that the characters are not violent trouble makers. In some more draconian fantasy lands there may even be laws and social codes that dictate what arms and armor a citizen may own and in what situations they may carry it.

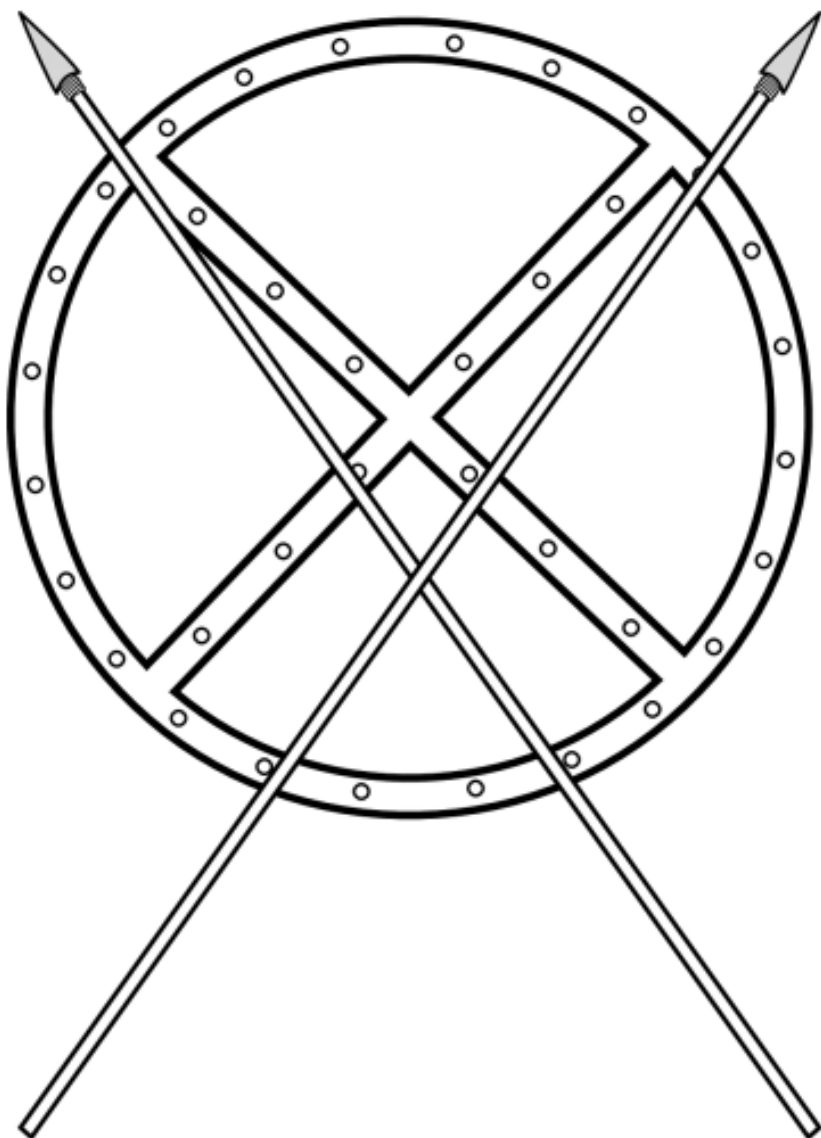
### **Availability of Goods**

The equipment lists serve as ‘game tools’ to allow players to quickly and easily buy equipment for their characters. The range of goods listed at the quoted prices is only going to be available in a large metropolis with organized markets and districts given over to shops and mercantile activity. In less prosperous cities and towns there is a smaller range available, sometimes at higher costs. In rural areas, only local produce and a small amount of locally crafted goods can be bought at a reasonable price. There might be oddities to this model and these can lead to further adventure.





## WEAPONS



## MELEE WEAPONS

WEAPON	VALUE	ENC	RANGE	QUALITIES
<b>Battleaxe</b>	0.15	2	1	Martial, Splitting, Slow, Two-Handed
<b>Club/ Cudgel</b>	.01	1	1	Simple, Weak, One-handed
<b>Dagger</b>	.15	1	1	Simple, Fast, One-handed
<b>Falx</b>	.75	2	1	Martial, Devastating Two-handed
<b>Broadsword</b>	.75	2	1	Martial, Versatile, Two-handed
<b>Halberd</b>	.25	3	2	Martial, Slow, Splitting, Two-handed,
<b>Hatchet</b>	.10	1	1	Simple, Splitting, One-Handed
<b>Kopesh</b>	.30	1	1	Martial, Disarming, One-handed
<b>Large Shield</b>	1.00	3	-	Blocking, Phalanx, One-handed
<b>Longspear</b>	.50	3	2	Martial, Two-handed
<b>Medium Shield</b>	.50	2	-	Defensive, Blocking, One-handed
<b>Rhondel</b>	.40	1	1	Martial, One-handed, Devastating
<b>Sarissa</b>	.75	5	3	Cumbersome, Two-handed, Martial
<b>Shortspear</b>	.05	1	1	Simple, One-handed
<b>Shortword</b>	.25	1	1	One-handed, Fast
<b>Small Shield</b>	.15	1	-	Parrying
<b>Unarmed</b>	-	-	-	Unarmed, Weak
<b>Warhammer /Mace</b>	.30	1	1	Martial, Crushing, One-handed
<b>Weighted Net</b>	.20	1	2	Martial, Entangling, One-handed



## RANGED WEAPONS

WEAPON	VALUE	ENC	RELOAD	RANGE	QUALITIES
Atlatl	.10	1	2AP	35/70	Simple, Devastating
Blowgun	.10	1	1AP	20/40	Simple, Weak, Ineffective
Bola	.10	1	-	20/40	Martial, Entangling
Composite Bow	.75	2	2AP	40/80	Martial, Fast,
Crossbow	4.00	2	3AP	30/60	Martial, Fast, Piercing
Dart	.01	-	-	20/40	Martial, Piercing
Javelin	.05	1	-	15/30	Martial
Kestros	.35	1	2AP	40/80	Martial, Piercing
Nomad Bow	.45	1	1AP	30/60	Martial, Fast
Rock	-	-	-	10/20	Simple, Ineffective, Weak
Simple Bow	.25	1	1AP	30/60	Simple, Weak
Sling	.10	1	1AP	50/100	Simple, Weak
Throwing Club	.05	1	-	20/40	Simple, Weak
Thrown Weapon	-	-	-	5/10	Simple, Weak



## Weapon Ranges

The Range value represents the effective range of these weapons in meters. The first value represents ordinary range, where one rolls against their relevant skill to determine a hit. The second range represents long range, where one should roll against their relevant skill at a difficulty at least one level harder than ordinary. Many of these weapons have longer possible ranges at which they can theoretically be effective, especially when used against large targets or groups, but not when seeking to strike a particular target.

## Mounted Ranged Combat

Ranged weapons can be used from horseback or chariots but the chance of success cannot exceed the Attacker's skill with either Ride or Drive, as appropriate.

### RANGED WEAPON AMMUNITION

AMMUNITION	ENC	VALUE
Arrows (30)	1	.05
Atlatl Dart (3)	1	.05
Blowgun darts (30)	1	.05
Crossbow bolts (15)	1	.20
Darts (10)	1	.10
Sling bullets (10)	1	.01

### WEAPON QUALITIES

**Blocking:** A weapon with this quality may be used to Parry a ranged attack.



**Crushing:** A weapon with this quality can on a successful hit, before rolling damage, elect to ignore half of its target's DT at the cost of an additional 1AP.

**Cumbersome:** A character using this weapon may only Move and Attack.

**Defensive:** A weapon with this quality provides a 20-point bonus to attempts to parry a Melee attack.

**Devastating:** A weapon of this quality can, on a successful hit, before rolling damage, cause the target to suffer the damage die to explode on a 1 or 10 at the cost of an additional 1AP.

**Disarming:** On a successful parry, a character using this weapon may disarm their melee attacker. On a critically successful parry, they may destroy the melee attacker's One-handed weapon.

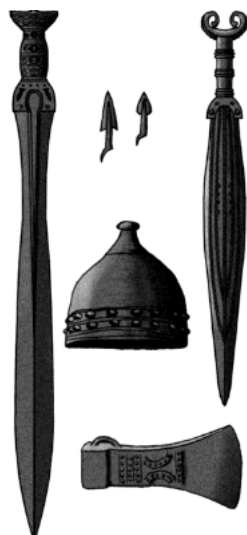
**Entangling:** Upon a successful hit with this weapon, the target becomes entangled unless they can succeed at an Athletics Skill roll. An entangled target falls prone and is immobile and unable to attack or defend themselves, and remains entangled until they can succeed in an Athletics Skill roll.

**Ineffective:** A weapon with this quality does not ordinarily inflict exploding damage on a successful hit.

**Immolate:** A weapon of this quality set their targets ablaze on successful hit and after a failed Athletics skill roll from the target, dealing an additional 1d10 exploding damage each turn until extinguished on the target.

**Martial:** A weapon with this quality uses the Martial Melee or Martial Ranged skill to attack. May instead use the Simple Melee or Simple Ranged Skill at one difficulty level harder.

**Masterwork:** Weapons or armor crafted by a master in the art.





For Weapons, the chance to hit is increased by +10 with this quality. For armor, when in use, the ENC value for such items is halved, rounding down. Weapons or armor of this quality cost double to purchase.

**Meteoric:** Weapons or armor crafted to incorporate iron from the stars, imbuing them with magical properties. Such weapons deal damage as though both a physical and magical source of harm, bypassing immunities to either. Such armor pieces double their provided DT when the damage is purely magical in source, and each provide a +5 bonus to Resilience skill rolls to resist magic. Weapons or armor of this quality cost quadruple to purchase.

**One-handed:** A weapon held in only one hand, leaving the other free to hold something else.

**Parrying:** A weapon with this quality provides a 10-point bonus to attempts to parry a Melee attack.

**Piercing:** A successful hit by a weapon with this quality ignored 5 of its target's DT.

**Phalanx:** A shield of this quality provides a 20-point bonus to attempts to parry an attack and can be used with a Longspear or Sarissa.

**Quick:** Attempts to dodge or parry a weapon with this quality suffer a 10-point penalty to their Dodge or Parry rolls.

**Simple:** A weapon with this quality uses the Simple Melee or Simple Ranged skill to attack. May instead use the Martial Melee or Martial Ranged Skill at one difficulty level harder.

**Slow:** Attempts to dodge or parry a weapon with this quality gain a 10-point bonus to their Dodge or Parry rolls.

**Silvered:** Weapons or armor crafted to incorporate silver. Silvered weapons automatically explode their damage die on a successful hit against a Monstrosity. Silvered armor negates half damage taken from a Monstrosity's Natural Weaponry. Weapons



or armor of this quality cost double to purchase.

**Shoddy:** Weapons or armor which were poorly made, and liable to break. For weapons, a critically failed Parry or an attack which is critically successfully parried will destroy the weapon. For armor, a critical blow on the armor will destroy it. Such items sell for half of what they otherwise would have.

**Splitting:** A weapon with this quality can elect to destroy shields in exchange for reducing an attack's damage by 10.

**Two-handed:** A weapon with this quality requires both hands to use properly. On a successful hit, an attacker using a two-handed weapon may, before rolling damage, add an additional 1d10 exploding damage die at the cost of 1AP.

**Weak:** A weapon with this quality can typically only inflict Minor Injuries.

**Unarmed:** A weapon with this quality uses the Unarmed skill to determine success or failure to hit.

## **ARMOR**

Armor takes a variety of forms depending on the culture, maker, and wearer. What exactly a particular piece of armor of looks like, is called, or even what it is made of precisely can be determined on a case by case basis but should follow the basic archetypes below.

Chain armor, typically made from bronze, represents the peak of what most armorers in the known world are capable of producing. Plate armor is, as of yet, only able to be made by advanced armorers in the South, though there are rumors of western craftsmen beginning to reverse engineer their techniques to create their own.

Individual pieces of armor can be equipped in five (5) places across a human character: the torso, head, and each limb (right arm, right leg, left arm, left leg), and each piece contributes



toward a character's DT.

**Effects of SIZ on Armor :** Armor made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armour table. Characters of SIZ 15 or higher will double the cost and ENC for armor made for them.

TYPE	DT/ENC	VALUE	QUALITIES
Cloth (All)	0/0	Variable	Natural
Hide (Body)	1/0	.25	Natural
Hide (Head)	1/0	.10	Natural
Linen (Torso)	2/1	.50	
Linen (Head)	1/0	.20	
Linen (Limbs)	1/0	.10	
Chain (Torso)	3/2	1.20	Heavy
Chain (Head)	2/1	.50	
Chain (Limbs)	1/1	.25	
Plate (Torso)	4/3	5.00	Heavy
Plate (Head)	3/2	1.5	Heavy
Plate (Limbs)	2/2	1.00	Heavy



## ARMOR QUALITIES

**Heavy:** Armor with this quality is heavy and cumbersome on the wearer, and reduces the wearer's Dodge skill by 10 for each piece worn for any Dodge attempted.

**Masterwork:** Weapons or armor crafted by a master in the art. For Weapons, the chance to hit is increased by +10 with this quality. For armor, when in use, the ENC value for such items is halved, rounding down. Weapons or armor of this quality cost double to purchase.

**Meteoric:** Weapons or armor crafted to incorporate iron from the stars, imbuing them with magical properties. Such weapons deal damage as though both a physical and magical source of harm, bypassing immunities to either. Such armor pieces double their provided DT when the damage is purely magical in source, and each provide a +5 bonus to Resilience skill rolls to resist magic. Weapons or armor of this quality cost quadruple to purchase.

**Natural:** Armor (or nudity) which feels comfortable to the wearer. Adds +10 to Dodge skills for the wearer if all pieces worn have the **Natural** quality.

**Silvered:** Weapons or armor crafted to incorporate silver. Silvered weapons automatically explode their damage die on a successful hit against a Monstrosity. Silvered armor negates half damage taken from a Monstrosity's Natural Weaponry. Weapons or armor of this quality cost double to



purchase.

**Shoddy:** Weapons or armor which were poorly made, and liable to break. For weapons, a critically failed Parry or an attack which is critically successfully parried will destroy the weapon. For armor, a critical blow on the armor will destroy it. Such items sell for half of what they otherwise would have.

**Unfitted:** Armor which is not properly fitted to the wearer, especially looted from the fallen. ENC value is doubled.

## GEAR AND SUNDRIES

**Traveler's Pack:** Packs and bags necessary for carrying more than what one could carry in their hands or their pockets.

**Poison, Weak:** Poison which, once consumed or dosed by wounding with a doused weapon, forces a Resilience Skill test every hour until successful. On a failure, the poisoned target moves down one level on their Fatigue track. Upon surpassing the **Delirious** level on the track, the character perishes.

**Poison, Strong:** Poison which, once consumed or dosed by wounding with a doused weapon, forces a **Strenuous** Resilience Skill test every hour until successful. On a failure, the poisoned target moves down one level on their Fatigue track. Upon surpassing the **Delirious** level on the track, the character perishes.

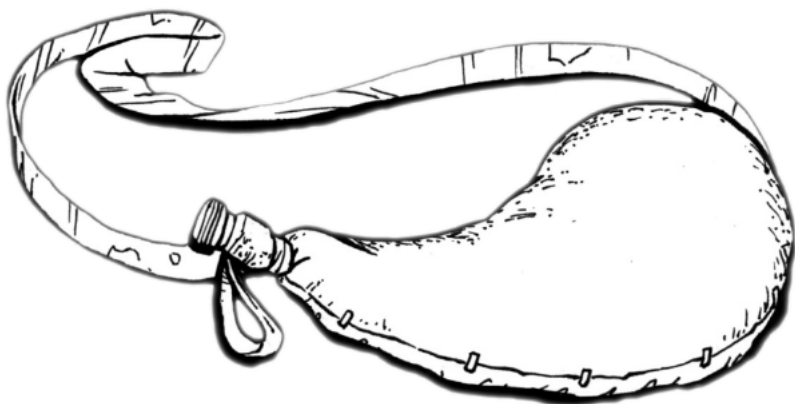
**Craft Tools:** Tools and gear necessary for a given trade and crafting using trade skills. The cost may vary some from trade to trade, and a set is needed for each sufficiently distinct



tradecraft.

**Riding Gear:** Saddle and bridle for riding a horse.

**Candle:** Wax and wick for illuminating approximately a one



meter radius that will last for an hour lit.

**Camping Gear:** Necessary tools for starting a fire and cooking in the wilderness.

**Climbing Kit:** The necessary pitons and tools to engage in climbing sheer surfaces.

**Cold Weather Gear:** Clothing necessary for facing bitter cold and freezing winds.

**First Aid Kit:** A kit for treating minor wounds, with sufficient supplies for approximately 5 uses before needing to be restocked.

**Fishing Gear:** Pole, line, and hooks necessary for active fishing.

**Medical Kit:** Tools and supplies for treating serious injuries and maladies, sufficient for approximately 5 uses before restocking.

**Grappling Hook:** Rope and a hook used for scaling walls or other surfaces it can hook into.



**Torch:** Wood soaked with flammable substances which can illuminate a two meter radius that will last for one hour lit. Can be used as a Cudgel.

**Waterskin:** Leather capable of holding two days of water for one person.

**Writing Kit:** Tools and supplies necessary for writing on papyrus, paper, or other flat surfaces.



ITEM	ENC	COST
Ale, Pint	-	0.005
Amber, Jar	-	1
Antivenom	-	0.25
Bedroll	1	0.01
Bronze Ingots, Barrel	-	3
Cacao Beans, Jar	-	0.70
Candle	-	0.005
Chain, 2 meters	1	0.10
Cheese Wheel	-	0.01
Climbing kit	1	0.02
Clothes, Fine	-	0.5
Clothes, Noble	-	10
Clothes, Plain	-	0.01
Coffee Beans, Jar	-	0.20
Cold-Weather Gear	1	3
Common Hide	-	0.01
Copper Ingots, Barrel	-	0.50
Craft tools	1	0.50
Dyes, Barrel	-	0.60
Exotic Hide	-	2.5
First aid kit	1	0.25
Fish, Barrel	-	0.75
Fishing Gear	1	0.02
Fruit, Barrel	-	0.15
Glass Bottle	-	0.001
Gold Ingots, Barrel		50
Grains, Barrel	-	0.01
Grappling hook	1	0.05
Honey, Jar	-	0.10
Iron Ingots, Barrel	-	3
Ladder, 3 meters	4	0.05





Lantern	1	0.10
Leather, Bolt	-	0.30
Linen, Bolt	-	0.20
Lock picks	-	0.003
Lumber, 50 Meters	-	0.40
Manacles	1	.025
Mead, Pint	-	0.01
Medical Kit	1	1
Musical instrument	1	0.25
Nails, 100	-	0.01
Oil, Barrel	-	1.5
Parchment, 10 Pages	-	0.10
Poison, Strong	-	1
Poison, Weak	-	0.10
Rations, 1 Day	-	0.004
Riding Gear	2	4
Ritual Reagents, 10 pouch		0.05
Rope, 5 meters	1	0.10
Salt, Barrel	-	2
Silk, Bolt	-	2
Silver Ingots, Barrel		30
Sugar, Jar	-	0.20
Tea, Jar	-	0.50
Tent	2	.50
Tin Ingots, Barrel	-	1.50
Torch	-	0.02
Traveler's Pack	-	0.20
Vegetables, Barrel	-	0.25
Waterskin	-	0.01
Wine, Bottle	-	0.01
Wooden Spade	1	0.01
Wool, Bolt	-	0.05
Writing kit	1	1





## **MOUNTS, LIVESTOCK, AND BEASTS OF BURDEN**

<b>ITEM OR CREATURE</b>	<b>VALUE</b>	<b>ENC LIMIT</b>
<b>Bull</b>	2	-
<b>Calf</b>	.75	-
<b>Cat</b>	.01	-
<b>Chariot</b>	25	-
<b>Chicken</b>	.001	-
<b>Cow</b>	1	-
<b>Dog, domestic</b>	.01	2
<b>Dog, hunting</b>	.5	2
<b>Duck</b>	.005	-
<b>Goat</b>	.05	-
<b>Hawk</b>	5	-
<b>Heifer</b>	1.2	-
<b>Horse, combat trained</b>	100	25
<b>Horse, draft</b>	25	40
<b>Horse, riding</b>	50	20
<b>Mule</b>	.5	25
<b>One-Beast Cart</b>	2	50
<b>Pig</b>	.05	-
<b>Sheep</b>	.1	-
<b>Two-Beast Wagon</b>	5	100



## MAGIC ITEMS AND ARTIFACTS

Truly magic items in Black Spear are rare, and most people will live their whole lives seeing few to none, save perhaps those in possession of local temples and mystics. Very few ever handle magical items personally or ever come to own them. However, such items are out there, whether in the possession of sorcerers and clerics, hidden in ancient places, or simply lost in the wilderness. The following are some of the magic items known to history. This list is not intended to be exhaustive: a great many magics exist in the world, many yet undiscovered. Game Masters should feel free to craft their own items- just keep in mind that such things tend to come at a cost or from sources beyond mortal control.

### **Black Spear**

A weapon of legend, said to appear in times of strike and calamity, able to be wielded only by the worthy. Whether it is a single, unique spear or one of several is disputed in the stories, but the Black Spear presents itself to heroes of its time, that they might turn the tides of corruption back, if only for a time. The Black Spear has all the attributes of a Longspear and the Martial, One-handed, and Silvered Qualities. Additionally, on a normal attack its user may elect to deal an additional 1d10 exploding die in damage in exchange for the user taking 1d10 exploding die in Fatigue Damage.

### **Chaos Armor**

Armor crafted by the Satyr god for his champions. Powerful and destructive, it may only be worn successfully by those already corrupted by Chaos- others that seek to wear it will soon find themselves consumed by its foul nature. The Chaos Armor has the same attributes as a full-body set of Masterwork Plate Armor. It additionally adds 5 to its wearer's MM. When the wearer is struck by an attack, they must make a skill roll against their Chaos skill. On failure, they take 1d10 exploding damage and Fatigue



damage and add 1d6 to their Chaos skill.

## **Crown of Agony**

A metal band that fits over one's head before tightening such that it cannot be removed. Use of a special passphrase engraved on its surface causes the wearer immense pain (1d10 exploding Fatigue Damage per minute). The Crown may only be removed following an Extreme Medicine skill roll by someone with access to surgical tools; failure on such a roll causes the wearer 1d10 exploding die in damage.

## **Demon Sword**

A blade gifted to mortals by a cruel demon. It craves the blood of the innocent, and grows in strength as it feeds. For every four (4) people slain by this sword in the hands of a given user, it gains a +1 MM bonus, up to +10 MM. However, the user must make an Easy Resilience skill roll with every attack, and on failure takes 1d10 damage, ignoring armor.

## **Demon Quiver**

An ornate quiver gifted to a misguided hero of legend. It always contains six (6) arrows, and self-replenishes when an arrow is shot while removed and un-shot arrows vanish quickly. Five (5) of these arrows are imbued with great power, but one (1) is cursed. Whenever a character shoots an arrow from this quiver, roll a d6. On a 1-5, the arrows deal an extra 1d10 exploding damage on successfully hitting a target. On a 6, the arrow instead deals 2d10 damage to the shooter and automatically misses its target.



## Dispel Ring

An ancient ring of divine origin, the dispel ring is a plain platinum band with a long history of possession by various heroes, villains, and leaders. Simply wearing the thing protects the wearer from extended effects of magics of all sorts, and enables them to dispel wards, illusions, and most other effects impacting others with the snap of their fingers. While it does little to protect the wearer from damaging spells, it has long enabled its bearers to prevent themselves from being charmed or manipulated by magic, including that of the gods, and helped them best sorcerous foes who might oppose their designs, good or ill. The wearer is immune to effects of magic other than immediate damage, and can dispel most spells, at Game Master discretion.

## Hero's Shield

A shield of legend first given to a forgotten hero by the God of the Sky. The shield is nigh unbreakable and guides its bearer's arm to deflect incoming projectiles, that the bearer might fight and die like a hero rather than be plucked from the battle by a stray arrow or javelin. The Hero's Shield is a Masterwork Medium Shield that provides a +20 bonus to the bearer's attempts to parry projectiles.

## Holy Symbol

Masters of a particular cult or temple are sometimes gifted with blessed and ordained Holy Symbols, made in the image of their chosen deity. Only the highest tiers of ritual magic are ever granted such a Symbol, which requires the very deity worshiped to bless the symbol for the bearer. If that person possesses the Holy Symbol, they may cast rituals of the gifting deity a one difficulty level easier than normal.



## Grimoire

Many sorcerers will transcribe their spells into a book for convenience and ease of memory. Should someone else come into possession of such a book, they may cast any spells contained within, though they must do so at 1 difficulty level harder and the used page is destroyed after use.

## Kraken Conch

A beautiful, massive sea shell, carved with all the symbology of the master of the sea. A gift, made long ago for a handsome seafarer that made an impression on the Sea Goddess, it was created to help him obtain dominance on the waters. Blowing into this shell creates a bellowing sound, able to be heard at a distance far beyond what human lungs are capable. Tentacled life that hears it answers the call, if any are present. The user may designate a target for all Kraken in proximity to attack, which they will do without question- though only the once in a good while, lest they become frustrated and attack the Conch user instead. It may also be used to manipulate the squidfolk- blowing it makes all skill rolls by the user against such creatures one difficulty level easier, and makes the squidfolks skill rolls against the user one difficulty level harder for an hour after playing.

## Necklace of the Ages

Death comes for all. It is as inescapable as the surging forward of time. Still, there are those that seek to avoid it, and a great many of suck folk seek out this necklace- a plain thing of pure and brilliant silver that weighs heavily around the neck of its wearer. Such a person is shrouded from time itself, and their body will neither age nor suffer other ravages of time, for so long as it is worn. Such a wearer may also take it off at any time, without further consequence. However, misfortune follows the wearer, as the various seekers of death take vengeance on those



who endeavor to avoid the final slumber's call. Bad things seek out the wearer, as well as those around them. Each day that someone wears this necklace, a point is added to a special pool of Aether, to be used, at Game Master discretion, against the wearer and those around them as though they had negative Aether. Additionally, luck is almost never on the wearer's side, generally.

## **Obsidian Owl**

A perfectly carved owl made of Obsidian. Anyone in possession of it may, upon saying the passphrase inscribed upon its surface, animate the owl, which may move and fly as an ordinary owl. Such a person may also see through its eyes at the same time as their own. If slain, the owl will return to its inanimate obsidian form, and cannot be reactivated for 1 month.

## **Ring of Warmth**

Master sorcerers eventually devolve into dabbling with the creation of magic items. The creation of a Ring of Warmth is often the first mark of success for such an aspirant. Though of limited function, the difficulty of their creation should not be underestimated. When worn, a Ring of Warmth ensures its wearer is of a comforting temperature, even in the biting cold of winter.

## **Stalker Eye**

A massive eye, extracted from whatever cranium it once called home, typically contained in a large jar or other vessel. Its origin is unknown, but scattered references to it or others like it can be found throughout history. Ordinarily, it is idle, resting wherever it is placed, never rotting or deteriorating in condition. It is far from inanimate, however- it understands the thoughts and





intentions of whoever possesses it, and can thusly be instructed to find and follow an individual if the possessor knows enough about them to adequately instruct its search. If released into the air, the eye will hunt the individual based on what the possessor can tell it, and once it located the target it will continue to follow them and transmit its findings to the possessor in their dreams. It will never cease this hunt, stopping only when retrieved and contained by someone or upon the death of the target, after which it falls to the ground, idle once more, until given a new task.

## **Scales of Appraisal**

A set of the Commerce God's beloved scales, taken from him long ago. They are lightweight, easy to store and carry, and quick to set up. Their use is both simple and complex: if a good is placed on one side of the scale, the scales will even out only if goods or currency of equal fair market value, according to the complex invisible math of the given time and place, are placed on the other side. The scales' analysis does not account for the particular needs of any party seeking an exchange, however, leading to inaccuracies in what a reasonable trade may be even with this divine artifact. Perhaps its best use is in identifying improperly described goods- coinage debased with lesser metals, or items made with lesser materials than advertised.

## **Self-Swinging Sword**

An ancient blade, cursed long ago to swing against its maker out of revenge for some offense long ago forgotten. Now that its murderous purpose is long-fulfilled and its sorcerous master long dead, it can be used by one who might find it as a tool of personal defense: merely say the right words and it springs to life, hovering about its new master, striking at those that come near. The Self-swinging Sword is a Shortsword that once in each of the user's turn will attack a foe immediately adjacent to the use at random



for zero AP. It has the same Martial Melee skill as the user.

## **Silken Mail**

Mail formed from the very Aether by magnificently powerful and often divine beings. Almost as light as wearing nothing at all, but as capable of protecting its wearer as chain mail, it is a gift typical of the champions of deities and other less benevolent beings of power. Silken Mail has the ENC value of full Hide Armor but the DT of full Chain armor.

## **Soul Rose**

A timeless artifact of unknown origin, the Soul Rose appears as though a normal if immaculate, white rose, as though freshly plucked from a bush- it looks, feels, and responds to the environment like a normal. Mundane efforts to damage it are effective, but it quickly mends without intervention, and more serious efforts to destroy it, if successful, will find that the very same rose sprouts shortly nearby the place of its destruction, as though nothing at all had happened. Those rose's magic lies in the cut of its thorns- to scrape oneself or another with one of its thorns causes the normally white rose to surge with red, and for any wounds, mundane illnesses, and fatigue to vanish from the victim; lost blood rushes back within, open wounds (save for the rose cut) rapidly mend, and the victim finds themselves rejuvenated almost entirely. However, the rose hungers, and takes part of its victims' very beings with it- a cruel trade for those in need. When cut with the rose, a target's Health and Fatigue tracks return to their maximum step, and most conditions impair the target are remedied. However, they lose one point on a random Attribute, and if they fail a Resilience skill roll they lose another point on a random Attribute.



## White-Hilt

A mythical blade crafted by the Crusading God to cleanse the land. When drawn against corruption it burns brightly at the blade- but when drawn against mundane evils of the world or innocents, it turns against its wielder, burning them through even the best insulation. White-Hilt takes on the form of a Masterwork Broadsword with the Immolate quality that deals an extra 1d10 exploding damage to Satyrs and servants of the Satyr God or Gods from

Beyond the Stars. If drawn against anyone else, however, it deals 1d10 exploding damage to its user, with the Immolate quality.



## Vermin Flute

Legends tell of a magic flute once used by a traveler to keep pestilent rodents at bay, simply blowing into it to draw the creatures away to some untimely demise. The traveler has been long dead and his glorious instrument lost to history, every so often a story will surface of its powers in use. The reality is that the ratfolk have long hunted the wretched instrument, seeking to keep it from human hands, as they too suffer its effects, entranced by its sound. Playing the flute forces all common rats and mice that can hear it to follow the player mindlessly. Playing the flute also charms ratfolk, making all skill rolls against them one difficulty level easier, and ratfolk skill checks against the player one difficulty level harder for an hour after playing.



## CHAPTER 6: RITUAL AND SORCERY



Magic in Black Spear comes from the Aether, an unseen and omnipresent force from which all life draws power. The gods, beings of chaos, sorcerers, and all other living things tap into this power to varying extents in order to survive. The Aether itself is sometimes personified as a vast, all powerful, indifferent being from which the universe sprang. The capacity of a mortal spellcaster to perform magical feats depends on their ability to either tap into the Aether or obtain assistance from greater entities who can tap into such power.

Such abilities are divided into three subcategories: Petty Magic, Ritual Magic, and Sorcery.



## MAGIC FORMAT

**Difficulty:** The relative difficulty of a spell to cast under normal conditions; attempts to cast will be a **Trifling, Easy, Normal, Strenuous, or Extreme** Skill Roll. Some spells or rituals might be **Variable**, meaning that they ordinarily require a **Normal** Skill Roll, but their effects, the specific ones denoted in parenthesis, can be doubled or tripled with a **Strenuous** or **Extreme** Skill Roll respectively.

**Casting Time:** How long it takes to fully cast a spell or ritual. Casting may be instantaneous. A spell or ritual interrupted before completion has no effect, and must be restarted.



**Reagents:** Items necessary to be expended or used in a spell or ritual. Some may require nothing, others specific items, and others still a non-specific value of goods or items. If a spell or ritual requires “Ritual Reagents,” it requires a special and relatively non-specific mix of herbs, minerals, and other common materials that can be reasonably foraged for, and which are expended on use.

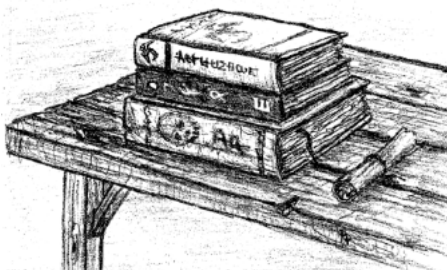
**Duration:** How long the effects of a spell last before dissipating.

**Effect:** The effects of a spell, in damage, bonuses, or otherwise.

**Critical Failure Effect:** The consequences of a critical failure when trying to cast a spell or ritual.

## LEARNING MAGIC

Learning a spell or ritual requires one to have access to either an instructive text or a teacher willing to teach them. Such texts or teachers are rarely going to be available for less than 5 cows worth of goods, plus or minus 20% for each difficulty level of casting



the spell above or below normal. Learning a spell requires a full week of training, and a successful Skill roll in the relevant skill required to cast the spell or ritual. Failure means another week must be spent training (and additional fees paid to a teacher).

## CONCENTRATION

Many spells and rituals will require Concentration in order to maintain their effects. Concentration requires the majority of a character's focus, such that they cannot perform any other complex action or suffer any physical damage without breaking Concentration; anything more than small movements or a few steps at a time will break Concentration. Spells and Rituals with a casting time require concentration during that period.



## CRITICAL SUCCESSES

On a critical success when casting a spell or ritual, the Game Master should utilize their discretion to determine an additional effect. For a damage dealing spell, the damage should be maximized, or if it has Exploding damage the first die should explode automatically. For a spell whose primary effect is in how long it lasts, its duration should be doubled, or the number of uses doubled.

## PETTY SPELLS

Petty spells are those require neither divine grants of power nor tremendous force of will or training, but draw from a combination of latent Aether and one's own energy. Petty Spells tend to be modest in effect, sometimes amounting to little more than tricks.

A Petty Spell may use either the Ritual or Sorcery Skill when rolling for success; both the divinely tuned and studied sorcerer is capable of learning such spells to equal effect.

**Calm Beast:** *Kind words imbued with magic to soothe the manic beast.*

**Difficulty:** Easy

**Casting Time:** Instant

**Reagents:** None

**Effect:** Touch The caster whispers into the ear of a distressed animal, calming it. If the distressed animal is under the influence of a spell or of fear or terror, the beast gets another chance to resist the effects.

**Critical Failure Effect:** The beast becomes even more frantic, even aggressively so.

**Circle of Protection:** *A pinch of salt, that the undead keep away.*

**Difficulty:** Normal



**Casting Time:** 5 minutes.

**Reagents:** A pouch of salt.

**Effect:** Creates a boundary which the undead cannot cross or destroy.

**Critical Failure Effect:** No additional effect other than failure of the circle.

**Detect Magic:** *The Aether ebbs and flows, and those with the knowhow can sense that which effects this movement.*

**Difficulty:** Normal

**Casting Time:** Instant.

**Reagents:** None

**Effect:** Gives the location of the nearest magic item, magical creature or active spell within 10 meters and unobstructed by a solid barrier.

**Critical Failure Effect:** The Aether saps the caster and moves them one step down the Fatigue Track.

**Ignite:** *A spark to light a small flame in the darkness.*

**Difficulty:** Trifling

**Casting Time:** Instant.

**Reagents:** None

**Effect:** The caster generates a spark sufficient to light a candle, torch, tinder, or anything particularly flammable.

**Critical Failure Effect:** The caster burns their skin or singes their clothing.

**Light:** *A small sun, born from the Aether.*

**Difficulty:** Trifling

**Casting Time:** Instant.

**Reagents:** None

**Effect:** The caster generates within arms-reach a small, intangible sphere which casts out a bright light powerful enough to illuminate 10 meters. Vanishes after 10 minutes.





**Critical Failure Effect:** The caster generates within arms-reach a small, intangible sphere which casts out a bright light powerful enough to temporarily blind everyone within 10 meters before immediately vanishing.

**Petty Illusion:** *A wall for privacy or concealment.*

**Difficulty:** Normal

**Casting Time:** Instant.

**Reagents:** A fistful of feathers (expended).

**Effect:** Creates an illusion no more than 10x10 feet which blends into the environment and makes perceiving that which is beyond it one difficulty level harder. Lasts for 1 hour.

**Critical Failure Effect:** The illusion instead shimmers brilliantly, making it one difficulty level easier to perceive.

**Protection from the Elements:** *To stay dry and stave off the biting cold is all that can be asked for in a storm.*

**Difficulty:** Normal

**Casting Time:** Instant.

**Reagents:** A gob of beeswax.

**Effect:** The caster does not get wet from rain, cold from wind, or burned by sunlight for 2 hours.

**Critical Failure Effect:** The rain, cold, and sunlight appear to be drawn to the caster, making their impacts all the worse.

**Rend:** *The Aether can be weakly manipulated such that it can rip living things apart.*

**Difficulty:** Normal

**Casting Time:** Instant.

**Reagents:** None

**Effect:** Deals 1d10 damage to a single target.

**Critical Failure Effect:** Deals 1d10 exploding damage the user.

**Slow Fall:** *Gravity upon the caster is reduced such that they fall*



*slowly.*

**Difficulty:** Easy

**Casting Time:** Instant, requires concentration.

**Reagents:** None

**Effect:** The caster falls straight down at a speed that will not result in damage, no matter the height.

**Critical Failure Effect:** Gravity is increased; any falling damage is doubled.

**Telepathy:** *To reach the gap and speak into one's very soul.*

**Difficulty:** Arduous

**Casting Time:** Instant, requires concentration.

**Reagents:** None

**Effect:** The caster may communicate simple sentences to a single target within line of sight, in secret, completely silently. This effect is one way.

**Critical Failure Effect:** The communicated sentence echoes in the minds of all within line of site.

## RITUAL

Ritual magic is that of the divine, carried out by appeals to either gods, deities, or other forces for aid of some sort rather than one's own ability to tap into the Aether or other sources of power. Ritual is defined by such appeals and by a typically extended process for utilizing such magic, often requiring prolonged ceremony or material sacrifices. One's ability to successfully perform Ritual Magic revolves around their capacity to adequately memorize such rites, carry out the ceremonies to form, and generally attract sufficient attention from the being they are beseeching to grant them whatever favor requested. Without gods or some other being of power to call on, Ritual Magic has no effect.

## Gods, Deities, and Spirits

Most societies in this age worship either a pantheon of



interconnected gods or some portion of a more widespread pantheon, local spirits or guardian deities, or the dreaded dark gods of chaos and corruption. The names, histories, and relative importance of these gods varies from region to region, culture to culture, and even community to community, but a learned, unbiased scholar would be able to identify common themes in the identities of these supposedly different gods; whether, for example, the gods of the Marchlands are the same as the gods of the Empire to the south is a matter of staunch debate (and one likely to get you in a fight). Regardless, of whether they are different aspects the same beings, wholly independent beings filling the same natural roles, or something else entirely, the various pantheons, though the names and rites and stories may differ, fill the same niches, generally.

## Common Gods

### Father God of the Sky

One of the two gods who supposedly made the mortal world as it currently exists. Noble, mighty, and full of stormy rage, the great Father controls the skies and heavens and polices the other gods that make up his retinue. To appeal to the sky God is to request the mightiest of godly intervention. Unfortunately, the great Father is a being of brooding, quick anger, and isolation, choosing to leave much of the world in the hands of his companions.

**Sky God's Wrath:** *A pious offering and earnest call for vengeance can sometimes bring much destruction from the heavens.*

**Difficulty:** Strenuous

**Casting Time:** 30 Seconds

**Reagents:** 5 Ritual Powder, a gemstone worth at least 1 cow (consumed).

**Effect:** A bolt of divine energy from the sky falls directly only a target within line of sight. The bolt deals 3d10 Exploding die of



damage to the target and any other beings within one (1) meter of the target.

**Critical Failure Effect:** The bolt of energy comes down on the caster instead, dealing 2d10 Exploding damage.

**Flight:** *To be welcomed into the Sky God's domain is a true blessing.*

**Difficulty:** Strenuous

**Casting Time:** 1 Minute.

**Reagents:** 20 Ritual Powder, a cloak, a fistful of feathers (burned).

**Effect:** One target within reach may “fly” (levitate up to 20 meters above the ground) for 1 hour.

**Critical Failure Effect:** The target feels a constant downward push and is unable to depart the ground (or the closest thing to the “ground”) and must be in contact with it for the duration (e.g., no running or jumping, difficulty climbing).

**Wrathful Wind:** *From on high, the wind is the Sky God's most common tool.*

**Difficulty:** Normal

**Casting Time:** 30 Seconds.

**Reagents:** 5 Ritual Powder, a fistful of feathers (burned).

**Effect:** Targets in in a 10 meter cone must succeed at an Athletics skill roll or be knocked prone. The caster takes 1d10 exploding Fatigue Damage.

**Critical Failure Effect:** The caster is knocked prone and takes 1d10 exploding Fatigue Damage.

## Mother Goddess of the Earth

One of the two gods who supposedly made the mortal world as it currently exists. While her partner commands the skies, the great Mother watches from the Earth. When the pair formed the world, it was her decision to create mortal life, and she is the origin of all that first sprung from the



ground. Deeply concerned with her progeny, she quietly watches all, but like her partner chooses to remain detached until intervention is necessary.

**Brambles:** *The god queen is aloof, but sometimes her tendrils cannot help but interfere.*

**Difficulty:** Normal

**Casting Time:** 30 Seconds.

**Reagents:** 15 Ritual Powder, a sprig of blessed vine (expended).

**Effect:** One target within throwing distance is ensnared by brambles that spring from the thrown sprig. The target must dodge or parry or be grappled. The brambles do not attempt to Chokehold the target, only keep them immobilized. The grapple can be broken on a successful Unarmed skill roll or with third-party destruction of the brambles. Attempts to break free from the brambles inflict 1d10 damage to the target.

**Critical Failure Effect:** The brambles instead lash out at the caster or someone other than the target.

**Consecrate Ground:** *All ground is holy, yet corruption persists. Only with blood sacrifice can the Mother keep it at bay.*

**Difficulty:** Normal

**Casting Time:** 1 Hour.

**Reagents:** Living animals worth at least 1 cow (slaughtered), Ritual Powder.

**Effect:** Magics of all kinds and sources used by Satyrs or other evil (whatever that means in your game) creatures are one difficulty level harder to cast in a 100 yard radius from the ritual site. This effect lasts for one month.

**Critical Failure Effect:** Magics of all kinds and sources used by anyone are one difficulty level harder to cast in a 100 yard radius from the ritual site. This effect lasts for one month.

**Genesis:** *The lifegiver gives life once more, though it is never quite the same as the first progeny.*

**Difficulty:** Extreme



**Casting Time:** 1 Hour.

**Reagents:** 20 Ritual Powder, a small item to be imbued with life, a jug of fresh blood (expended)

**Effect:** A small item (no larger than a foot cubed in volume) is imbued with life as a lesser golem and will take orders from the baster.

**Critical Failure Effect:** The item comes to life but is violently aggressive; if not dealt with in a timely manner, it will develop into a Vile Golem.

## Sun God

Trusted with an immense and important power, that of the life-giving sun, the Sun God is a potent one, tending the sun and its vicious rays, keeping it alight but contained. Notoriously vengeful and spiteful, the Sun God is a poor one to offend, but fortunately few dare to offend it sufficiently to draw its ire.

**Bottled Sunlight:** *The Sun God's might, saved for a rainy day.*

**Difficulty:** Strenuous

**Casting Time:** 1 Hour.

**Reagents:** 1 Bottle, 1 lead stopper, sunlight.

**Effect:** Creates a Sunbomb that may be thrown to explode in a 5 foot radius for 1d10 exploding damage with the immolate quality, or opened in hand to create a 10 foot beam with the same effect.

**Critical Failure Effect:** The bomb explodes in creation, dealing 1d10 exploding damage with the immolate quality to the caster.

**Purging Fire:** *All things left in the sun are forever changed, and often cleansed.*

**Difficulty:** Normal.

**Casting Time:** 30 Seconds.

**Reagents:** 1 Ritual Powder per target, sunlight, fresh leaves.



**Effect:** Targets roll 2d10. If the result is greater than or equal to their FT, they recover one step on the Fatigue Track.

**Critical Failure Effect:** Targets take 1d10 damage from the sun.

**Solar Galvanization:** *The sun sustains all of creation, insulating it from the abyss beyond. So too can it insulate individual souls.*

**Difficulty:** Normal.

**Casting Time:** 1 Hour.

**Reagents:** 1 Ritual Powder per target, sunlight, fresh leaves.

**Effect:** Targets roll 2d10. If the result is greater than or equal to their FT, they recover one step on the Fatigue Track.

**Critical Failure Effect:** Targets take 1d10 damage from the sun.

## Harvest God

The god of the farmer, the provider of civilization as it is currently known. His goodwill or his ire can permit a community to thrive or crumble; this god is among the most proximate lifeblood for most people, and as such the Harvest God is among the most worshiped. The Harvest God and its partner, the Medicine Goddess, are perpetually at odds with the Pestilence God.

**Preservation:** *The days are short, resources scant. May this blessed food keep through the winter.*

**Difficulty:** Normal.

**Casting Time:** 1 Hour.

**Reagents:** 1 Ritual Powder per target, 1 ounce of salt.

**Effect:** Up to fifty pounds of food are protected from spoiling, contamination, or otherwise becoming inedible through the passage of time or slight exposure to contaminants.

**Critical Failure Effect:** The target food immediately rots and spoils.

**Blessed Harvest:** *The fields grow or they do not. But perhaps they*



*can grow faster, stronger...*

**Difficulty:** Normal.

**Casting Time:** 4 Hours.

**Reagents:** Animals worth 0.10 cows per acre (slaughtered). Double to value of animals per acre to reduce the difficulty of this ritual by one level.

**Effect:** The targeted acres of cropland yield double the value of crops for 1 year.

**Critical Failure Effect:** The target acres of cropland yield double the value of crops for 1 year.

**Harvest Guardian:** *The crows do not scare themselves, after all.*

**Difficulty:** Extreme.

**Casting Time:** 2 Hours.

**Reagents:** A scarecrow, a jug of blood, 20 ritual powder.

**Effect:** The scarecrow is animated as a Feldghast and defends 1 acre of land from destruction or hostile intrusion.

**Critical Failure Effect:** The target acres of cropland yield double the value of crops for 1 year.

## Medicine Goddess

The healer, mender of wounds and purifier of disease. Were it in her power, she would ensure no wound went untreated and no illness uncured, but between her everlasting struggle with the Pestilence God and a domain in direct competition with the Death God, among others who cherish the cycle of life and death of the mortals, her power is greatly curtailed and ever in short supply.

**Stabilize:** *Mend that which is vital, that Death is warded off for a time.*

**Difficulty:** Normal

**Casting Time:** Instant





**Reagents:** 5 Ritual Powder

**Effect:** The caster can immediately stabilize a target which has suffered a Fatal Wound by saying a chant and anointing them with Ritual Powder

**Critical Failure Effect:** The target immediately perishes, as the Death God takes it due out of spite.

**Erase Wounds:** *Wounds heal in an instant; painfully, exhaustingly, but as though they never occurred.*

**Difficulty:** Extreme

**Casting Time:** 6 hours

**Reagents:** 10 Ritual Powder, at least 2 Cows worth of goods

**Effect:** The caster can immediately heal all wounds, non-permanent injuries, and illnesses of a target, restoring them to the maximum levels of both their Health and Fatigue tracks. Does not remedy permanent injuries.

**Critical Failure Effect:** The target suffers a Moderate Wound.

**Soothe Pain:** *Medicine can be an agonizing craft, with much harm coming before wounds can mend.*

**Difficulty:** Normal

**Casting Time:** 1 Minute

**Reagents:** 5 Ritual Powder mixed with water or another liquid.

**Effect:** The target feels no pain, mental or physical, for one hour. They cannot take Fatigue Damage except from physical exertion during that time, and will not notice if they take any physical damage.

**Critical Failure Effect:** The target's pain is amplified and they take 2d10 Fatigue Damage.

## Trickster God

The brother of the Sky God, and an obsessive, sometimes malicious prankster. While not evil, his mind is wracked with madness, resulting in his find humor in many things, good and bad. To draw his attention may be a boon or curse depending on



his mood. Communities are sure to keep priests to his cult close at hand, that they might divine which court the Trickster God is dining with at a given moment: that of his brother, or that of one of the gods of corruption.

**Cacophony:** *Waking children in the night, ruining a peaceful vista, blasting someone's ears to ringing- all mere jokes, brother.*

**Difficulty:** Normal

**Casting Time:** 30 Seconds

**Reagents:** 1 Ritual Powder, 1 hand-carved whistle.

**Effect:** The whistle frantically shakes and releases random, ear-splitting noise from a variety of instruments for 10 minutes.

**Critical Failure Effect:** The whistle explodes and deafens the caster for 10 minutes.

**Invitation:** *When you invite the Trickster God to intervene, you can never be sure if good or ill will follow.*

**Difficulty:** Normal

**Casting Time:** 1 Hour

**Reagents:** Goods worth .25 cows.

**Effect:** You draw the Trickster God's attention. Flip a coin. If heads, he incites the effect of any other Ritual in such a way is to be beneficial to the caster. If tails, he incites the effect of any other Ritual to the detriment of the caster. The Game Master selects the Ritual, and decides how good or bad the outcome.

**Critical Failure Effect:** A particularly nasty effect from any other Ritual occurs. Game Master's discretion applies.

**Trickster's Mist:** *Pranksters often need a way out once their tricks are sprung on unassuming targets.*

**Difficulty:** Normal

**Casting Time:** 10 Seconds

**Reagents:** 1 Ritual Powder, a vessel of water (destroyed).

**Effect:** A dense mist explodes harmlessly from the vessel of water in a 15 foot radius, greatly obscuring the vision of those



seeking to see through it.

**Critical Failure Effect:** The vessel of water explodes on the caster for 1d10 exploding damage.

## War God

While a bloodthirsty god who revels in conflict, especially between humans, the War God is far from a god of chaos and destruction. The War God maintains its own notions of what a “just war” is and expects human participants to adhere to certain rules when carrying out warfare. Warriors give dedication to it for favor on the battlefield, for peace when war is unneeded, and their foes to obey the rules. A disrespected War God is one which will seek for your shields to splinter, spears to shatter, and wounds to be grievous.

**Lucky Wounds:** *Casualties are inevitable, but debilitating injuries may be staved off.*

**Difficulty:** Normal

**Casting Time:** 1 Hour

**Reagents:** 1 cup of wine, mead, or ale per target, 1 Ritual Powder per target.

**Effect:** All rolls to determine whether an injury occurs are Trifling in difficulty for six (6) hours.

**Critical Failure Effect:** All rolls to determine whether an injury occurs are Normal in difficulty for six (6) hours.

**War Favor:** *War is a messy business. It never hurts to ask the ruling deity for good fortune on the warpath.*

**Difficulty:** Normal

**Casting Time:** 1 Hour

**Reagents:** 1 Ritual Powder per targeted character, a small offering of goods, food, or drink worth at least .05 cows per targeted character, a fire in which to burn the Ritual Powder and offerings.



**Effect:** The targets' DT is increased by 2 for six (6) hours

**Critical Failure Effect:** The targets do not have the War God's favor and their DT is decreased by 2 for six (6) hours.

**Zeal:** *Days on the battlefield are long and full of horrors. The fatigue and pain can be suppressed with a blessing.*

**Difficulty:** Strenuous

**Casting Time:** 1 Hour

**Reagents:** 1 Ritual Powder per targeted character, a glass of blood (drank).

**Effect:** The target's FT is increased by 4 for six (6) hours and the targets are immune to psychological **Fatigue** from common battlefield events.

**Critical Failure Effect:** The targets instead have their morale shaken and their FT is decreased by 2 for the duration.

## Commerce God

The god of things, goods, animals moving from person to person and place to place to fill their needs and desires. The patron god of craftsmen and merchants alike, one prays to the commerce god for fine materials, safe roads, and fair prices at the market.

**Artisan's Blessing:** *Commerce requires goods, and goods require workers of competence. A little favor helps forge them.*

**Difficulty:** Normal

**Casting Time:** 1 Hour.

**Reagents:** Goods worth at least 1 cow.

**Effect:** Once someone is blessed by this ritual, on their next roll to increase Craft, Farming, or Commerce skills, roll it as though an Easy roll.

**Critical Failure Effect:** On their next roll to increase Craft, Farming, or Commerce skills, roll it as though an Strenuous roll.



**Safe Trails:** *Banditry interrupts the flow of goods to those that need them.*

**Difficulty:** Strenuous

**Casting Time:** 1 Hour.

**Reagents:** Goods worth at least 1 cow.

**Effect:** For every 1 cow worth of goods sacrificed, a traveling party of no more than 50 will always sense the approach of bandits a minute or so prior to their arrival for 1 week; bandits cannot surprise this party. This applies exclusively to bandits, and not other sorts of roadside troubles.

**Critical Failure Effect:** For one week, a party expressly will not notice the approach of bandits until it is too late.

**A Fair Trade:** *Faulty goods offered at above market rate do no one any favors. The Commerce God exposes the lies.*

**Difficulty:** Strenuous

**Casting Time:** 1 Minute.

**Reagents:** Goods worth at least .1 cows (burned), a deal about to be sealed at the market or other establishment.

**Effect:** The caster becomes aware of whether the deal they are striking is a reasonably fair one (not necessarily the best one); reveals hidden facts material to the negotiation.

**Critical Failure Effect:** Worse than not revealing any issues with a deal, the deal looks fair or even better than fair to the caster.

## Writing God

The Writing God, god of recorded words, stored knowledge, and learning generally. It is from this being that humans first learned how to put charcoal to medium to preserve stories and other information, and to whom they know pray to preserve the histories of their family and to aid in the progression of their skills.



**Divine Guidance:** *For those lost and adrift, unsure of where to go or what they are missing.*

**Difficulty:** Normal

**Casting Time:** 2 Hours

**Reagents:** 10 Ritual Powder, a fire in which to burn the Ritual Powder and breathe in the smoke.

**Effect:** This ritual is intended for characters who may have missed important clues or information that precludes them from knowing what the next step on their journey ought be. If a character uses this Ritual successfully, they will be granted a vision or omen that guides them, keeping it as vague as possible while still helping them on their way. The roll for this Ritual should be done in secret from the players, so they are unsure of whether they were successful or critically unsuccessful. On failure, the vision should be less helpful but still direct them forward.

**Critical Failure Effect:** The character receives an omen or vision, but it is either dangerously incorrect or correct but omitting some serious danger or critical information.

**Etch:** *A mere drop or two of blood is all the writing god asks for in exchange for remembering things on our behalf.*

**Difficulty:** Easy

**Casting Time:** 1 Minute

**Reagents:** A drop (or two) of the caster's blood caught in a vial, 1 Ritual Powder.

**Effect:** The caster may speak or mock write and the words will be spiritually etched onto a surface of their choosing within reach for 1d10 days. Approximately 1 drop of blood is used per 140 characters. After the duration, the etching fades and is lost.

**Critical Failure Effect:** The spell instead painlessly etches any words spoken by the caster onto their own bodies for 1d10 days.

**Tongues:** *Language- but a tool, not meant to divide humankind.*

**Difficulty:** Normal



**Casting Time:** 1 Hour

**Reagents:** A tablet, scroll, or piece of parchment or paper on which to write the necessary runes, which disintegrates after the ritual.

**Effect:** The caster can understand, at a rudimentary level, both speech and writing of any mortal language they can read or hear. They can also speak or write at a rudimentary level in such languages they have samples to read or listen to. Lasts for one (1) hour.

**Critical Failure Effect:** The caster is unable to effectively read, speak, write, or listen to any language for the duration of the effect.

## Hunting God

The god of the hunt, they take great pleasure in the cycle of predator and prey, of death and renewal, and of a balance in all things of the wilderness. Hunters tend to consider this god their personal patron, but careless, cruel, and irresponsible hunters will find themselves at odds with its whims, and may find themselves in peril as a result. A common loan-deity of the elves, for their common goal of keeping the wilderness wild.

**Beast Call:** *The call of the wild is potent, but the call of the god of the hunt is more so.*

**Difficulty:** Normal

**Casting Time:** 10 Minutes

**Reagents:** 3 Ritual Powder, a handmade whistle

**Effect:** A desired wild, natural animal present in the area is summoned to the caster, toward whom it is friendly (but not obedient). Attacking a beast summoned in this way will lead to the wrath of the Hunting God.

**Critical Failure Effect:** The summoned animal becomes crazed from the call and uncontrollably attacks the caster until soothed or an hour passes.



**Beast Form:** *Hunters of all sorts share a kinship- release the inner beast.*

**Difficulty:** Strenuous

**Casting Time:** 1 Minute.

**Reagents:** Heart of an animal (fresh or preserved, consumed), 2 Ritual Powder, a totem of oneself.

**Effect:** The caster transforms into a monstrous ursine, canine, or feline form of themselves for 2 hours. Add +30 Athletics, +20 Resilience, +10 Dodge, +10 to Martial and Simple Melee, and +5 MM for the duration.

**Critical Failure Effect:** The above transformation occurs but the caster is completely unhinged and viciously attacks those around them for the duration.

**Silent Step:** *The best hunter kills silently, painlessly.*

**Difficulty:** Normal

**Casting Time:** 10 Minutes.

**Reagents:** Powdered hooves of an animal (consumed), a honeycomb (consumed), and 2 Ritual Powder.

**Effect:** The sound of the caster or a single target's movement is dampened, increasing their sound-based Stealth by +20 for 6 hours.

**Critical Failure Effect:** The target's steps and movements are thunderous, penalizing their stealthy by -20 for 6 hours.

## Sea Goddess

Sister to the Goddess of the Earth, the Sea Goddess rules from below while her peers rule from the heavens. She is the warden of the sea, for all the prosperity it offers and the destruction it can bring upon sailors and coastal dwellers. She is a tempestuous god, prone to rapid shifts, jealousy, and anger if not respected, and shows a general disdain for the life that has fled her waters for land and freshwater.

**Bubble:** *The folk of the land require the Sea Goddess's blessing to*





*dwell for long in her domain.*

**Difficulty:** Normal

**Casting Time:** 10 Minutes.

**Reagents:** The bladder of a land animal, 5 Ritual Powder, a live fish.

**Effect:** Any single target forms a self-replenishing bubble of air around their nose and mouth if they venture underwater. Lasts for 6 hours.

**Critical Failure Effect:** The target is pulled forcefully downward if they venture into a body of water, as though grappled by the water.

**Favorable Winds:** *The folk of the land require the Sea Goddess's blessing to dwell for long in her domain.*

**Difficulty:** Strenuous

**Casting Time:** 1 Hour.

**Reagents:** Goods worth at least 1 cow.

**Effect:** For every 1 cow worth of goods sacrificed, a sailing ship will experience favorable winds and calm seas for one week of sailing, and will ensure harsh weather at an easier difficulty level than normal.

**Critical Failure Effect:** Winds will be unfavorable and weather will be endured at a harder difficulty level than normal for the duration.

**Tempest:** *The folk of the land require the Sea Goddess's blessing to dwell for long in her domain.*

**Difficulty:** Extreme.

**Casting Time:** 1 Hour.

**Reagents:** A human (or other sapient species) sacrifice, being at sea or on the coast.

**Effect:** A vicious storm rapidly forms, ravaging a target ship, settlement, or other location in view (as well as anything proximate), potentially including the caster.

**Critical Failure Effect:** A vicious storm rapidly forms, ravaging



specifically the caster's vessel or location.

## Cow Goddess

The matron of the cow, and of beasts of burden generally. Proud of her flock and the meaning it has for people, she watches carefully to ensure proper care is provided, and that the Satyrs of corruption not taint her beloved bovine children. The Cow Goddess is easily the most celebrated of the common gods.

**Fertile Pastures:** *Happy cows mean a happy life. And more cows.*

**Difficulty:** Normal.

**Casting Time:** 6 Hours.

**Reagents:** Animals worth 0.10 cows per head of livestock (burned).

**Effect:** The targeted population of livestock reproduces at a 50% faster rate for the year.

**Critical Failure Effect:** The targeted population of livestock reproduces at a 50% slower rate for the year.

**Identify Corruption:** *Keeping the hers safe requires a watchful eye and vigilance.*

**Difficulty:** Easy.

**Casting Time:** 30 Minutes.

**Reagents:** 50 Ritual Powder.

**Effect:** Informs the caster if a field, pasture, or other location has been visited and corrupted by the corruption of Satyrs or another chaotic force.

**Critical Failure Effect:** Provides a false positive that a field, pasture, or other location has been corrupted, perhaps even inviting that corruption in.

**Zoological Aura:** *A calming presence for the animals of civilization's domain.*



**Difficulty:** Normal.

**Casting Time:** 10 Minutes.

**Reagents:** 10 Ritual Powder.

**Effect:** A single target may make Animal Handling skill rolls at one difficulty level easier than otherwise.

**Critical Failure Effect:** The target makes Animal Handling skill rolls at one difficulty level harder than otherwise.

## Crusading God

Tireless in his exploits and forever hungry for more spectacle, adventure, and excitement, the Crusading God is the patron deity of the adventurer and zealot against the gods of corruption. The Crusading God despises chaos and corruption as much as he despises his own creeping boredom, and it is in his name that many venture forth to seek out and exterminate the corrupt hordes.

**Smite Corruption:** *Divine fire purges the evil from the lands.*

**Difficulty:** Easy.

**Casting Time:** Instant (2AP).

**Reagents:** 5 Ritual Powder.

**Effect:** A beam of energy flows from the caster, dealing 1d10 exploding damage as though a ranged attack to a target within sight. Only effects Satyrs, undead, vampires, and other creatures of corruption or evil.

**Critical Failure Effect:** The beam of energy backflows, knocking the caster prone.

**Blessed Sword Arm:** *A stalwart heart and strong arm shall safeguard the lands of mortals.*

**Difficulty:** Strenuous.

**Casting Time:** 1 Hour.

**Reagents:** 1 Satyr horn per target, 1 Ritual Powder per target.

**Effect:** The targets may flip to succeed at melee attacks against



Satyrs, undead, vampires, and other creatures of corruption or evil. This effect lasts 4 hours.

**Critical Failure Effect:** The targets may flip to fail at melee attacks against Satyrs, undead, vampires, and other creatures of corruption or evil. This effect lasts 4 hours.

**Enduring Valiance:** *The fight against corruption is endless. So too must be the righteous vigor with which it is culled.*

**Difficulty:** Normal.

**Casting Time:** 10 minutes.

**Reagents:** 1 Satyr horn per target, 1 Ritual Powder per target.

**Effect:** The targets instantly recover one step on the Fatigue Track.

**Critical Failure Effect:** The targets instead fall a step on the Fatigue Track.

## Feasting God

God of wine, mead, roasts, and sometimes debauchery, the Feasting God seeks only revelry for its followers. It knows the value of fleeting excesses, of unifying experiences, and to pray to it is to ask to forget one's woes and fears, if only for a time.

**Purify:** *A feast with poisoned or tainted food simply will not do.*

**Difficulty:** Easy.

**Casting Time:** 5 minutes.

**Reagents:** 1 Ritual Powder per meal, a cup of wine (expended) per meal.

**Effect:** Each targeted meal for a single person is purified of poison or other contaminants except for the effects of rot.

**Critical Failure Effect:** The target food immediately rots.

**Festive Aura:** *Lay down your spears, friends-your fights can wait until after the feast.*



**Difficulty:** Normal.

**Casting Time:** 15 Minutes.

**Reagents:** 10 Ritual Powder, goods worth at least 0.5 cows, a willing and knowing audience.

**Effect:** Those in the audience find themselves less combative, more agreeable, and more willing to deal and negotiate (to their interests) for six (6) hours. Those in the audience also find acts of aggression toward others in the audience more difficult by one difficulty level.

**Critical Failure Effect:** Those in the audience find themselves more combative, less agreeable, and less willing to deal and negotiate (to their interests) for six (6) hours.

**Water to Wine:** *The barrels may be tapped but the feast must continue.*

**Difficulty:** Normal

**Casting Time:** 5 minutes.

**Reagents:** 1 Ritual Powder, a cup of water

**Effect:** The water is converted into a (barely) potable wine.

**Critical Failure Effect:** The water still turns instead to bitter, non-alcoholic water.

## Death God

The shepherd of the fallen, the deceased of all mortal things. A vile and grotesque god in his grim appearance, in truth he is deeply devoted to his unfortunate duty of ferrying the dying out of the mortal world into whatever fate awaits them after. Feared by all, respected by many, and worshipped by only a dour or insane few, the Death God stoically carries out his thankless duties.

**Animate Dead:** *The dead slumber eternal. Their bodies, on the other hand, can be put to better use...*

**Difficulty:** Normal

**Casting Time:** One Hour



**Reagents:** Ritual Powder, Living animal no smaller than an adult rat, A chalice to be filled to the brim with the blood of said animal, A relatively intact corpse or properly arranged skeleton.

**Effect:** The Corpse or Skeleton are animated (see their bestiary entries) and under the control of the caster. The undead can follow simple commands and defend its master. The caster must pass a Ritual skill roll each day to retain control. Said skill roll is **Trifling** for one undead, and increases by one difficulty step for every additional undead. On failure, the caster permanently loses control and the undead go berserk or lie in wait for living to kill.

**Critical Failure Effect:** The target immediately is animated and relentlessly seeks to slay the one who defiled it.

**Claim Life:** *The Death God offers rewards for those that bring him more souls to ferry.*

**Difficulty:** Normal

**Casting Time:** Instant (1 AP)

**Reagents:** 1 Ritual Powder, a bell (rung)

**Effect:** If the caster slays another sapient being within the next 10 minutes, they move up one step on the Health and Fatigue tracks.

**Critical Failure Effect:** The caster takes 2d10 exploding Fatigue damage.

**Resurrect:** *The dread god of death may be willing to part with one of those in his charge for a time, if only for a time before darker forces begin to take hold.*

**Difficulty:** Extreme

**Casting Time:** One Hour

**Reagents:** The (mostly) intact corpse of the target for resurrection

**Effect:** The target comes to life once more, whatever wounds mended. However, they must immediately begin making Aging skill rolls as though at least 40, and at a Strenuous difficulty level.

**Critical Failure Effect:** The target's soul is forever lost and their corpse instead occupied by a Ba'al Demon.



## Loving God

The god of generations, a god of many forms, all of them beautiful. The young pray to them to aid in their courtships. Couples pray to them for great fertility. Established families pray to them for a healthy home and loving partners and children. The rites and motivations behind them differ, but the Loving God takes very seriously its role in ensuring the establishment of families and households, whatever their form- though some consider it to be a lustful and lewd god at times.

**Bond:** *To bind two free souls together is a noble thing indeed, made all the more noble by their devotion.*

**Difficulty:** Trifling.

**Casting Time:** 1 Hour.

**Reagents:** Two willing persons, 1 diamond (expended), two cups of wine (consumed).

**Effect:** The two persons gain +1 to their DT and FT when in combat or a hazardous scenario alongside the other. A person may not be bound to more than one person. This effect is permanent until disavowed by either person.

**Critical Failure Effect:** No additional effect.

**Safe Invitation:** *To feel safe under the roof of another is the highest form of affection.*

**Difficulty:** Easy.

**Casting Time:** 10 Minutes

**Reagents:** Ritual Powder.

**Effect:** The caster (and those working on their behalf) makes all skill rolls against the interests of the targets at one difficulty hard for 12 hours.

**Critical Failure Effect:** No further effect.

**Share the Pain:** *To feel pain is to love.*



**Difficulty:** Extreme.

**Casting Time:** Instant (3AP)

**Reagents:** Ritual Powder.

**Effect:** A single target of the caster takes 1d10 exploding die in damage whenever it inflicts damage on the caster, and vice versa. This does not impact damage caused by third parties.

**Critical Failure Effect:** The caster takes 1d1- exploding die in damage whenever it inflicts damage on the target.

## Petty Deities

### Local Spirits

Almost everywhere is inhabited by resident spirits in this age, whether they be few and quiet or many and detectably active. Their origins are various and disparate, their desires unknowable, but most are ordinarily indifferent to mortals within their domains. Still, a small gift and a humble request can be enough to rouse their interest and favor, in exchange for protection.

**Sanctuary:** *A feeling as though the very trees, land, and air is keeping watch on your behalf*

**Difficulty:** Normal

**Casting Time:** 15 Minutes

**Reagents:** 5 Ritual Powder, a sacrifice of goods worth at least 0.05 cows, burned in a fire

**Effect:** The local spirits, if any, keep watch for the caster and their party while they are present, increasing the chances of the party detecting threats while they rest or detecting unseen dangers in the area.

**Critical Failure Effect:** The local spirits are angered by the disturbance and actively seek to cause fear among the party or lead them astray.

### Ancestors

One's ancestors are a reliable source of support, guidance,





and protection. Though in the midst of the long slumber, they are, collectively, plenty willing to offer what little aid they can to their heirs in the world, if roused by kind words and small sacrifices of respect.

**Ancestral Favor:** *You can always count on those long dead for their blessings...if little else.*

**Difficulty:** Normal

**Casting Time:** 10 Minutes

**Reagents:** 1 Ritual Powder, a sacrifice of goods worth at least 0.01 cows, burned in a fire

**Effect:** The caster's ancestors provide a vague omen of guidance, amounting to little more than approval or disapproval of their intended course of action, or to a vaguely guiding physical omen (a gust of wind, a ray of light, an echo).

**Critical Failure Effect:** The ancestors are silent and cannot be reached for at least one week.

## Gods of Corruption

### Satyr God

The dark and twisted god of the Satyr's, itself often appearing as a monstrous goat-person abomination. A god of violence, abuse, and unrestrained hedonism, it promises its followers all that they can pillage, and all the destruction they desire. In return, they seek out beings to corrupt and sacrifice to sate the God's own endless lust and sadism.

**Claim:** *The Satyr God always craves more servants.*

**Difficulty:** Arduous

**Casting Time:** 15 Minutes

**Reagents:** 5 Ritual Powder, a Satyr horn (expended), Strong Poison (expended).

**Effect:** An incapacitated, restrained, or willing target is poisoned as though with Strong Poison. If they perish as a result of this



poisoning, they come back to life the following day as some form of Satyr.

**Critical Failure Effect:** The target instead turns into a Aberration.

**Desecrate:** *To turn the very land against nature is the truest form of corruption*

**Difficulty:** Extreme

**Casting Time:** 1 Hour

**Reagents:** 50 Ritual Powder, a Satyr horn (expended), a live sapient (non-satyr) being to sacrifice.

**Effect:** The site (no more than 100 yards in radius) of the ritual is tainted and forces non-satyrs or other evil creatures within it to endure 1d10 exploding die in Fatigue damage every hour they are present. This effect lasts for 1 year unless purified by removing the Satyr horn from the sacrificed corpse.

**Critical Failure Effect:** The caster perishes instead, but the site is still subject to the effects above.

**Vile Blood:** *The Satyr corrupts all, to its core and very blood.*

**Difficulty:** Normal

**Casting Time:** 15 Minutes

**Reagents:** 5 Ritual Powder, Weak Poison (expended).

**Effect:** A willing target's blood becomes a potent corrosive substance for six (6) hours, dealing 1d10 damage to an immediately adjacent melee attacker upon moving the target down the Health Track. There is also a 10% chance that a random weapon or armor piece of the attacker is destroyed by this corrosive damage.

**Critical Failure Effect:** The target's blood instead immediately deals 2d10 exploding damage to itself.

## Gods from Beyond the Stars

There lies much in the Abyss beyond the Heavens,



immeasurable distances away from the Earth itself, and much of it beyond mortal comprehension. A variety of dark and hungry beings from this Abyss that hold themselves out as gods maintain a presence on Earth, however fleeting. Invariably, these beings represent abhorrent, maddening, and corrupting influences, yet they accrue followers and sacrifices all the same as they compete with one another for control and power to absorb into their own domains beyond the stars.

**Antediluvian Limb:** *Distant though they are, they may reach through the void if invited.*

**Difficulty:** Strenuous

**Casting Time:** Instant (3AP).

**Reagents:** A dagger, one's own blood.

**Effect:** The caster takes 1d10 exploding die in damage. A void opens from the wound and a tentacle reaches through to attack enemies of the caster, attacking once per turn if a target is available. The tentacle has the same qualities as a longspear, a Melee Skill of 50, and an MM of 5. Lasts for 1 hour.

**Critical Failure Effect:** A berserk Servitor instead appears, attacking all present.

**Summon Servitor:** *Though distant and indifferent, the distant gods have servants who act on their behalf...*

**Difficulty:** Normal

**Casting Time:** 1 Hour.

**Reagents:** A dagger, one's own blood, goods worth 1 cow (sacrificed).

**Effect:** The caster takes 1d10 exploding die in damage. A void opens from the wound and a Servitor appears, eager to further the goals of the Gods from Beyond the Stars. Whether obedient, aggressive, or something else will depend on who summoned them, why, and what esoteric goals their masters may have.

**Critical Failure Effect:** A berserk Servitor instead appears, attacking all present.



**Terrible Visage:** *To gaze upon them is to feel true terror.*

**Difficulty:** Arduous

**Casting Time:** 1 Minute

**Reagents:** a gemstone worth at least 0.25 cows (expended), a skull.

**Effect:** Those within 20 yards of the caster are exposed to the horrors beyond the stars and take 1d10 exploding die in Fatigue Damage from the strain. This includes the caster.

**Critical Failure Effect:** The caster instead takes 3d10 exploding die in Fatigue Damage.

## **Pestilence God:**

A god of extremes, of excesses and shortages. Where disease comes and goes, the God of Pestilence endeavors to introduce plague. Where rain falls and dries, the God of Pestilence seems to cause flood, drought, and famine. Where pests exist as the natural way of things, the God of Pestilence creates swarms of locusts, rats, and mosquitoes and creates them with a jolly smile. Ever drawn to disorder and chaos, much energy is spent by communities to make themselves appear boring to this God, so as to keep his gaze elsewhere. Long ago, the Satyr God gave to the God of Pestilence a special lineage of corrupted rat-man hybrids, which now make up his primary servants.

**Invocation of Decay:** *The final fate of all of the rotting god's chose, a painful death and a quick return to the soil.*

**Difficulty:** Extreme

**Casting Time:** 10 Minutes

**Reagents:** A rotting corpse of a human or animal, a live rat to be sacrificed, a mushroom cap of any species.

**Effect:** A cloud of spores erupt from the corpse, spreading in a 100 foot radius. Those within the radius that fail a Resilience skill roll are infected by the spores, which sprout painful mushrooms



and real 2d10 damage and fatigue damage per day, ignoring armor, until successfully treated by someone using Medicine with access to medical tools. An attempt to treat can only be attempted once per day. Anyone who dies of this infection rises once more as a Zombie loyal to the God of Decay.

**Critical Failure Effect:** The corpse explodes, infecting only those immediately nearby, including the caster.

**Summon Rats:** *Not every rat is a willing servant of the Pestilence God, but most of the Pestilence God's servants are rats.*

**Difficulty:** Easy

**Casting Time:** 1 Minute

**Reagents:** A musical pipe or horn, bellowed into, a gift of flesh given to the summoned rats, a drop of one's own blood.

**Effect:** A swarm of rats, if any rats are present within hearing distance of the pipe or horn, appears. They will follow the summoner and go where they point, attacking if told to do so.

**Critical Failure Effect:** The rats appear, hungry for the summoner.

**Taint Weapons:** *The very essence of the god of vermin, from their wretched weapons into the bodies of their foes.*

**Difficulty:** Normal

**Casting Time:** 1 Hour

**Reagents:** A rat corpse per weapon or projectile to be imbued, 1 Ritual Powder per weapon or projectile to be imbued, goods worth .01 cows per weapon to be imbued.

**Effect:** The targeted weapons are imbued with weak poison, forcing a roll to resist whenever they inflict damage on a character. This effect persists for 12 hours.

**Critical Failure Effect:** The target weapons instead rapidly rot, rust, or otherwise disintegrate if non-magical.



## SORCERY

Sorcery is magic beyond the petty spells of tricksters and priests. Sorcerers are either studied or innately skilled in the ways of tapping into the Aether itself to release destructive or manipulative power to effect the world around them. Sorcery is a powerful, useful thing, but it is also unpredictable, hard to control, and not well-trusted by the commons, who tend to begrudgingly tolerate practitioners at best.

Sorcery tends to be more readily usable, not requiring the extensive ceremony of Rituals. Its effects also tend to be more direct, with immediate and overt effects on targets. Further, when Sorcery goes wrong and its users fail to control it, the results can be disastrous indeed.

Sorcery can alternatively be cast using the Chaos skill. See the Chaos Skill section in Chapter 3 for more details.

### Spell Compendium

**Alarm:** *The bell rings when prompted.*

**Difficulty:** Easy

**Casting Time:** Instant

**Reagents:** A bell, a sting of the desired length.

**Effect:** The caster may designate a space no longer than the string utilized. If anyone crosses that space, the bell will ring loudly, whether near or far from the designated space. Both the string and bell are destroyed once tripped.

**Critical Failure Effect:** The bell rings loudly immediately and is destroyed.

**Avoidance:** *With some preparation, a competent sorcerer can distort the space around themselves such that they can sometimes slip away from blows against them.*



**Difficulty:** Normal

**Casting Time:** 5 Minutes

**Reagents:** None

**Effect:** This spell lies dormant until the recipient is attacked. The caster, so long as they are conscious, can then elect to Dodge an incoming attack, even if they have no remaining AP or have already attempted a Dodge. This can only be done once per casting, and casting does not stack. Must be recast after 24 hours.

**Critical Failure Effect:** The caster accidentally distorts the space within them, rending them. They suffer 1d10 Exploding Die in damage.

**Babel:** *The caster distorts the targets mind, muddling their words like that of a madman.*

**Difficulty:** Normal

**Casting Time:** Instant

**Reagents:** None

**Effect:** A single target within 25 meters has their mind addled such that, while otherwise of sound mind, they are unable to effectively communicate in any language, appearing incoherent and mad. This effect lasts for 10 minutes or as long as the caster concentrates on maintaining the effect.

**Critical Failure Effect:** The caster's mind is addled such that, while otherwise of sound mind, they are unable to effectively communicate in any language, appearing incoherent and mad.

**Chaotic Compulsion:** *The taint of corruption works its way into the very mind, forcing obedience.*

**Difficulty:** Trifling

**Casting Time:** Instant (once per day)

**Reagents:** None

**Effect:** All targets in the caster's presence with a Chaos skill lower than the caster must make an Easy Chaos skill roll. On "success," the corruption within them compels obedience to Chaos. Those so compelled must make all attacks and other skill rolls against the caster or contrary to the caster's instructions at



one difficulty level harder. This effect lasts for 1 hour. Assume all Satyrs and other monstrous servants of Gods of Corruption have 100 Chaos for purposes of this spell.

**Critical Failure Effect:** None

**Darkness:** *A place to hide, in even the brightest light.*

**Difficulty:** Normal

**Casting Time:** 5 Minutes

**Reagents:** None

**Effect:** The caster creates a non-corporeal wall of darkness, no larger than 10 by 10 meters, within 10 meters of them, through which no light can travel. Lasts 10 minutes or as long as the caster maintains concentration.

**Critical Failure Effect:** The light is sapped from the caster's eyes and they are blinded for 1 hour.

**Drain:** *Leeches suck the blood of their prey, but you sap their very souls.*

**Difficulty:** Strenuous

**Casting Time:** Instant

**Reagents:** None

**Effect:** The caster may target a single foe, which must pass a Resilience skill roll or take 1d10 Exploding Fatigue damage. If a target falls a level on the Fatigue Track, the caster may go up one level on their Fatigue Track.

**Critical Failure Effect:** The caster instead takes 1d10 Exploding Fatigue Damage

**Firebolt:** *Coagulated Aether, set ablaze by its very presence in the physical world.*

**Difficulty:** Normal

**Casting Time:** Instant

**Reagents:** None

**Effect:** The caster launches a small ball of fire within throwing range that inflicts 1d10 Exploding damage to a single target and





has the Immolate quality.

**Critical Failure Effect:** The caster loses control and must pass a Resilience check or catch fire.

**Floating Disk:** *Aether spun into a small plane; the sorcerer's squire.*

**Difficulty:** Easy

**Casting Time:** 1 Minute

**Reagents:** None

**Effect:** The caster creates an invisible disk 1m in diameter. It can carry weight equivalent to the caster's ENC limit, and moves at a Speed of 5. Lasts up to 24 hours.

**Critical Failure Effect:** The disk is formed as normal, but a few moments after anything of substance is placed upon it, it spins out of control, sending whatever is on it flying away, before it vanishes.

**Hand of Death:** *Death comes, and life force returns to the Aether*

**Difficulty:** Strenuous

**Casting Time:** Instant

**Reagents:** None

**Effect:** The caster inflicts 1d10 Exploding damage to a single target within reach, ignoring armor.

**Critical Failure Effect:** The caster inflicts 1d10 Exploding damage to themselves, ignoring armor.

**Haste:** *Moving fast is key when beasts are at your heels.*

**Difficulty:** Normal

**Casting Time:** Instant.

**Reagents:** A rabbits foot.

**Effect:** The caster gains +5 MOV for 1 hour.

**Critical Failure Effect:** The caster's MOV is halved for 1 hour.

**Immolation:** *A seething flame for surrounding one's weapons with*



*purging fire.*

**Difficulty:** Normal

**Casting Time:** 1 Minute

**Reagents:** 5 Ritual Powder

**Effect:** The caster creates a veil of fire that surrounds a weapon's blade, point, or bludgeoning parts, giving it the **Immolate** quality for 1 hour.

**Critical Failure Effect:** The veil of fire is uncontrollable, and surrounds the whole weapon, making it impossible to wield until 1 hour passes or the flame is completely extinguished. May destroy the weapon.

**Invisibility:** *Bending the light around oneself, a competent sorcerer can make it so they seem to not be there at all*

**Difficulty:** Normal

**Casting Time:** 1 Minute

**Reagents:** Two (2) Ritual Powder

**Effect:** The caster can make one target of approximately human or less size invisible for up to one (1) hour. The target cannot be seen by ordinary means but can still be heard, smelled, or otherwise detected.

**Critical Failure Effect:** The caster accidentally distorts light around the target, making them shimmer like a rainbow for the period of the spell.

**Meteor:** *A fiery impact, bringing damnation to all.*

**Difficulty:** Extreme

**Casting Time:** Instant

**Reagents:** None.

**Effect:** The caster launches a large ball of fire within throwing range that inflicts 2d10 Exploding damage to targets in a 15 foot radius and has the Immolate quality.

**Critical Failure Effect:** The ball explodes in the caster's hand, to the same effect.



**Pocket Dimension:** *A private dimension, set between worlds.*

**Difficulty:** Extreme

**Casting Time:** 1 Hour

**Reagents:** 100 Ritual Powder.

**Effect:** The caster creates a 10x10x10 foot room in another dimension, which can be accessed via portal upon saying the passphrase. Anything may be placed within, but living beings cannot survive while the portal is closed. Anyone with the passphrase may summon the portal, but the passphrase cannot be guessed and must be known. This dimension persists after the death of the caster. A caster may only have one such room.

**Critical Failure Effect:** The caster instead rends themselves for 2d10 exploding damage that ignores armor.

**Read Emotion:** *No secrets can be kept from the Aether.*

**Difficulty:** Easy

**Casting Time:** Instant

**Reagents:** None

**Effect:** The caster can read the general emotional state of a target, no matter their facade, though their thoughts and motivations remain unknown.

**Critical Failure Effect:** The target gets a glimpse of the general emotional state of the target, no matter their facade, though their thoughts and motivations remain unknown.

**Rune:** *With the right marks, the right thoughts, and the right power, one can affix the very Aether to the inanimate.*

**Difficulty:** Normal

**Casting Time:** 1 hour

**Reagents:** 5 Ritual Powder, an item of not less than .05 Cows in value.

**Effect:** The caster inscribes a rune of another known Sorcery or Petty Spell onto an item, casting that spell and storing the effect. The bearer of said item can then activate said effect as though they were the caster. The item is then destroyed.



**Critical Failure Effect:** The Aether destroys the item.

**Synthesize Golem:** *To give life to the inanimate- a goal of many a sorcerer.*

**Difficulty:** Strenuous

**Casting Time:** 1 Hour

**Reagents:** A clay vessel in the desired form, a Large Animal sacrifice, 50 Ritual Powder.

**Effect:** A golem is created under the creator's control. Each week, the creator must pass a trifling Sorcery skill roll or it goes berserk.

**Critical Failure Effect:** The golem immediately goes berserk.

**Synthesize Sootling:** *To give life to the very Aether- the ultimate mark of a master sorcerer.*

**Difficulty:** Extreme

**Casting Time:** 1 Hour

**Reagents:** 100 pounds of coal (combusted), 100 Ritual Powder, a Large Animal sacrifice.

**Effect:** A sootling that knows  $\frac{1}{2}$  of the creator's spells and rituals is created under the creator's control. Each week, the creator must pass a trifling Sorcery skill roll or it becomes self aware and no longer under the creator's control..

**Critical Failure Effect:** The sootling immediately goes berserk.

**Unlock:** *Keys and lockpicks are one way in. The Aether is another.*

**Difficulty:** Variable

**Casting Time:** 1 Minute

**Reagents:** 1 Ritual Powder

**Effect:** The caster may attempt to pick a lock using their sorcery skill instead of Sleight of Hand, at one difficulty level harder than normal for that lock.

**Critical Failure Effect:** The target lock jams, becoming unopenable by ordinary means.



**Ward:** *A little solidified energy now might mean a lot less blood later.*

**Difficulty:** Normal

**Casting Time:** 5 Minutes

**Reagents:** 1 Ritual Powder

**Effect:** This spell lies dormant until the recipient is attacked successfully and the attack is not dodged or parried. The caster automatically attempts to parry an incoming attack, using their *Sorcery* skill to determine success, even if they are unarmed, have no remaining AP or have already attempted a Dodge or Parry. This can only be done once per casting, and casting does not stack. Must be recast after 24 hours.

**Critical Failure Effect:** The Ward backfires, amplifying the force next successful attack that is not dodged, automatically exploding its first 1d10 of Exploding Damage. Wears off after 24 hours.



## CHAPTER 7: LIVING, TRAVEL, EXPLORATION, AND HAZARDS



## FOOD AND LODGING

Living is, unfortunately, not free, no matter where one may be. Within most communities, folks are able to ply whatever their profession to make typical average wages in the form of whatever goods or goodwill others are willing to pay them, or simply by exchanging their crafts for other goods. At the minimum, characters should almost always be able to offer their services or labor a sufficient amount in a given day to earn some warm meals and a sheltered bed for a Meager lifestyle in whatever community they might be staying in. Otherwise, they are given the option of working for profit, training, or a variety of other downtime activities in between outings into the greater world.

The following are the approximate daily and weekly costs of living certain lifestyles in a community; others should judge characters based on how they live.

LIFESTYLE EXPENSES		
Lifestyle	Daily/Weekly Cost (Cows)	Description
Meager	0.001/0.007	Just enough to get by with cheap food and minimum shelter- the lifestyle of thralls and poor cottars.
Freedmen	0.01/0.07	Comfortable living, with ample food of a fine quality, comfortable housing, and some luxury. The lifestyle of better-off cottars and carls.
Fine	0.5/3.5	The finest of foods, spacious, luxurious housing, and luxury aplenty, this is the lifestyle typical of wealthy carls and thanes.
Extravagant	1/7	A lifestyle of excessive food, extravagant housing, and much luxury and frivolous expenditure. A lifestyle common only to the wealthiest or most foolish of Marchlanders.





The following table describes the daily and weekly wages one who works full time professionally could expect to make doing routine work; characters might make much more working with rarer or exotic materials, dealing with special situations, or in other out of the ordinary cases. These are the base wages for a character with a skill of 50 in the relevant skill; increase or decrease their wages by 1% for every point of deviation. A character is unable to work professionally while also training a skill unless the skill is used professionally, or if they are injured and recovering.

WAGES			
Profession	Daily/Weekly Wages (Cows)	Profession	Daily/Weekly Wages (Cows)
Crop-Farmer	0.004/0.028	Healer	0.06/0.036
Herder	0.006/0.042	Laborer	0.002/0.0014
Hunter	0.007/0.049	Clergy	0.05/0.35
Lawspeaker	0.05/0.35	Craftsman	0.01/0.07
Entertainer	0.005/0.035	Warrior	0.07/0.49





## THE ESTATE

The true division between the wealthy and the common folk are their holdings, be it in cultivated land or in livestock. In the Marchlands, at least, the limiting factor in agricultural is typically not land and territory; the pastures are aplenty, and if more or needed there is wilderness ready to be cleared. Rather, the limit is what can be managed and protected by the manpower available, and how well a community can fend off the dangers of the wilds and terrors of the night. Herds and flocks are grazed either on granted private fields or among other herds and flocks across the communal pastures. Only permanent structures and cropland requires payment to the community for continued use of what would otherwise be a public resource- overall cutting into the bottom line of such industry.

One who owns the rights to farm a field or who owns livestock can expect them to produce wealth as described below, be it through meat, offspring, eggs, milk, wool, or other extracted resources. These values factor in the costs of labor in maintaining these resources- there are typically folks ready and willing to tend a flock in the absence of the adventuring owner. For convenience, taking into consideration that some resources only produce at certain times of the year, the values are weekly averages of a yearly production cycle.



ASSET PRODUCTIVITY		
Asset	Weekly Productivity (Cows)	Notes
Chicken	0.0001	Must be steadily tended and defended in order to be productive. Produces eggs.
Cow	0.015	Must be steadily herded and defended in order to be productive. Each beast has a 20% chance each year of reproducing successfully if a bull is present. Produces milk.
Cropland (1 Acre)	0.01	Must be steadily worked and defended in order to be productive. Wheat, rye, barley, fruits, and vegetables
Goat	0.005	Must be steadily herded and defended in order to be productive. Each beast has a 30% chance each year of reproducing successfully. Produces milk.
Pig	0.0002	Their productivity is entirely based on their ability to produce a litter each year.
Sheep	0.004	Must be steadily herded and defended in order to be productive. Each beast has a 30% chance each year of reproducing successfully. Produces wool.

## CRAFTING OVERVIEW

Crafting across the various arts and trades will, naturally, have differing requirements as far as tools, facilities, materials, time, and output. For simplicity, assume the following standards apply in most situations:

A single character with 50 points in the used Craft skill can, if successful, craft approximately 0.1 Cows worth of goods in full day's work under ideal conditions. Add or subtract 1% for every point above or below 50 for that skill.

The materials needed for crafting an item can, in a place without an abnormal shortage or surplus of such materials, acquire the



materials they require to craft the item for approximately half the finished item's value, subject to negotiations with suppliers.

A character must have the needed tools and materials to craft an item. They must also have the needed facilities to work, and sufficient time and focus to work.

Successfully crafting an item requires passing a Skill roll of the relevant Craft skill. The consequences of failure may mean the destruction of the materials or having to start over, depending on the item and materials in question.



## OVERLAND TRAVEL

The following tables apply for whenever a party or group is traveling overland for an extended period. They assume sufficient time for rest each day, and reasonably able-bodied party members fit for safely traveling.

TRAVEL SPEED PER DAY		
<b>Hiking</b>	50km	Ten hours of steady walking on road or path with no wagons or animals. Need to make a normal Resilience skill roll or move down one level on the Fatigue track with no recovery from rest for the following day.
<b>Marching</b>	30 km	Marching in organized groups for ten hours, ready to fight at the end of the day. No need for a Resilience skill roll.
<b>Riding</b>	30km	Moving at a walk possibly accompanied by pack animals and wagons
MODIFIERS		
<b>Double-time</b>	Add 25% to the distance covered in a day but force a Resilience skill roll ( or make the roll one level harder.	
<b>Steady</b>	Decrease distance covered in a day by 50%, but decrease the difficulty of any forced Resilience skill roll by one level.	
<b>Arduous Terrain</b>	Moving through steep, rocky, or otherwise difficult terrain either decreases distance covered by 25% or forces a Resilience skill roll one level more difficult.	
<b>Extreme Terrain</b>	Moving through steep, rocky, or otherwise difficult terrain either decreases distance covered by 50% or forces a Resilience skill roll two levels more difficult.	



## **WEATHER**

While traveling, it is possible that weather of such severity that it impedes the journey may occur. Under normal circumstances, roll a d100 before each day of travel. On a roll of a 5 or lower under normal circumstances (absent the effects of protective ritual, special climatology, or plot armor), some impeding weather occurs. The particulars of this weather may vary from biome to biome and across the time of year, but the mechanical effect will remain. Roll from the following table to determine how the party is effected.

1-25	Slowing	The weather is troublesome, causing the pace of travel to be reduced by 25%
26-50	Hindering	The weather creates such an obstacle that the pace of travel is reduced by 50%
51-75	Harsh	The weather is taxing on travelers, forcing a Resilience skill roll, failure of which moves all party members down one step on the Fatigue Track.
76-100	Impassable	The weather makes travel a practical impossibility, with potentially dangerous consequences.

## **DANGEROUS ENCOUNTERS**

It is also possible for there to be dangerous encounters on the roads when traveling. Game Masters are encouraged to craft specialized, plot driven encounters whenever possible, and are discouraged from merely throwing bandits or monsters at the players for the sake of doing so. However, the roads are dangerous- this is simply an unfortunate reality of the world in which this game is set. When underway on a route with a known risk to the characters, use the following procedure to follow through on risk not necessarily vital to the greater plot of the campaign.



<b>RISK</b>	<b>D100</b>
Safe	1
Mild	1-10
Moderate	1-30
High	1-40
Extreme	1-50

On a given route of travel, the Game Master should have an idea of how dangerous or risky it is to travel there. At the start of each day, the Game Master should roll a d100. If less than or equal to the value a route of that Risk, a dangerous encounter of some sort takes place, instigated by members of some faction or monstrous species present in the area and with reason to engage-and not engage in a senseless suicide attack. If no such faction or species is both present and capable of attempting some sort of reasonable aggressive action, well, then nothing happens. These encounters need not necessarily turn immediately violent: perhaps some bandits or thuggish soldiers simply demand a toll, perhaps a dispute between other travelers and toll collectors is under way, or some other resolvable but potentially escalating



issue is at hand. If the party is sufficiently small, a character with high perception or survival may also be able to note the coming danger before it arrives, and potentially avoid it altogether—determine how difficult such an endeavor would be in advance. Such encounters can be readily crafted and placed with a little forethought.

## HIRELINGS

It is not always prudent to go it alone. Sometimes an adventurer or party might require assistance from others, who can be hired on a per day basis, either up front or promised later. Almost every community will have people available for hire, whether they are professionals who routinely do such work, or young novices eager for extra pay, adventure, and experience. Hirelings are not mindless beings willing to slavishly obey commands or throw away their lives; they are rational beings with a sense of self-preservation and will refuse to perform tasks they see as needlessly risky without sufficient reward.

A player character can successfully hire and manage as many characters as they can willingly convince to join them long term. The skill necessary for determining that ability is the Leadership skill, starting with a **Routine** roll for the first hireling and becoming one level harder with each hireling thereafter, capping at **Extreme**. Failure means the local hirelings cannot be convinced to tag along at normal rates (though perhaps the promise of extra pay could make an additional skill roll easier.

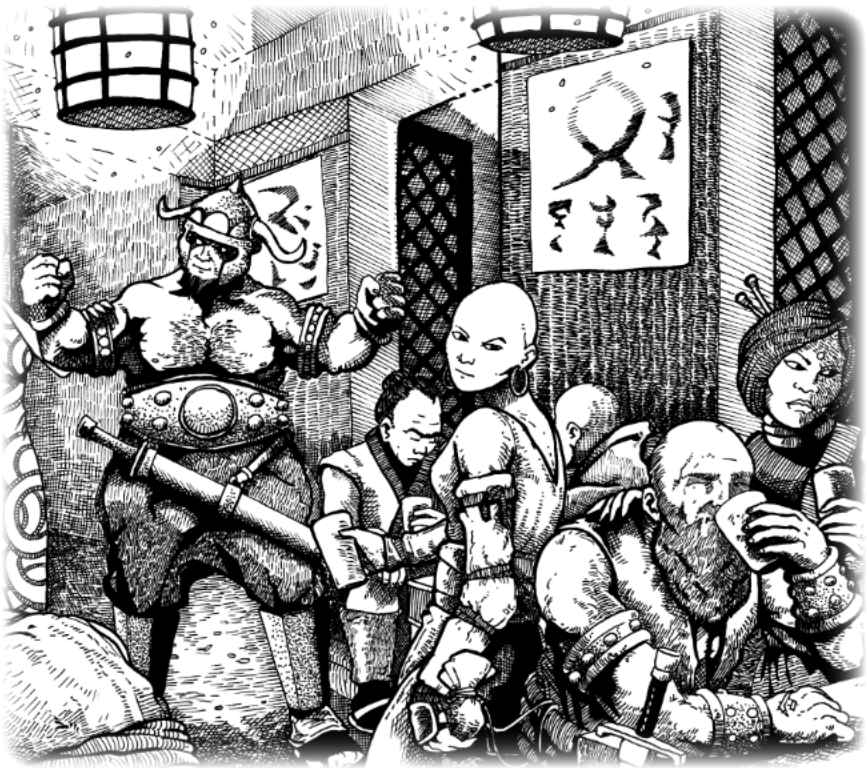
The rates at which hirelings must be paid are based on their approximate Risk Factor, as defined in Chapter 9, and assume a character with a Leadership or Commerce skill of 50. Increase or decrease the price by 1% for every skill point above or below 50. Failure to pay one's hirelings according to the promised terms is a sure way to ensure a hireling abandons their employer—



or worse, mutinies or seeks a future vengeance.

The base rates of pay for hirelings are as follows:

RISK FACTOR	RATE (COWS) PER DAY/WEEK
Basic-Low	0.004/0.028
Basic-Med	0.006/0.042
Basic-High	0.01/0.07
Advanced-Low	0.03/0.21
Advanced-Med	0.07/0.49
Advanced-High	0.1/0.7
Elite-Low	0.5/4.5
Elite-Med	1/7
Elite-High	2/14





## **DOWNTIME EVENTS**

Characters in Black Spear are intended to, eventually, have extended periods of downtime in which they live their lives, tend to their homes and relationships, heal, and better themselves and their skills. While such periods are meant to be mundane and relatively free from the plot of whatever campaign is being run, life is almost never such a simple matter.

Whenever characters have extended downtime not interrupted by other major events, there is a possibility that some personal complication in life will occur. Decide whether the player Characters' lives during downtime are sufficiently intertwined as to roll once, as a group, or individually to determine if a downtime event occurs. During each month of downtime, roll a d10. On a roll of a 1, roll from the following table to determine what interesting event happens in the life or lives of the Characters.

1-10	Productive Assets	Any assets owned by the Character are twice as productive for one month.
11-20	Educational Pursuits	Characters may attempt to improve the skill they are training twice for this month.
21-30	Good Deeds	Some statement or act has made a local faction fonder, giving the Character a Reputation Point.
31-40	Unexpected Passing	A friend, relative, or contact of the Character dies suddenly, whether they know it or not.
41-50	Local Unrest	A local dispute causes some isolated violence, which could perhaps blossom into much more
51-60	Accusation	The Character is accused (rightly or wrongly) of some offense, and must defend themselves or face some punishment or fine
61-70	Pestilence	Any assets owned by the Character produce nothing for this month
71-80	Plague	The Character falls ill with a virulent illness running through the locality, and must be treated or suffer the consequences
81-90	Unusual Guests	Visitors from afar appear in the area, almost certain to make themselves known to the Character
91-100	Raid	Members of some other faction engage in a raid that jeopardizes the Character or their assets.





## CHAPTER 8: DIPLOMACY AND FACTIONS





The world does not stand still for adventuring players and their characters. As time passes for them so it passes for the world around them. This chapter is dedicated to rules regarding how different groups interact with player characters, and how different groups interact with one another as time passes.

## **REPUTATION**

The Reputation system reflects how different groups view the player characters, abstracted into points. More than just whether a character is liked or not, it indicates the goodwill one has stockpiled among a people. Reputation can be positive or negative, but most characters will begin with a Reputation of zero (0) with most factions.

Reputation is earned through acts, be they the completion of tasks on behalf of or for the benefit of a faction, donations of resources or time- or deceit as to such an act. There is no firm way to determine when an act would generate positive Reputation for a character-faction relationship, but Game Masters should use the guidelines herein when granting Reputation and permitting players to burn it through requests of aid and offenses against a faction.



Some of the common ways one could use their reputation with a faction are as follows:

**Requisitions:** A character could trade their Reputation points for goods and services at the expense of the faction or its agents, at a rate of 1 cow per point used. Private persons belonging to a faction may not simply be willing to part with whatever is requested, but agents of the faction will do what they can to provide requested items or services up to that value.

**Forgiveness:** A character can attempt to use their Reputation points to have their crimes or offenses forgiven by the faction authorities. Keeping in mind the 1 cow per point value will help guide how much forgiving a certain offense may cost, but other factors should be considered.

**Favors:** A character can use their points to request favors from a faction or to attempt to convince a faction to take a certain course of action. Points may be burned to add bonuses to attempt to convince the relevant people to see your side of things. Various factors might impact how much a point of Reputation impacts chances of convincing someone, but as a rule no more than a 10-point bonus to the relevant skill should be applied per point burnt. Points are lost whether successful or not.

## FACTION ASSETS AND TURNS

Faction turns are an optional mechanic used to flesh out the world of a campaign and the events that take place as the game continues. It is a perfect mechanic for Game Masters to utilize during player character downtime or between play sessions. It is primarily meant as a tool for the Game Master, to create some basic mechanics for assessing how character actions impact the world, and to create some degree of randomness and concrete metric in how factions interact beyond the imaginings of the person running the game; while player Characters may find themselves in command of Factions or Faction resources, the intention is to keep the player-facing aspects of this system as non-gamified as possible to encourage role play. It is *not* intended



to limit how the game is played or be used to derail play. They are also not meant to mechanize the cohesion or internal politics of the factions, only their outward facing capacities from behind the screen, rather than leaving the outcome of any conflicts purely to Game Master fiat.

## The Turn

Faction turns are intended to be simple and occur simultaneously. Each turn is an abstraction of a week of activity; how this interacts with the live interaction of the players and the world around them requires discretion and some degree of planning. In situations where significant and complex warfare is taking place, “zooming in,” so to speak, and examining daily subturns may be more useful.

The turn (and subturn, if needed) is split into three phases: Production and Recovery, Movement, and Combat



## Production and Recovery

During this phase, the production and upkeep of assets is calculated based on their status at the start of the turn. Subtract upkeep from production to determine what the faction's net income or loss in their goods stockpile may be. At the same time, examine which assets, if any, move up their Integrity Track. These values are calculated on a weekly basis regardless of the need for sub-turns.

During this phase, Assets may be created as well. Use some degree of discretion to determine how long an Asset may take to organize after paying the cost in Cows worth of Goods to supply them, but expect that no Asset can be effectively organized in less than five (5) weeks absent some accelerating circumstance.

## Movement

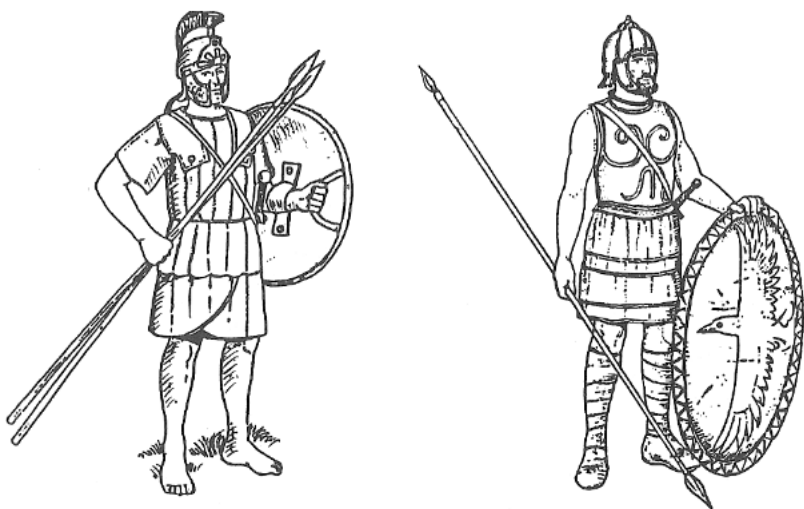
During this phase, assets may be moved, estimating their distance covered based on the Overland Travel rules over the course of a week (or day in a sub-turn). Assets may move until they encounter an obstacle which halts them, typically a hostile asset.

## Combat

When hostile Assets meet, they may engage in combat if either faction desires. Each Asset rolls their  $1d10+WP$  against to determine damage against the IT of a single enemy asset, exploding the  $1d10$  on a roll of a face 10. If the damage exceeds the target's IT, the target moves down the Integrity Track one step, and an additional step for every additional 10 damage above IT for that roll. All sides make damage rolls simultaneously.

Such damage rolls can be repeated as many times as desired by participants, until one faction remains with intact Assets. If a faction wishes to withdraw before complete defeat, they may retreat their individual assets if any movement distance is both possible and unused that turn. If able, a hostile asset can give pursuit, reinitiating combat until withdrawal or defeat of one side.





Once combat is resolved for all Assets, the turn ends and the cycle repeats next turn.

In brief, each faction, be it a community, kingdom (or fraction thereof), nomadic band, or otherwise, is assigned a number of Attributes upon their conception in the game universe: Manpower, Wealth, and Assets.

### **Manpower**

Each point of manpower represents 30-60 people of able capacity and working age, capable of filling any variety of roles for the faction. It will be rare for individual clan or tribal communities to have more than 25 manpower at their disposal, and often much less. Bands will rarely have more than a few Manpower points. Kingdoms and Empires may, if taken in their entirety, have vast amounts, but typically will only be able to bring to bear whatever is local to the issue at hand. A faction normally has a 5% chance of receiving an additional Manpower point each year for each Manpower point they already have,





whether from children becoming adults, adoption of outsiders, or immigration from other communities.

## **Wealth**

Wealth represents the value of the goods at the disposal of the faction in cows that could be purchased using those goods, which may be very different from the wealth within a community. Essentially, the faction coffers, excluding livestock.

## **Assets**

Assets are the holdings and units of a faction: their herds, their soldiers, their industry, their fortresses. Assets are what moves, attacks, and produces during the course of a Faction Turn, and each has a variety of statistics that guide their use: Warpower, Integrity Threshold, Cost, Upkeep, Production, as well as certain special notes.

## **Assets Statistics**

### **Integrity Track**

All assets have an Integrity Track that functions similarly to the Health and Fatigue Tracks, and indeed takes on a hybrid form of both. The Integrity Track represents an asset's current cohesion and battle-readiness. An asset moves down the Integrity Track whenever events threaten its ability to keep its members organized and capable of performing their duties. Typically this will result from battling other assets, but exhaustion, exposure to the elements unprepared, disease, being cut off from food and equipment supplies, and other causes may also lead to moving down this Track.

It is important to recognize that moving down the Track may or may not mean the deaths of individuals constituting an asset. It can also mean their wounding, incapacity, demoralization, and so on, with a defeated asset merely representing that any remaining members breaking ranks and taking to the hills, so to speak.





Assets will recover one step on this Track per week that they are permitted essentially uninterrupted opportunity to rest, recover, resupply, and reinforce their lost members. Game Master discretion may be required to determine when an asset is sufficiently in such condition to recover.

The steps on the Integrity Track are as follows:

**Confident:** This asset is in a healthy, well-organized and equipped, and motivated condition.

**Cohesive:** This asset has taken some hits but remains as ready as ever.

**Battered:** This asset has endured some struggles and is feeling it. While still holding together, morale is at risk.

**Wavering:** This asset is so thoroughly battered and unprepared for further difficulty that its members are barely able to perform or keep together.

**Shattered:** This asset has lost all ability to remain organized and perform its duties as a unit. It is effectively destroyed.



## **Warpower (WP)**

This statistic represents an asset's general capacity to inflict harm on other assets, based on their training, military doctrine, equipment, and other factors. It is the value automatically added to an asset's 1d10 exploding attack roll when trying to breach another asset's Integrity Threshold.

## **Integrity Threshold (IT)**

This statistic represents how difficult it is to inflict sufficient harm or hardship on an asset to move them down the Integrity Track. If an attack roll is equal to or greater than this value, the targeted asset moves down one step, and an additional step for every additional 10 points rolled on that attack.

## **Cost**

This is the cost in goods required to organize an asset in terms of paying the initial wages, obtaining the needed equipment, and providing any other necessary resources.

## **Upkeep (UKP)**

This is the weekly cost in goods required to keep an asset organized, in terms of wages, equipment, and other resources. If a faction cannot afford to pay the upkeep on an asset, deal Xd10 exploding damage to it that week, where X is the number of weeks it has not been paid for. For herds, their upkeep is reflected in manpower that must be available to work them each week.

## **Production (PRO)**

Some assets produce goods rather than require upkeep to support them. This value is the number of goods produced that go toward the faction coffers each week.

## **Asset List**



## **Agricultural and Industrial Assets**

### **Animal Herd**

A large herd of goats, pigs, sheep, or any other agricultural animals (or any combination thereto) which can be managed by 1 Population.

### **Cattle Herd**

A herd of cattle, sufficiently large to be managed and tended to by 1 Population.

### **Commodity Crop Fields**

Managed crop fields of surplus or non-sustenance crops, above and beyond any subsistence farming done by 1 Population of workers. Immobile.

### **Craftsmen**

1 Population of workers who dedicate their entire time to the creation of necessary and commercial goods, of whatever type. Requires at least one Agricultural Asset, or other resource that enables them to labor, for every Craftsmen Asset

### **Horse Herd**

A herd of horse sufficiently large to provide mounts to 1 asset requiring horses, and still produce extra foals and services of value.

### **Hunters**

1 Population's worth of professional hunters, folk who range the wilds for food and forage, and often come with valuable survival skills and deadly aim with their ranged weapons of choice.

### **Poultry Flock**

A large flock of poultry animals beyond household subsistence





keeping, able to be worked by 1 Population.

## **Barbarian Assets**

### **Fyrd**

In “barbarian” societies such as the Marchlands, able adults have an obligation to serve in the Fyrd in times of conflict, and must be ready at a moment’s notice to protect their community. Every Population point not otherwise utilized or used for an agricultural asset (not Craftsmen or Hunters) also acts as a Fyrd asset if attacked. If raised and deployed beyond a community, a Fyrd asset cannot also work an agricultural asset.

### **Warrior Thanes**



The professional soldiery of certain barbarian communities, Warrior Thanes dedicate their lives to the martial craft and are better equipped, trained, and motivated to defend their communities than even the already hardy Fyrdlings.

## **Kingdom Assets**

### **Peasant Militia**

Not as hardy or well-equipped as the Fyrdlings in more harsh societies, the peasantry of established kingdoms has softened some with time but is still expected to serve if called. All unused Population or Population engaged in agriculture (not Craftsmen or Hunters) in such communities also serve as Peasant Militia if attacked, but cannot be both deployed beyond their community and work their agricultural Assets.

### **Warriors**

The professional soldiery of established kingdoms, such warriors are well-equipped and trained, if not as well-compensated or feared as the Warrior Thanes of other societies. They trade prestige for organization and discipline, and make up for less expertise with efficiency.

### **Huscarls**

The bonded, mounted elite of established Kingdoms, Huscarls are more akin to the Warrior Thanes of their more barbarous cousins than not. While still wanting when faced one on one with their Thane peers, it is far easier to field a troupe of Huscarls than Warrior Thanes- if one can convince their sponsoring noble to field them.

## **Imperial Assets**

### **Imperial Foederati**

Foreign soldiers of the Empire, fighting for either coin or citizenship. Most often used along the Imperial frontier,



deployed far from their original homelands.

## **Imperial Hatasti**

Citizen footsoldiers of the Empire, trained, nominally armed, well fed, and bursting with national pride. They lack the ferocity of individual warriors elsewhere, but together form powerful units.

## **Imperial Equites**

The mounted elite of the Empire, either the most skilled or best funded of soldiers- often both. Heavy armor, powerful steeds, strict discipline, and a devout loyalty to the state make formations of these soldiers a frightening thing indeed.

## **Special Assets**

### **Chaos Hordelings**

Worshippers of a god of chaos or other foul beings. Whether Satyrs, foul humans, undead, or other monstrosities, the exact organization and composition of these assets varies wildly. Such Assets exist only to cause destruction and further the goals of their vile masters.

### **Nomad Riders**

Hardened masters of the steppes and horseback, trained to shoot while riding. Whether traveling with their hordes or ranging far from home to raid other lands, they make for potent foes, fielded easily for long periods without issue.

### **Stronghold**

A fortification, be it a walled or otherwise protected town, a castle, a fortress, or whatever else. Adds 25% to the Integrity Threshold of Assets within it. Provides bonuses only to those that are within it. Use discretion and logic to determine how many Assets can use a stronghold at once. Immobile.



## Mercenaries

Soldiers for coin. Typically hard men and women, plenty deadly but often less than motivated to face oblivion for uncertain victory.

## Other Special Assets

There may exist a variety of other special assets not enumerated here: special groups of people, special economic resources, special items or locations that confer broad benefits- do not hesitate to insert your own assets in these equations





## CHAPTER 8: ENEMY AND CREATURE PRIMER



The following represents a simple, greatly abridged “bestiary” of certain archetypes of hostile people, monsters, and horrors one is reasonably likely to encounter should they venture too far from home.

## RISK FACTOR

Enemies and NPCs are constructed using the same statistics and calculations as player Characters, taking into consideration their Primary Characteristics, Derived Characteristics, items and equipment, and applying a number of special Traits not unlike a player Character’s Species Trait.

Enemies in this chapter are assigned Risk Factors, with approximate the danger they pose to player characters. The goal with the assignment of Risk Factors is the balance enemies as follows. The values provided are not strictly adhered to, but used as guides in enemy creation.

**Basic:** A character of the same experience level should be capable of handling such an enemy one-on-one or even outnumbered. Roughly 50 Attribute Points are assigned to such foes.

**Advanced:** Three or more characters of the same experience level may be necessary to safely handle an enemy of this Risk Factor without unnecessary risk. Roughly 77 Attribute Points are assigned to such foes.

**Elite:** Six or more characters of the same experience level will be necessary to safely handle an enemy of this Risk Factor without unnecessary risk, and even then one should anticipate casualties. Roughly 100 or more Attribute Points are assigned to such foes. Hazardous: Facing such enemies can reasonably expect casualties no matter who is facing them or how many are present.

**Low:** Novice, unskilled, and poorly equipped characters should be capable of handling such enemies reasonably without unnecessary risk. Roughly 20 points over base are distributed



among the primary combat skills.

**Med:** More experienced and better equipped characters may be necessary to handle such enemies without unnecessary risk. Roughly 75 points over base are distributed among the primary combat skills, and they have an additional 5 Attribute points.

**High:** Veteran and well-equipped characters should be necessary to safely encounter such enemies. Roughly 150 points over base are distributed among the primary combat skills, and they have an additional 10 attribute points.



## HUMANS AND HUMANOIDS

### Commoner

*Basic-Med/Normal (11)/Human*

**Damage Threshold:** 5/15/25 (Clothes)

**Fatigue Threshold:** 5/15/25

**Melee Modifier:** 5

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
11	11	11	11	11	11
Dodge		30	<b>Weapon 1:</b> Random Simple Weapon		
Resilience		38	<i>Simple</i>		
Martial Melee		11	<b>Weapon 2:</b> Random Simple Weapon		
Martial Ranged		11	<i>Simple</i>		
Simple Melee		22	Athletics		22
Simple Ranged		22	Perception		22
Unarmed		33	Stealth		10
Ritual		22			
Sorcery		0			
Items: Goods worth .1 Cows					

### Hunter

*Basic-Med/Normal (11)/Human*

**Damage Threshold:** 7/17/27 (Hide)

**Fatigue Threshold:** 5/15/25

**Melee Modifier:** 5

**Ranged Modifier:** 7

**Speed** 7

STR	CON	INT	WIL	DEX	CHA
10	11	11	11	13	11
Dodge		23	<b>Weapon 1:</b> Simple Bow		
Resilience		22	<i>Simple</i>		
Martial Melee		14	<b>Weapon 2:</b> Dagger		
Martial Ranged		14	<i>Simple</i>		
Simple Melee		23	Athletics		30
Simple Ranged		44	Perception		25
Unarmed		32	Stealth		25
Ritual		24			
Sorcery		0			
Items: 1d10 Furs, 1d20 Arrows, First Aid Gear, Good worth 0.05 Cows					



## Warrior

*Advanced-Med/Normal (11)/Human*

**Damage Threshold:** 13/23/33 (Linen)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 5

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
12	12	10	12	12	8
Dodge		41	<b>Weapon 1:</b> Random Martial Weapon		
Resilience		23	<i>Martial</i>		
Martial Melee		52	<b>Weapon 2:</b> Random Martial Weapon		
Martial Ranged		52	<i>Simple</i>		
Simple Melee		32	Athletics		40
Simple Ranged		22	Perception		20
Unarmed		46	Stealth		6
Ritual		29			
Sorcery		0			

**Items:** Goods worth 0.5 Cows, War Trophy, First Aid Gear

## Warrior Thane

*Elite-Med/Normal (11)/Human*

**Damage Threshold:** 18/28/38 (chain)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 6

**Ranged Modifier:** 7

**Speed** 10

STR	CON	INT	WIL	DEX	CHA
15	15	11	12	15	8
Dodge		34	<b>Weapon 1:</b> Random Martial Weapon		
Resilience		26	<i>Martial</i>		
Martial Melee		75	<b>Weapon 2:</b> Random Martial Weapon		
Martial Ranged		45	<i>Simple</i>		
Simple Melee		40	Athletics		50
Simple Ranged		25	Perception		20
Unarmed		45	Stealth		10
Ritual		24			
Sorcery		0			

**Items:** Goods worth 1 Cow, War Trophy, First Aid Gear, Random Shield



## Bandit

*Basic-Med/Normal (11)/Human*

**Damage Threshold:** 10/20/30 (Hide)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 6

**Ranged Modifier:** 7

**Speed** 10

STR	CON	INT	WIL	DEX	CHA
11	11	11	11	11	11
Dodge		14	<b>Weapon 1:</b> Random Simple Weapon		
Resilience		26	<i>Simple</i>		
Martial Melee		15	<b>Weapon 2:</b> Random Simple Weapon		
Martial Ranged		15	<i>Simple</i>		
Simple Melee		30	Athletics		22
Simple Ranged		30	Perception		22
Unarmed		45	Stealth		30
Ritual		24			
Sorcery		0			

**Items:** Goods worth 0.1 Cows, War Trophy, Bola (2)

## Bandit Chief

*Elite-Med/Normal (11)/Human*

**Damage Threshold:** 18/28/38 (natural)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 6

**Ranged Modifier:** 7

**Speed** 10

STR	CON	INT	WIL	DEX	CHA
15	15	11	12	15	13
Dodge		44	<b>Weapon 1:</b> Random Martial Weapon		
Resilience		26	<i>Martial</i>		
Martial Melee		45	<b>Weapon 2:</b> Random Martial Weapon		
Martial Ranged		45	<i>Martial</i>		
Simple Melee		30	Athletics		45
Simple Ranged		35	Perception		30
Unarmed		45	Stealth		40
Ritual		18			
Sorcery		0			

**Items:** Goods worth 0.5 Cows, Random Shield, Bola (2), Grotesque Trophy



## Shaman

*Basic-Med/Normal (11)/Human*

**Damage Threshold:** 4/14/24 (Clothes)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 4

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
8	9	13	15	10	11

**Dodge** 19      **Weapon 1:** Dagger

**Resilience** 20      *Simple*

**Martial Melee** 10

**Martial Ranged** 10

**Simple Melee** 28      **Athletics** 25

**Simple Ranged** 10      **Perception** 30

**Unarmed** 26      **Stealth** 20

**Ritual** 40

**Sorcery** 0

**Items:** Religious Icon, Goods worth 0.1 Cows, Ritual Powder (2d20)

## Wandering Sorcerer

*Advanced-Med/Normal (11)/Human*

**Damage Threshold:** 5/15/25 (Clothes)

**Fatigue Threshold:** 6/16/26

**Melee Modifier:** 5

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
9	11	13	15	12	11

**Dodge** 31      **Weapon 1:** Dagger

**Resilience** 22      *Simple*

**Martial Melee** 12      **Weapon 2:** Sling

**Martial Ranged** 12      *Simple*

**Simple Melee** 21      **Athletics** 30

**Simple Ranged** 42      **Perception** 25

**Unarmed** 30      **Stealth** 20

**Ritual** 30      **Spells:** 1d8 Petty Spells

**Sorcery** 50      1d8 Sorcery Spells

**Items:** Goods worth 0.1 Cows, Ritual Powder (2d20), Sling Bullets (1d20), Occult Icon





### **Flesh Golem** *Advanced-Med/Normal (12)/Humanoid*

**Damage Threshold:** 7 (natural)

**Fatigue Threshold:** 6

**Melee Modifier:** 6

**Ranged Modifier:** 4

**Speed:** 7

STR	CON	INT	WIL	DEX	CHA
14	15	-	7	10	0
<b>Dodge</b>		27	<b>Weapon 1:</b> Random Simple Weapon		
<b>Resilience</b>		28			
<b>Martial Melee</b>		48	<b>Weapon 2:</b> Random Simple Weapon		
<b>Martial Ranged</b>		18			
<b>Simple Melee</b>		50	<b>Athletics</b>		40
<b>Simple Ranged</b>		18	<b>Perception</b>		40
<b>Unarmed</b>		60	<b>Stealth</b>		32
<b>Ritual</b>		-			
<b>Sorcery</b>		-			

**Unyielding:** These creatures can move up the Health Track one step in exchange for moving one step down the Fatigue Track.

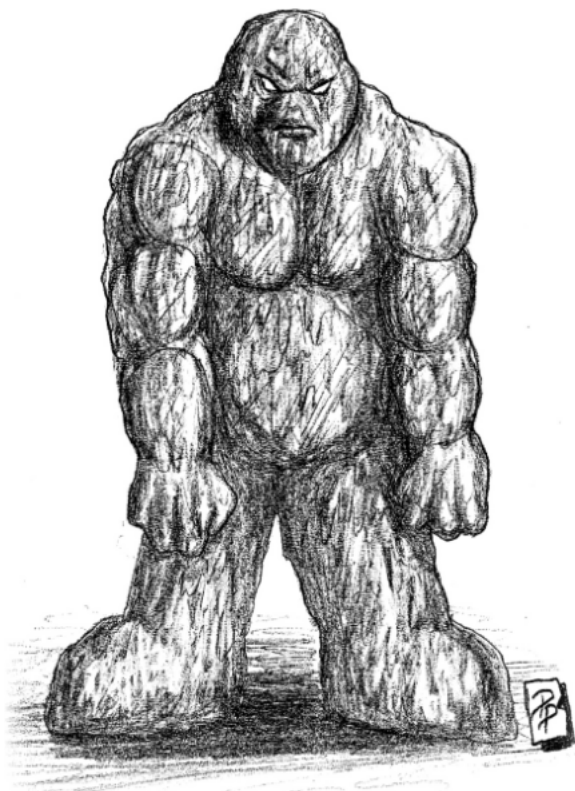
**Items:** Tribal Totem or Emblem, Hands of Foes (1d10), Shrunk Trollkin Heads (1d6), 1d6 Gemstones

The flesh is strong- this is a lesson necromancers the world over have learned in their dark pursuits. Even better, where the living die, cleverly and carefully stitched together masses of dead flesh can be given life anew to create fine servants and tools od





destruction. These abominations are indeed made from the choicest parts of various corpses, then imbued with a false life. Care must be taken to preserve them, lest the flesh eventually decay without repair, but in the meantime they are hulking, grotesque things without any sense of self preservation, able to obey basic commands. Such creations are more apt to turn on their makers than ordinary golems, though, with legends of old necromancers being found torn apart after losing control being common tales used to scare children.



## **Golem** *Basic-Med/Normal (11)/Humanoid*

**Damage Threshold:** 9 (Clay)

**Fatigue Threshold:** 5

**Melee Modifier:** 5

**Ranged Modifier:** 4

**Speed:** 7

STR	CON	INT	WIL	DEX	CHA
12	15	-	5	8	0
Dodge	17	<b>Weapon 1:</b> Random Simple Weapon			
Resilience	26	<b>Weapon 2:</b> Random Simple Weapon			
Martial Melee	28				
Martial Ranged	28				
Simple Melee	30	<b>Athletics</b>		37	
Simple Ranged	18	<b>Perception</b>		20	
Unarmed	52	<b>Stealth</b>		12	
Ritual	-				
Sorcery	-				

**Unyielding:** These creatures can move up the Health Track one step in exchange for moving one step down the Fatigue Track.

**Items:** Tribal Totem or Emblem, Hands of Foes (1d10), Shrunken Trollkin Heads (1d6), 1d6 Gemstones

Mere solid earth, given a facsimile of life through fire and imbuelement with Aetheric magic. These automatons are typically hulking, crafted into a humanoid shape. They obey their creator absolutely, following what simple instructions can be imparted to them: stand here, life this, guard that. They feel no fear, no pain, and no original thought; they serve superbly when carefully used, but cannot be expected to adapt or problem solve. When harm is inflicted upon them, their Aetheric bindings eventually break down, leaving only dust.



## **Sootling** *Advanced-Med/Normal (11)/Humanoid*

**Damage Threshold:** 5 (Cloth)

**Fatigue Threshold:** 6

**Melee Modifier:** 5

**Ranged Modifier:** 5

**Speed:** 8

STR	CON	INT	WIL	DEX	CHA
10	11	11	15	11	10
Dodge		20	Weapon 1: Random Simple Weapon		
Resilience		42			
Martial Melee	11		Weapon 2: Random Simple Weapon		
Martial Ranged	11				
Simple Melee	21		Athletics		21
Simple Ranged	31		Perception		22
Unarmed	31		Stealth		15
Ritual	40		Spells: 1d8 Sorcery Spells, 1d8 Petty Spells		
Sorcery	40				

These creatures can choose to automatically succeed when casting petty magick, but must take 1d10 Fatigue Damage on each attempt.

**Resilient:** These creatures have +20 factored into their resilience.

### **Items:** Coal Ash

Mundane carbon coalesced into solid and living form through the Aether, sootlings are a type of golem and the product of competent sorcery being used to create a truer form of artificial life. Their forms are humanoid, but the true edge between their body and the world around them is fuzzy at best, appearing more like a solid abyss with beacons as eyes than anything fleshy or material. Once created, these beings take on much of the sorcerous capacity of their creator, and are reasonably intelligent and capable of obeying any command which they can understand- at least until their creator loses control. Once free from the grip of the sorcerer that creates a sootling, they are capable of living free lives much like anyone else, their personality often being derived from some aspect of their creator. Sadly, these beings are short-lived, rarely lasting more than a year or two before disintegrating back into the pile of soot and coal dust from which they were spawned.



## TROLLS AND TROLLKIN



### Ogre

*Elite-Med/Normal (15)/Troll*

**Damage Threshold:** 14 (Chain)

**Fatigue Threshold:** 6

**Melee Modifier:** 8

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
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16	12	11	11	11	9
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**Dodge** 36      **Weapon 1:** Battleaxe

**Resilience** 37      *Martial, Splitting, Slow, Two-Handed*

**Martial Melee** 71      **Weapon 2:** Random Martial Weapon

**Martial Ranged** 51      *Martial*

**Simple Melee** 46      **Athletics** 60

**Simple Ranged** 42      **Perception** 15

**Unarmed** 30      **Stealth** 15

**Ritual** 30

**Sorcery** 10

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Dark Sense:** These beings can see even in low light

**Herculean:** These beings can use all two-handed weapons as though they have the Adaptable quality

**Unyielding:** These creatures can move up the Health Track one step in exchange for moving one step down the Fatigue Track.



**Items:** Tribal Totem or Emblem, Hands of Foes (1d10), Shrunken Trollkin Heads (1d6), 1d6 Gemstones

To be an ogre is to be considered peak troll form, hulking in size and immense in physical strength and prowess. The ogre of a troll tribe are almost always those that lead it, and are the most sought out partners when trolls seek to pair off. Ogres may lead as a council, or a particularly strong individual may dominate even the other ogres of a community. To slay an ogre in single combat is a feat few humans can honestly claim to have accomplished.



## Trollkin

*Basic-Low/Small (7)/Troll*

**Damage Threshold:** 4 (natural)

**Fatigue Threshold:** 4

**Melee Modifier:** 4

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
9	8	8	11	11	7
<b>Dodge</b>		14	<b>Weapon 1:</b> Random Simple Weapon		
<b>Resilience</b>		15	<i>Simple</i>		
<b>Martial Melee</b>		11	<b>Weapon 2:</b> Random Simple Weapon		
<b>Martial Ranged</b>		11	<i>Simple</i>		
<b>Simple Melee</b>		31	<b>Athletics</b>		20
<b>Simple Ranged</b>		21	<b>Perception</b>		10
<b>Unarmed</b>		31	<b>Stealth</b>		15
<b>Ritual</b>		22			
<b>Sorcery</b>		0			

**Wretched:** These creatures cannot parry.

**Items:** Belt of pilfered trinkets

Trolls are born in a variety of forms, each widely disparate and immediately obvious to observing trolls. A troll's form at birth represents their eventual caste among their clan, and the least of these possible forms is that of a trollkin. Unlike the greater troll forms, trollkin are born in litters, typically of four or more. They tend to lack the intelligence of even a below-average troll, and have all of the brutish nature of their greater peers without the martial aptitude, strength, or willpower. They rarely reach heights greater than four feet or ages higher than the teens. Their brief lives can be attributed to their sub-troll treatment under the laws of the troll clans; the dirtiest, most dangerous jobs are given first to the trollkin, and clans have no qualms about recklessly using trollkin as canon fodder should the need arise. Indeed, for a troll to give birth to a litter of trollkin is a source of shame, and much of troll courtship revolves around bloodlines that appear to produce them less frequently than others- though even the most "pure bred" lineages are known to produce trollkin from time to time. The life of a trollkin is harsh, brief, and unfair from the start.



## Troll

*Advanced-Med/Normal (13)/Troll*

**Damage Threshold:** 6 (natural)

**Fatigue Threshold:** 5

**Melee Modifier:** 6

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
13	8	8	11	11	7
Dodge		16	Weapon 1: Random Simple Weapon		
Resilience		30	Simple		
Martial Melee		20	Weapon 2: Random Simple Weapon		
Martial Ranged		20	Simple		
Simple Melee		43	Athletics		25
Simple Ranged		30	Perception		15
Unarmed		56	Stealth		15
Ritual		22			
Sorcery		0			

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Dark Sense:** These beings can see even in low light

**Temperamental:** These beings under the effect of fear will take attacks of opportunity against their own allies that move in and out of their melee range.

**Items:** Goods worth .05 cows

The basic caste of a troll clan, normal trolls make up the bulk of any troll clan. Brutish folk who with little aptitude for sedentary agriculture, most are either herders, hunters, or raiders of one sort or another. Their methods of making a livelihood and savage tendencies make interaction with human communities difficult, but far from impossible.

## Troll Warrior

*Basic-Med/Normal (14)/Troll*

**Damage Threshold:** 11 (Hide)

**Fatigue Threshold:** 5

**Melee Modifier:** 6

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
14	11	10	11	10	8





Dodge	36	Weapon 1: Random Martial Weapon
Resilience	44	<i>Martial</i>
Martial Melee	55	Weapon 2: Random Martial Weapon
Martial Ranged	50	<i>Martial</i>
Simple Melee	43	Athletics 36
Simple Ranged	30	Perception 25
Unarmed	66	Stealth 15
Ritual	22	
Sorcery	0	

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Dark Sense:** These beings can see even in low light.

**Temperamental:** These beings under the effect of fear will take attacks of opportunity against their own allies that move in and out of their melee range.

**Items:** Medium Shield, Trinkets worth 0.1 Cows, War God Emblem, 1d10 Trollkin Skulls, 1d6 Human Skulls

While all trolls pride themselves on martial aptitude, only some are afforded the opportunity to participate solely in such activities. Such trolls are highly respected, just as among human clans, and get the choicest picks of the loot after running into battle with their prized battleaxes adorned with clan insignia.



## RATFOLK

### Rattus

*Basic-Med/Normal (9)/Ratfolk*

**Damage Threshold:** 6 (natural)

**Fatigue Threshold:** 6

**Melee Modifier:** 4

**Ranged Modifier:** 7

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
7	13	10	14	14	9
Dodge		25	Weapon 1: Random Simple Weapon		
Resilience		32	Simple		
Martial Melee		14			
Martial Ranged		14			
Simple Melee		21	Athletics		30
Simple Ranged		34	Perception		26
Unarmed		28	Stealth		31
Ritual		10			
Sorcery		0			

**Polluted:** Exposure to the worst parts of civilization and its byproducts, these creatures have +10 factored into their Resilience. Additionally, they may flip the units on a d100 roll if doing so means they succeed at resisting the effects of a poison, toxin, or venom.

**Dark Sense:** These beings can see even in low light

**Rodentia:** These creatures gain an automatic +10 to Dodge and Stealth.

**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

**Items:** Shiny trinkets, 1d6 rat skulls, goods worth .01 cows.

The common ratfolk denizen. Such beings are typically born into an unfortunate life, with their species made from malicious intent and given to the vile God of Pestilence as its slavish playthings. Most have short lives in the squalor they tend to make their homes, eventually succumbing to either intra-community violence, disease, starvation, or other beastly dangers. Still, they persist spurred on by their forced worship of their wretched master. Where ordinary vermin are irremovable, large cities strive endlessly to keep their sewers and other dark places free from nets of Rattus, for fear of the disease and slaughter that tends to follow them. A lucky few find themselves free from



the nature forced upon them by their master and the brutish existence they tend to live, but these few find few friends in the world- the communities willing to even parlay with a Rattus are few and far between.

### **Rattus Legionary** *Advanced-Med/Normal (14)/Ratfolk*

**Damage Threshold:** 16 (Chain)

**Fatigue Threshold:** 6

**Melee Modifier:** 6

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
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14	14	12	12	13	10
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<b>Dodge</b>	<b>43</b>	<b>Weapon 1:</b> Shortspear
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<b>Resilience</b>	34	<i>Simple, One-handed</i>
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<b>Martial Melee</b>	34	<b>Weapon 2:</b> Medium Shield
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<b>Martial Ranged</b>	34	<i>Blocking, Defensive, One-handed</i>
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<b>Simple Melee</b>	31	<b>Athletics</b>	<b>50</b>
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<b>Simple Ranged</b>	34	<b>Perception</b>	<b>28</b>
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<b>Unarmed</b>	<b>36</b>	<b>Stealth</b>	<b>38</b>
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<b>Ritual</b>	<b>28</b>
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<b>Sorcery</b>	<b>20</b>
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**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Dark Sense:** These beings can see even in low light

**Polluted:** Exposure to the worst parts of civilization and its byproducts, these creatures have +10 factored into their Resilience. Additionally, they may flip the units on a d100 roll if doing so means they succeed at resisting the effects of a poison, toxin, or venom.

**Rodentia:** These creatures gain an automatic +10 to Dodge and Stealth.

**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

**Items:** Shiny trinkets, 1d6 ratfolk skulls, a lash, goods worth .2 cows.

These legionaries are nominally subservient to the local whipmasters, but in practice the legionary class does what is wishes, typically as a unit. These are the most hardened, disciplined ratfolk, standing distinctly apart from even their cruel whipmaster overlords. In most communities, this discipline takes the form of fanaticism for the God of Pestilence or whatever local cause the Rattus must rally toward. However, in whatever



free ratfolk communities there may be out from under such domination, the legionaries stand proudly in defending the ability of their people to live without corruption. It is common practice for units of these creatures to bastardize the customs and insignia of human military units local to them, making military trophies an even greater prize for a Rattus Legionary.

**Rattus Whipmaster** *Advanced-Med/Normal (11)/Ratfolk*

**Damage Threshold:** 10 (Linen)

**Fatigue Threshold:** 6

**Melee Modifier:** 5

**Ranged Modifier:** 7

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
11	13	14	14	14	11

**Dodge** 43      **Weapon 1:** Random Martial Weapon

**Resilience** 34

**Martial Melee** 34      **Weapon 2:** Random Martial Weapon

**Martial Ranged** 34

**Simple Melee** 31      **Athletics** 50

**Simple Ranged** 34      **Perception** 28

**Unarmed** 36      **Stealth** 38

**Ritual** 28      **Spells:** 1d4 Sorcery Spells, 1d4 Petty Spells

**Sorcery** 20

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Dark Sense:** These beings can see even in low light

**Polluted:** Exposure to the worst parts of civilization and its byproducts, these creatures have +10 factored into their Resilience. Additionally, they may flip the units on a d100 roll if doing so means they succeed at resisting the effects of a poison, toxin, or venom.

**Rodentia:** These creatures gain an automatic +10 to Dodge and Stealth.

**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

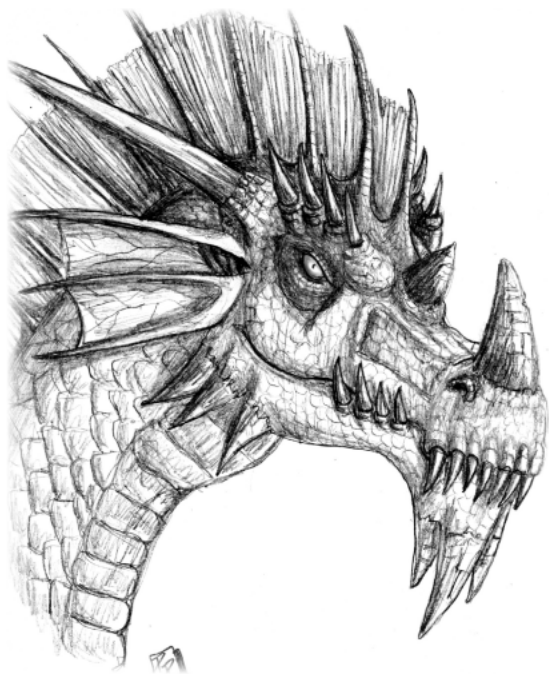
**Items:** Shiny trinkets, 1d6 ratfolk skulls, a lash, goods worth .2 cows.

The ruling class of the Rattus society, those clever, strong, and blessed enough to rise above the short-lived masses. Their main role in life is to keep the ratfolk beneath them organized whenever the vile mechanations of their foul god are in action. They do this by rounding up packs loyal to individual



whipmasters, and together the whipmasters keep their packs from dispersing or slaughtering one another. OF course, whimpasters are themselves often greedy schemers, causing the internal politics of such communities to change rapidly and often quite bloodily.

ANCIENTS



**Dragon**

*Hazardous/Massive (30)/Ancient*

**Damage Threshold:** 28 (Scale)

**Fatigue Threshold:** 16

**Melee Modifier:** 15

**Ranged Modifier:** 10

**Speed:** 11

STR	CON	INT	WIL	DEX	CHA
30	20	18	25	20	13

**Dodge** 10      **Weapon 1:** Viscous Claw and Maw

**Resilience** 50      *Simple, Devastating, Crushing*

**Martial Melee** 20      **Weapon 2:** Dragon's Breath

<b>Martial Ranged</b>	20	<i>Ranged, Simple, Immolate</i>	
<b>Simple Melee</b>	80	<b>Athletics</b>	80
<b>Simple Ranged</b>	65	<b>Perception</b>	65
<b>Unarmed</b>	100	<b>Stealth</b>	25
<b>Ritual</b>	50		
<b>Sorcery</b>	50		

**Enduring:** These creatures have +5 factored into their Fatigue Threshold.

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Bellow:** As an attack action, this creature may bellow monstrosly, forcing a Resilience skill roll to all foes who can hear it. On failure, the targets must take 1d10 Fatigue damage or lose 2AP at the start of their next turn.

**Charger:** Whenever these creatures successfully move an opponent down the Health Condition Track in melee, that target is also knocked prone.

**Dark Sense:** These beings can see even in low light.

**Fireproof:** These creatures are immune to natural fire.

**Indomitable Form:** These beings cannot take Injuries.

**Brutal Parry:** Whenever these creatures successfully parry an attack, an attack of opportunity against the parried attacker is allowed.

**Unstoppable Onslaught:** Whenever a target of an attack by these creatures attempts to parry or dodge, they must flip to fail.

**Cromch:** Whenever these creatures successfully Grapple a target of smaller than ½ size than them, the target is automatically choked at the start of each turn, taking double damage from that Choke.

**Flight:** These creatures may fly as part of their ordinary movement actions.

**Feral Rage:** Whenever these creatures inflict an injury, they move up one level on either the Health or Fatigue condition tracks.

**Items:** Dragon Scales, Dragon Bones, Dragon Flesh

Once the tyrants of the mountain and sky, the age of the supremacy of dragons has come and gone, and no longer do they reign freely over vast stretches of land with various communities brought to heel as their loyal servants. Overwhelmingly such ambitious and gregarious dragons have been culled by humans and humanoids who have cast off such chains, leaving mostly a



scattered population of dragons who would prefer to be left largely alone to brood in their dens. This passive attitude to the world around them does not make these intelligent, powerful creatures any less dangerous and vicious if incensed, but it does make dealing with their presence more manageable. A community that discovers a reasonable dragon living nearby is faced with a dilemma: leave it be and accept the occasional sheep, cow, or Shepard will go missing at its fancy, or take the risk of trying to slay or oust the creature. Often the former is the better choice; a dragon that feels respected by those living around it is likely to take more kindly to guests and passersby, and even to offer aid or wisdom in times of need. A disrespected dragon is more apt to raze entire villages.



## Pit Wyrms

*Elite-High/Large (25)/Ancient*

**Damage Threshold:** 21 (Scaled)

**Fatigue Threshold:** 8

**Melee Modifier:** 12

**Ranged Modifier:** 9

**Speed:** 11

STR	CON	INT	WIL	DEX	CHA
25	18	8	15	18	5
<b>Dodge</b>		23	<b>Weapon 1:</b> Viscous Claw and Maw		
<b>Resilience</b>		43	<i>Simple, Devastating, Crushing</i>		
<b>Martial Melee</b>		18	<b>Weapon 2:</b> Savage Spines		
<b>Martial Ranged</b>		18	<i>Simple, Piercing</i>		
<b>Simple Melee</b>		63	<b>Athletics</b>		43
<b>Simple Ranged</b>		48	<b>Perception</b>		46
<b>Unarmed</b>		68	<b>Stealth</b>		15
<b>Ritual</b>		-			
<b>Sorcery</b>		-			

**Wretched:** These creatures cannot parry.

**Items:** Animal Trophy, Shiny trinkets

Long ago, a handful of dragons were unfortunate enough to end up in the captivity of powerful worshipers of corruptive gods. These dragons had their wings clipped, jaws wired shut, and were tossed into pits, where they were subjected to all manner of abuses. The offspring of these dragons were also subjected to the same treatment, and over the course of generations of repeated trauma and methodical culling, the pit wyrm is the result. Physically, they appear much the same as their free kin, if somewhat distorted through inherited debility and always bearing the scars of their treatment, including mutilated wings. Mentally, though, they are almost unrecognizable, so deprived of healthy stimulus and accustomed to mundane neglect beyond the ability to become proper dragons. They are all but feral and quick to anger, obeying only the chains that bind them to their chaos tainted keepers. They are the siege engines and monstrous workhorses of chaos hordes, and fearsome things to meet in the field.





## Slime Mold

*Basic-High/Normal (12)/Ancient*

**Damage Threshold:** 15 (natural)

**Fatigue Threshold:** 17

**Melee Modifier:** 4

**Ranged Modifier:** 2

**Speed** 6

STR	CON	INT	WIL	DEX	CHA
12	50	1	1	5	1
<b>Dodge</b>		10	<b>Weapon 1:</b> Psuedophalange		
<b>Resilience</b>		55	<i>Unarmed, Weak</i>		
<b>Martial Melee</b>	-				
<b>Martial Ranged</b>	-				
<b>Simple Melee</b>	-		<b>Athletics</b>	62	
<b>Simple Ranged</b>	-		<b>Perception</b>	12	
<b>Unarmed</b>	69		<b>Stealth</b>	52	
<b>Ritual</b>	-				
<b>Sorcery</b>	-				





**Dark Sense:** These beings can see even in low light.

**Enduring:** These creatures have +5 factored into their Fatigue Threshold.

**Inconsistent Form:** These creatures cannot be grappled.

**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

**Toxic Physiology:** These creatures are immune to poison.

**Items:** Primordial Ooze

**Unnatural Form:** These creatures are immune to the effects of injuries.

**Cromch:** Whenever these creatures successfully Grapple a target of smaller than ½ size than them, the target is automatically choked at the start of each turn, taking double damage from that Choke.

The distant cousin of all animal life, these oozing, formless creatures emerged from the same organic mush as all life. They now live everywhere other life does, typically hiding in deep, dark places until they need to emerge for food. Their tendency to fill rooms or pits or to cling to ceilings in wait for passing prey makes them a persistent danger for those exploring caves, ruins, or other forgotten places, but it is not unheard of for a troublesome ooze to surface and wreak havoc for a time before seeping back into wherever it came from. Worse, a slime mold beaten is rarely a slime mold destroyed, with even small pieces often being fully capable of rejuvenating the original. One can only pray that it moves on eventually.



## Wyrmling

*Basic-High/Normal (11)/Ancient*

**Damage Threshold:** 11 (Scale)

**Fatigue Threshold:** 7

**Melee Modifier:** 5

**Ranged Modifier:** 7

**Speed:** 11

STR	CON	INT	WIL	DEX	CHA
11	15	10	15	15	11
<b>Dodge</b>	44	<b>Weapon 1:</b> Claw and Maw			
<b>Resilience</b>	46	Melee, Simple, Crushing			
<b>Martial Melee</b>	15	<b>Weapon 2::</b> Dragon's Breath			
<b>Martial Ranged</b>	15	Simple, Ranged, Immolate			
<b>Simple Melee</b>	36	<b>Athletics</b>		36	
<b>Simple Ranged</b>	45	<b>Perception</b>		35	
<b>Unarmed</b>	37	<b>Stealth</b>		55	
<b>Ritual</b>	30				
<b>Sorcery</b>	30				

**Enduring:** These creatures have +5 factored into their Fatigue Threshold.

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Dark Sense:** These beings can see even in low light.

**Fireproof:** These creatures are immune to natural fire.

**Cromch:** Whenever these creatures successfully Grapple a target of smaller than  $\frac{1}{2}$  size than them, the target is automatically choked at the start of each turn, taking double damage from that Choke.

**Flight:** These creatures may fly as part of their ordinary movement actions.

**Feral Rage:** Whenever these creatures inflict an injury, they move up one level on either the Health or Fatigue condition tracks.

**Items:** Dragon Scales.

The adolescent offspring of dragons, grown enough to be ushered out into the world (save for perhaps a favored child, kept at the den), but not grown enough to take on the fearsome, elegant, and wise nature of far older dragons. Mentally, wyrmlings range from being like toddlers to young adult humans,



but with the size to match fully grown men and a brutal strength, hungry maw, crushing jaw. The combination of reasonable intelligence, capacity for great destruction, and a curious, foolish demeanor make for trouble, and too often a wyrmling or group of wyrmlings makes themselves a nuisance for the communities they stumble upon. It is commonly considered bad form to slay even troublesome wyrmlings when not absolutely necessary, but they are dangerous pests to have around, which only become more dangerous if left unrebuked as they grow and age.

## SATYRS



## Bray

*Basic-Med/Normal (11)/Satyr*

**Damage Threshold:** 5 (natural)

**Fatigue Threshold:** 5

**Melee Modifier:** 5

**Ranged Modifier:** 5

**Speed** 8

STR	CON	INT	WIL	DEX	CHA
10	10	10	11	10	3
<b>Dodge</b>		19	<b>Weapon 1:</b> Random Simple Weapon		
<b>Resilience</b>		21	<i>Simple</i>		
<b>Martial Melee</b>		10			
<b>Martial Ranged</b>		10			
<b>Simple Melee</b>		40	<b>Athletics</b>		20
<b>Simple Ranged</b>		15	<b>Perception</b>		25
<b>Unarmed</b>		35	<b>Stealth</b>		15
<b>Ritual</b>		10			
<b>Sorcery</b>		0			

**Wretched:** These creatures cannot parry.

**Items:** Animal Trophy, Shiny trinkets

Brays are the first form of a true Satyr, vastly more developed than Broodlings, but far from the powerful, intelligent, and complex advanced Satyrs. They are typically humanoid in appearance, standing upright, with hands capable of complex motile abilities. However, their forms remain grotesque and bestial, often deformed and almost always with an animal head, and with musculature that is often weak and underdeveloped. They are intelligent enough to obey complex commands, but rarely have enough original thought to carry out tasks more complex than basic survival on their own. So, they look for higher satyrs or other vile leaders to guide them.

## Broodling

*Basic-Low/Small (6)/Satyr*

**Damage Threshold:** 7 (natural)

**Fatigue Threshold:** 5

**Melee Modifier:** 4

**Ranged Modifier:** 4

**Speed** 7

STR	CON	INT	WIL	DEX	CHA
5	10	3	3	8	1
<b>Dodge</b>		19	<b>Weapon 1:</b> Hoof, Claw, Fang		



<b>Resilience</b>	21	<i>Simple, Weak</i>	
<b>Martial Melee</b>	10		
<b>Martial Ranged</b>	10		
<b>Simple Melee</b>	40	<b>Athletics</b>	10
<b>Simple Ranged</b>	15	<b>Perception</b>	15
<b>Unarmed</b>	35	<b>Stealth</b>	20
<b>Ritual</b>	10		
<b>Sorcery</b>	0		

**Wretched:** These creatures cannot parry.

**Meek:** These creatures start their turn with only 2 AP.

**Items:** None

Broodlings are the lowest of the Satyr's, born in litters from the vile union between Satyr's and animals or livestock as small, badly deformed versions of their mother beast. Many are barely able to move without pain, and fewer still are able to carry out their purpose of interbreeding to create more advanced Satyr's, but they can be rapidly bred from unfortunate livestock and as fodder in chaos hordes. They are often the first sign of corruption in a community.



## Centaur

*Advanced-Med/Large (17)/Satyr*

**Damage Threshold:** 14 (Hide)

**Fatigue Threshold:** 5

**Melee Modifier:** 8

**Ranged Modifier:** 6

**Speed** 7

STR	CON	INT	WIL	DEX	CHA
15	14	9	9	13	5
Dodge		36	Weapon 1: Longspear		
Resilience		31	Martial, Twohanded		
Martial Melee		45	Weapon 2: Nomad Bow		
Martial Ranged		45	Martial, Fast		
Simple Melee		40	Athletics		50
Simple Ranged		45	Perception		35
Unarmed		35	Stealth		20
Ritual		18			
Sorcery		0			

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Charger:** Whenever these creatures successfully move an opponent down the Health Condition Track in melee, that target is also knocked prone.

**Fleet-Footed:** These creatures have +3 speed factored into their Speed.

**Pack Hunter:** When three or more of these creatures are in combat together, they add 20 to their Martial Melee and Simple Melee skills.

**Quick:** These creatures reduce all Movement Actions by 1 AP (to a minimum of 1 AP). They can also Dodge both melee and ranged weapons.

**Tireless:** Whenever this creature suffers *Fatigue* damage from physical exertion, add +3 to its *Fatigue Threshold* when calculating if it moved down the *Fatigue* Track. If moving down the *Fatigue* Track would otherwise cause this creature to lose consciousness, it may instead remain conscious, but upon suffering further *Fatigue* damage above its *Fatigue* Threshold before resting, this creature instead dies, its heart giving out.

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Items:** Pilfered Spurs, Goods worth 0.5 cows, Satyr Horn

A centaur technically describes any form of Satyr with four legs



and at least two arms, but is typically used to refer to particularly exemplary specimens of that description. Such abominations are often of supreme physicality and of substantial bulk, able to take on the role of heavy cavalry for the Satyr hordes and to hold their own against even the most valiant and impressive of mounted warriors. With their powerful form typically comes a similarly powerful mind, making Satyrs this developed potent threats indeed. It is best to use their somewhat awkward forms against them- one will not catch a centaur able to pull its heavy lower body up over steep ramparts or pull itself through small gaps; even the best horseman can dismount as the situation requires. Not so for the centaur, whose bodies can be turned against them.

## Manticore

*Elite-Med/Large (25)/Satyr*

**Damage Threshold:** 14 (natural)

**Fatigue Threshold:** 6

**Melee Modifier:** 6

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
21	16	5	11	10	2
<b>Dodge</b>		20	<b>Weapon 1:</b> Vicious Claw		
<b>Resilience</b>		41	<i>Simple, One-handed, Devastating</i>		
<b>Martial Melee</b>		10	<b>Weapon 2:</b> Stinger		
<b>Martial Ranged</b>		10	<i>Simple, One-handed, Piercing,</i>		
<b>Simple Melee</b>		61	<b>Athletics</b>		70
<b>Simple Ranged</b>		35	<b>Perception</b>		45
<b>Unarmed</b>		52	<b>Stealth</b>		46
<b>Ritual</b>		22			
<b>Sorcery</b>		0			

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Brutal Parry:** Whenever these creatures successfully parry an attack, an attack of opportunity against the parried attacker is allowed.

**Dark Sense:** These beings can see even in low light

**Bellow:** As an attack action, this creature may bellow monstrously, forcing a Resilience skill roll to all foes who can



hear it. On failure, the targets must take 1d10 Fatigue damage or lose 2AP at the start of their next turn.

**Enduring:** These creatures have +5 factored into their Fatigue Threshold.

**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

**Toxic Physiology:** These creatures are immune to poison.

**Unyielding:** These creatures can move up the Health Track one step in exchange for moving one step down the Fatigue Track.

**Venomous (Stinger):** The named weapon of this creature is treated as though always treated with Strong Poison.

**Items:** Poison stinger

This monster has the face of a man, the body of lion and the tail of a scorpion- a true monster, even among is vile Satyr kin. Feral to the core, they often skulk in the wilderness alone, unable to live with its kin, feeding on sentient creatures unlucky enough to encounter it.





## Minotaur

*Elite-High/Large (20)/Satyr*

**Damage Threshold:** 19 (Chain)

**Fatigue Threshold:** 13

**Melee Modifier:** 11

**Ranged Modifier:** 4

**Speed** 10

STR	CON	INT	WIL	DEX	CHA
25	18	6	11	8	2
<b>Dodge</b>		30	<b>Weapon 1:</b> Random Martial Weapon		
<b>Resilience</b>		38	<i>Martial</i>		
<b>Martial Melee</b>		78	<b>Weapon 2:</b> Random Martial Weapon		
<b>Martial Ranged</b>		12	<i>Martial</i>		
<b>Simple Melee</b>		80	<b>Athletics</b>		<b>73</b>
<b>Simple Ranged</b>		8	<b>Perception</b>		<b>32</b>
<b>Unarmed</b>		78	<b>Stealth</b>		<b>18</b>
<b>Ritual</b>		22			
<b>Sorcery</b>		0			

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Bellow:** As an attack action, this creature may bellow monstrosously, forcing a Resilience skill roll to all foes who can hear it. On failure, the targets must take 1d10 Fatigue damage or lose 2AP at the start of their next turn.

**Charger:** Whenever these creatures successfully move an opponent down the Health Condition Track in melee, that target is also knocked prone.

**Feral Rage:** Whenever these creatures inflict an injury, they move up one level on either the Health or Fatigue condition tracks.

**Resilient:** These creatures have +20 factored into their resilience.

**Enduring:** These creatures have +5 factored into their Fatigue Threshold.

**Dark Sense:** These beings can see even in low light.

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Herculean:** These beings can use all two-handed weapons as though they have the Adaptable quality.



**Unyielding:** These creatures can move up the Health Track one step in exchange for moving one step down the Fatigue Track.

**Items:** Satyr God Totem, Goods worth 0.1 cows, Satyr Horn.

Hulking, pure Satyrs, among the most powerful of all the Beastmen, with the body of a wellproportioned powerful human and the head of a bull or cow. This race lives in the forests and hills of the wilderness, in family groups and alongside its Beastmen fellows, often coming to dominate small groups as its personal minions and harem.



## Satyr

*Basic-Med/Normal (12)/Satyr*

**Damage Threshold:** 6 (natural)

**Fatigue Threshold:** 6

**Melee Modifier:** 6

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
12	14	10	13	12	1
<b>Dodge</b>		30	<b>Weapon 1:</b> Random Simple Weapon		
<b>Resilience</b>		26	<i>Simple</i>		
<b>Martial Melee</b>		32	<b>Weapon 2:</b> Random Martial Weapon		
<b>Martial Ranged</b>		12	<i>Martial</i>		
<b>Simple Melee</b>		40	<b>Athletics</b>		32
<b>Simple Ranged</b>		35	<b>Perception</b>		35
<b>Unarmed</b>		36	<b>Stealth</b>		30
<b>Ritual</b>		26			
<b>Sorcery</b>		0			

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

**Dark Sense:** These beings can see even in low light.

**Pack Hunter:** When three or more of these creatures are in combat together, they add 20 to their Martial Melee and Simple Melee skills.

**Items:** Satyr God Totem, Goods worth 0.1 cows, Satyr Horn.

A proper Satyr, one of sufficient development to surpass ordinary human physical capacities. Satyrs make up the core of a horde loyal to the Satyr God, their twisted half-human half-goat or other animal bodies made in their cruel God's image. They are malicious creatures, and calculated in their hunting of over sapient beings and livestock to use to expand their hordes.





## Satyr Sorcerer

*Advanced-Med/Normal (11)/Satyr*

**Damage Threshold:** 8 (Hide)

**Fatigue Threshold:** 7

**Melee Modifier:** 5

**Ranged Modifier:** 7

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
10	14	13	14	14	7
Dodge		13	Weapon 1: Sling		
Resilience		25	Simple		
Martial Melee		14	Weapon 2: Random Simple Melee Weapon		
Martial Ranged		14	Simple		
Simple Melee		24	Athletics	20	
Simple Ranged		34	Perception	40	
Unarmed		34	Stealth	25	
Ritual		58	Spells: 1d6 Sorcery Spells		
Sorcery		55	1d6 Petty Spells		

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.



***Gifts of the Satyr God:*** These creatures can automatically succeed at casting a spell at the expense of moving one step down the Fatigue Track, or two steps down for a spell above *Normal* difficulty to cast.

**Items:** Spellbook with 1d6 Legible Spells, Human trophy, Ritual Power (15), Symbol of the Satyr God

Some well-bred Satyrs show a particular aptitude toward controlling the Aether and are immediately plucked from any horde they find themselves in to be exposed to the effects of chaos magic. The outcome tends to addle their minds with madness, but produces creatures capable of leadership and learning complex magics to supplement the hordes. Even among the true masters of the hordes, it is the sorcerers who commune with their vile gods to instruct as to their will.

## UNDEAD AND SPIRITS



## Animated Skeleton

*Basic-Med/Normal (10)/Undead*

**Damage Threshold:** 8 (Scraps)

**Fatigue Threshold:** 3

**Melee Modifier:** 4

**Ranged Modifier:** 6

**Speed** 9

STR	CON	INT	WIL	DEX	CHA
11	14	-	-	8	-
Dodge		20	<b>Weapon 1:</b> Random Melee Weapon		
Resilience		23			
Martial Melee		30	<b>Weapon 1:</b> Random Ranged Weapon		
Martial Ranged		30			
Simple Melee		40	Athletics		20
Simple Ranged		30	Perception		20
Unarmed		30	Stealth		5
Ritual		0			
Sorcery		0			

**Aetheric Binding:** These creatures are animated by the Aether and can only be destroyed by destroying the vessel containing their Aetheric binding, typically in the skull of a humanoid. They may be incapacitated by moving them to the *Fatally Wounded* step on the Health track, but will rejuvenate one step on the Health track every hour.

**Ever Vigilant:** When on guard duty, this creature adds +10 to any Perception tests it encounters.

**Light Sleeper:** This creature cannot be surprised or left helpless.

**Dark Sense:** These beings can see even in low light.

**Skeletal:** Physical damage from weapons lacking the Crushing trait is halved against these creatures.

**Soft Skulled:** Any rolled injury to the head of these creatures immediately destroys them.

**Unliving:** These creatures are not bound by mortal needs and need not breathe or eat, and do not move down the *Fatigue* track.

**Items:** Tattered Clothes, Skull

Stripped of their mortal flesh and given foul life anew, Animated Skeletons are the quality thralls of choice for aspiring necromancers and foul sorcerers. Held together purely by the Aether stored in their skulls, such bones are more dexterous than their fleshy counterparts and more reliable over time. Entirely mindless, they understand only enough to carry out the simple tasks given to them.



## Familiar

*Basic-Med/Small (6)/Spirit*

**Damage Threshold:** 4 (natural)

**Fatigue Threshold:** 5

**Melee Modifier:** 3

**Ranged Modifier:** 6

**Speed:** 9

STR	CON	INT	WIL	DEX	CHA
6	11	9	11	12	10
Dodge		26	Weapon 1: Hood, Claw, Fang		
Resilience		17	Simple, Weak		
Martial Melee		12			
Martial Ranged		12			
Simple Melee		38	Athletics		27
Simple Ranged		12	Perception		28
Unarmed		24	Stealth		18
Ritual		34	Spells:		1d4 Spells
Sorcery		25			

**Born of the Aether:** These creatures can choose to automatically succeed when casting petty magick, but must take 1d10 exploding Fatigue Damage on each attempt.

**Dark Sense:** These beings can see even in low light.

**Resilient:** These creatures have +20 factored into their resilience.

**Items:**



## Haunt

*Advanced-Low/Normal (11)/Undead*

**Damage Threshold:** 5 (Ethereal)

**Fatigue Threshold:** 7

**Melee Modifier:** 5

**Ranged Modifier:** 5

**Speed:** 8

STR	CON	INT	WIL	DEX	CHA
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9	14	11	14	11	11
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**Dodge** 20      **Weapon 1:** Random Melee Weapon

**Resilience** 45

**Martial Melee** 11      **Weapon 1:** Random Ranged Weapon

**Martial Ranged** 11

**Simple Melee** 30      **Athletics** 33

**Simple Ranged** 21      **Perception** 32

**Unarmed** 29      **Stealth** 90

**Ritual** 38

**Sorcery** 10

**Aetheric Binding:** These creatures are animated by the Aether and can only be destroyed by destroying the vessel containing their Aetheric binding, typically in the skull of a humanoid. They may be incapacitated by moving them to the *Fatally Wounded* step on the Health track, but will rejuvenate one step on the Health track every hour.

**Dark Sense:** These beings can see even in low light

**Ethereal:** These creatures cannot be harmed by mundane physical harm; only magical damage may harm them.

**Photo Sensitive:** These creatures make all checks at one difficulty harder whenever exposed to sunlight.

**Haunted:** These creatures vanish when they would otherwise be killed, reappearing a day later. Only when what keeps them bound to the world is resolved may they be permanently destroyed.

**Unliving:** These creatures are not bound by mortal needs and need not breathe or eat, and do not move down the *Fatigue* track.

**Items:** Personal Memento







## Zombie

*Basic-Low/Normal (11)/Undead*

**Damage Threshold:** 6

**Fatigue Threshold:** 3

**Melee Modifier:** 5

**Ranged Modifier:** 3

**Speed:** 7

STR	CON	INT	WIL	DEX	CHA
11	14	-	-	8	-
Dodge		7	Weapon 1: Random Melee Weapon		
Resilience		25			
Martial Melee		30			
Martial Ranged		8			
Simple Melee		30	Athletics		15
Simple Ranged		8	Perception		15
Unarmed		40	Stealth		30
Ritual		0			
Sorcery		0			

**Aetheric Binding:** These creatures are animated by the Aether and can only be destroyed by destroying the vessel containing their Aetheric binding, typically in the skull of a humanoid. They



may be incapacitated by moving them to the *Fatally Wounded* step on the Health track, but will rejuvenate one step on the Health track every hour.

**Dark Sense:** These beings can see even in low light

**Soft Skulled:** Any rolled injury to the head of these creatures immediately destroys them.

**Unliving:** These creatures are not bound by mortal needs and need not breathe or eat, and do not move down the *Fatigue* track.

**Items:** Tattered Clothes, Personal Memento

Reanimating fleshy corpses requires less work than cleaning the bone, and leaves necromancers with a more imposing thrall, but Zombies make for cumbersome tools, as mindless as they are clumsy. While the Aether that animates them and keeps their rotting brains active enough to move muscle, they are prone to decay over time unless kept in an arid environment, in which they take on a leathery, dry appearance rather than one of sopping rot.

## WILDLIFE AND ANIMALS

### **Dog**

*Basic-Low/Small (6)/Animal*

**Damage Threshold:**5 (Natural)

**Fatigue Threshold:** 6

**Melee Modifier:** 5

**Ranged Modifier:** -

**Speed:** 12

STR	CON	INT	WIL	DEX	CHA
11	14	7	12	8	11
Dodge		25	Weapon 1: Hood, Claw, Fang		
Resilience		26	Simple, Weak		
Martial Melee	-				
Martial Ranged	-				
Simple Melee	30		Athletics		35
Simple Ranged	-		Perception		45
Unarmed	40		Stealth		35
Ritual	0				
Sorcery	0				

**Fleet-Footed:** These creatures have +3 speed factored into their Speed.

**Items:** Dog hide, Raw Meat



The truest and most consistent companion of humanity, the loyal domestic dog.

**Large Animal**

*Basic-Med/Normal (13)/Wildlife*

**Damage Threshold:** 7 (Natural)

**Fatigue Threshold:** 7

**Melee Modifier:** 7

**Ranged Modifier:** 4

**Speed:** 10

STR	CON	INT	WIL	DEX	CHA
15	15	6	15	85	1
Dodge		20	Weapon 1: Hoof, Claw, Fang		
Resilience		28	Simple, Weak		
Martial Melee	-				
Martial Ranged	-				
Simple Melee	35		Athletics		30
Simple Ranged	8		Perception		65
Unarmed	38		Stealth		30
Ritual	-				
Sorcery	-				

**Fleet-Footed:** These creatures have +3 speed factored into their Speed.

**Heightened Senses:** These characters have +30 factored into their Perception.

**Thick-necked:** These beings penalize attempts to grapple or choke them by -10.

**Items:** Animal hide, Raw Meat

**Small Animal**

*Basic-Low/Small (3)/Wildlife*

**Damage Threshold:** 3 (Natural)

**Fatigue Threshold:** 4

**Melee Modifier:** 2

**Ranged Modifier:** 2

**Speed:** 9

STR	CON	INT	WIL	DEX	CHA
5	8	4	11	5	1
Dodge		32	Weapon 1: Hoof, Claw, Fang		
Resilience		11	Simple, Weak		
Martial Melee	-				
Martial Ranged	-				
Simple Melee	30		Athletics		15



Simple Ranged	5	Perception	35
Unarmed	15	Stealth	40
Ritual	-		
Sorcery	-		

**Fleet-Footed:** These creatures have +3 speed factored into their Speed.

**Meek:** These creatures start their turn with only 2 AP.

**Pitiful:** These creatures' damage rolls only explode on a critical hit.

**Items:** Small animal hide, Raw Meat

## Predator

*Advanced-Med/Normal (12)/Wildlife*

**Damage Threshold:** 8 (Natural)

**Fatigue Threshold:** 7

**Melee Modifier:** 7

**Ranged Modifier:** 9

**Speed:** 11

STR	CON	INT	WIL	DEX	CHA
17	16	5	15	14	1
Dodge		30	<b>Weapon 1:</b> Hoof, Claw, Fang		
Resilience		30	<i>Simple Weak</i>		
Martial Melee		-	<b>Weapon 2:</b> Vicious Claw		
Martial Ranged		-	<i>Simple, Devastating</i>		
Simple Melee		51	<b>Athletics</b>		43
Simple Ranged		5	<b>Perception</b>		50
Unarmed		58	<b>Stealth</b>		45
Ritual		-			
Sorcery		-			

**Fleet-Footed:** These creatures have +3 speed factored into their Speed.

**Ambush Predator:** These creatures get a +10 bonus to Initiative rolls.

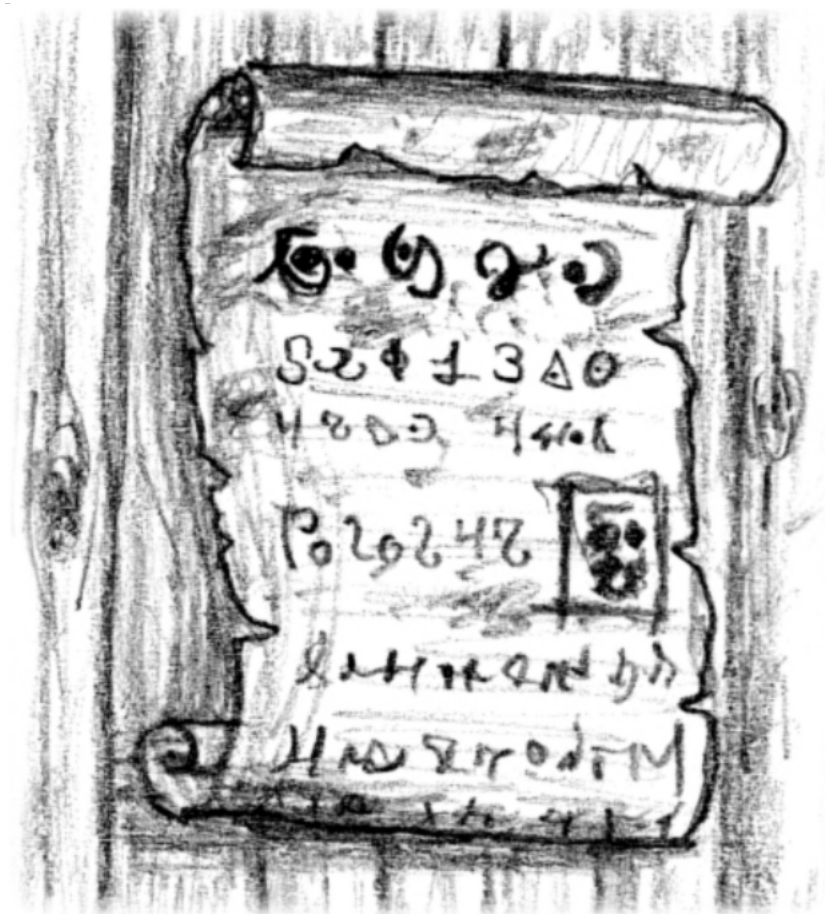
**Stalker:** When this creature uses the Stealth skill, it can flip the results to succeed.

**Dark Sense:** These beings can see even in low light.

**Items:** Predator Hide, Raw Meat



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## NOTES



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