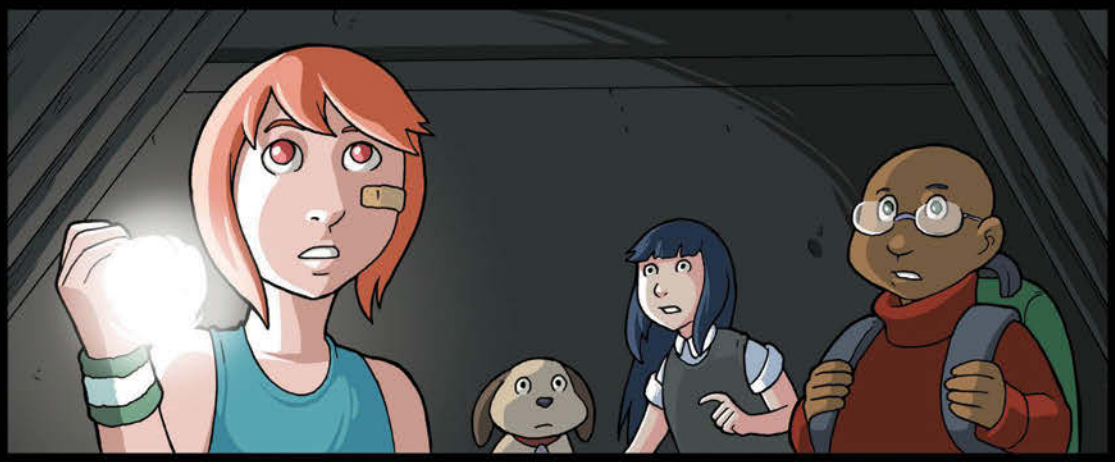
THE MAGICAL LAND OF YELD

BY NICK SMITH & JAKE RICHMOND

SOMEWHERE, THERE IS A DOOR...



A DOOR TO A MAGICAL LAND CALLED YELD.
A LAND OF MONSTERS AND TREASURE...
OF EXPLORATION AND ADVENTURE.
BUT ONE DAY YOU FIND THE DOOR HOME LOCKED..
IT WON'T OPEN!
YOU REALIZE THAT YOU'RE STUCK IN THIS LAND FOREVER.
YELD IS NOT JUST A MAGICAL LAND, BUT A DARK AND DANGEROUS PLACE...
A LAND OF MONSTERS RULED BY AN EVIL VAMPIRE PRINCE.

BUT THERE'S HOPE!
THE DOOR IS LOCKED BY 7 MAGICAL KEYS.
IF YOU CAN FIND THESE KEYS YOU CAN UNLOCK THE MAGICAL DOOR AND GO HOME!

THE KEYS ARE SCATTERED ACROSS YELD...
EACH KEPT BY THE PRINCE'S FIERCEST SERVENTS...
THE DREADED
HUNTERS OF YELD
WE'LL HAVE TO SEEK OUT AND CHALLENGE EACH HUNTER IN ORDER TO FIND OUR WAY HOME.

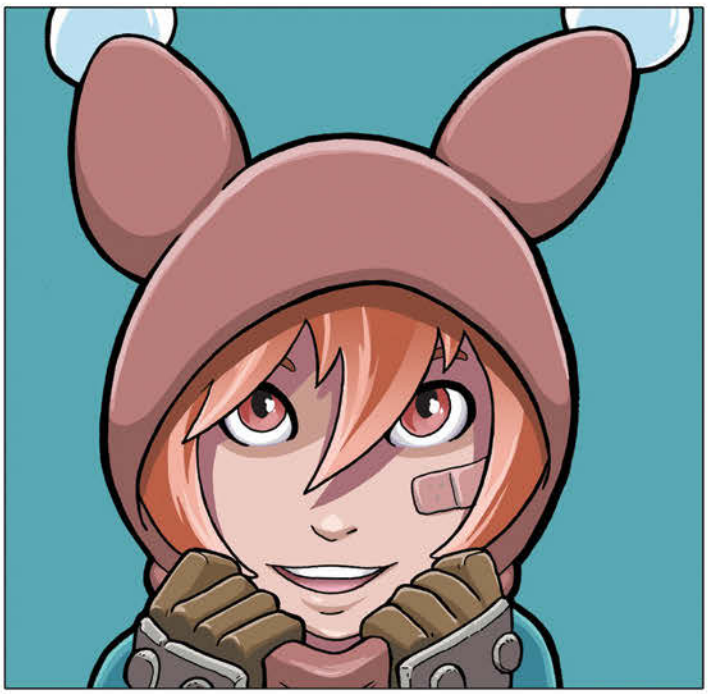
TO FACE THE HUNTERS WE'LL NEED TO TAKE ON HEROIC JOBS, LIKE OATHBREAKER...

SOUL THIEF...

AND WITCH HUNTER.

WE'LL NEED TO MOVE FAST IF WE WANT TO DEFEAT THE HUNTERS AND ESCAPE YELD.
EACH DAY WE SPEND IN YELD MEANS WE GROW OLDER...

AND IF WE TURN 13 WHILE IN THE MAGICAL LAND WE'LL BECOME MONSTERS AND WE'LL BE TRAPPED THERE FOREVER!



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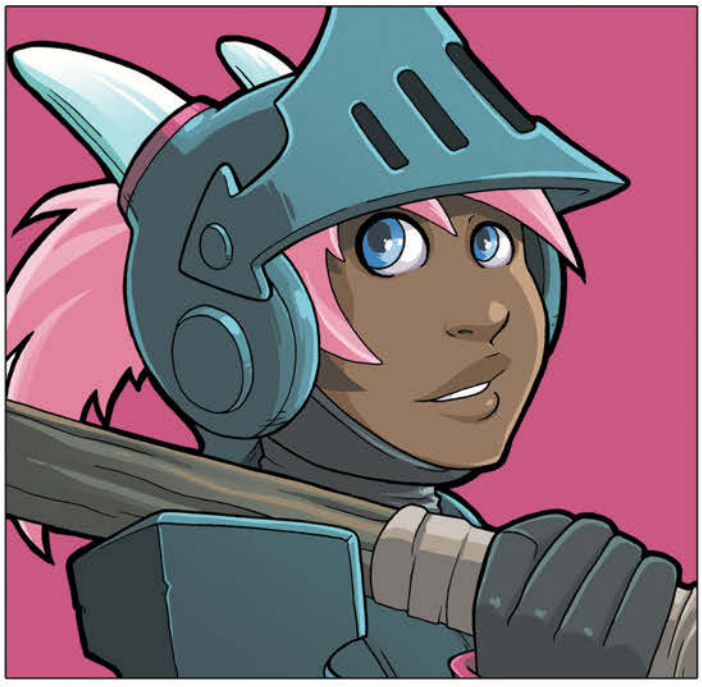

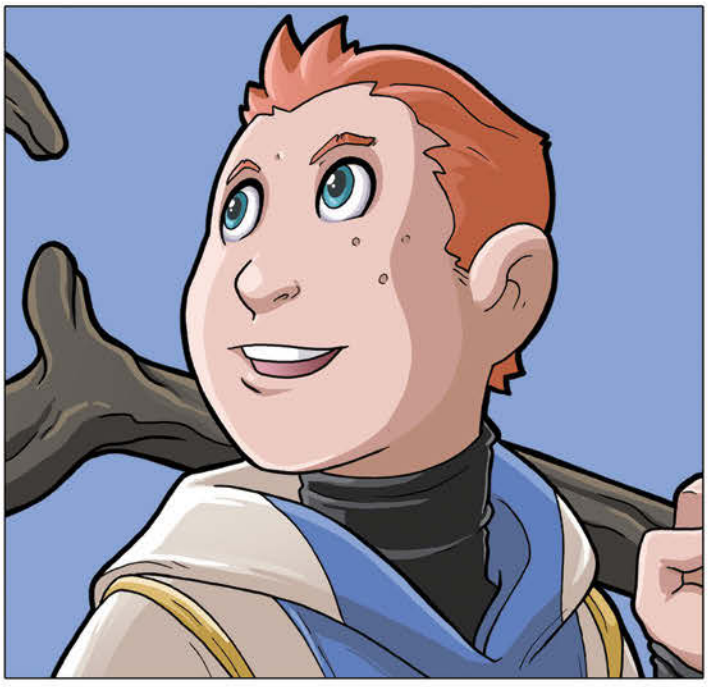

LAND OF VELD

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Somewhere there is a door.

An old and secret door that has not been opened for years, or ever at all. It may be deep in a dark closet behind dusty coats and old suitcases, or hidden far behind an old furnace in the darkest and scariest part of the basement. The door may be found at the end of a hall in that part of your school that has been closed off and dark for years. It may be hidden in the back room of your grandfather's restaurant behind boxes of fortune cookies and bags of rice. You might find it in the forest behind your friend's house, wedged between two trees, waiting to be opened.

Somewhere there is a door. And that door leads to Yeld.

Stepping from your dull, dusty world through the door to Yeld is terrifying and exciting. The door opens to a field of tall grass surrounded by ancient forests, or to a snowy mountainside overlooking a deep valley, or a windy desert with mysterious cliffs looming in the distance. If you look back you'll see a large wood and stone framed door standing by itself, and through it your world. But why look back? Yeld is strange and magical and ready to be explored, and the door home will always be waiting for you... as far as you know.

Your first adventures in Yeld are simple and exciting. you'll explore the forests and streams surrounding the door, discovering hidden trails and dark caves that reveal small secrets and treasures. you'll learn that animals can talk and have stories to tell, you'll discover ancient carvings and fresh monster tracks and you'll arm yourselves with clubs and knives as you go looking for trouble that you secretly hope you'll never find. And as the sun sets you'll go back to the door and return to the safety of your homes and your parents. But you know you'll be back tomorrow!

You'll explore more of Yeld with each trip through the magical door. You'll meet the animal tribes that make the forests and mountains their home. You'll find ancient abandoned temples in the deep woods. You'll follow crumbling roads to tiny villages and busy trading posts where you'll first meet the strange peoples of Yeld. You'll take on chores and run errands in exchange for shiny coins and sharp little daggers and listen to stories about the ghosts that haunt the woods, the dangerous thieves that roam the roads and the monsters that lurk just beyond the limits of each village. And when you meet these monsters you'll be brave and fast and fierce. And after the fight is over you'll go back home through the door to the safety of your parents and your beds, and you'll be glad you don't live in Yeld. But you'll be eager to go back again.

Except one day when the sun sets and you turn back toward home you'll find that the door is shut and locked. And no matter how much you knock or pull it won't open. You are trapped in Yeld, and you can never go home again.

The villagers offer you food and beds and you listen as they tell you the truth. Yeld is a magical land, but one that has turned cold and wicked. The Old Kings are long dead and for hundreds of years a dark and evil prince named Dragul has sat on the throne and his Fairy armies have occupied the land. The Prince has divided Yeld between his most trusted lieutenants, his Hunters of Yeld, and each Hunter rules their territory like a tyrant. Monsters roam the countryside and the old cities are ruined and broken. The animal tribes hide in the forests and all good people of Yeld live in fear, and every year the Prince grows more powerful.

The wisest, bravest or most well-travelled of the villagers will tell you a different story. There is a way for you to return home, but it is a long and dangerous quest. To unlock the door back to your world you must find seven magical keys. But each key is kept by one of the Prince's Hunters of Yeld, and each Hunter is a dangerous and cunning foe. Even the bravest children are not strong enough to face the Hunters of Yeld... but Heroes might be their match.

Long ago Yeld had Heroes. Young girls and boys put aside childish things to stand against evil, protect the land and work together to make Yeld a better and brighter place. You can be those Heroes. You can take on the responsibility of Yeld's traditional Heroic Jobs and learn to use their power and skills to stand against the Prince and his monsters, confront the Hunters of Yeld and win the seven keys that will unlock the door home! But you must hurry! Children from your world who stay long enough in Yeld to see their thirteenth birthday become monsters and are never able to go home again!

Your quest will be difficult and dangerous, and not all of you may make it home unchanged. But if you stay strong and work together you can become the heroes the magical land of Yeld needs!

What kind of game is Yeld?

Yeld is a role-playing game and a storytelling game. Each player will take on the role of a child character called a Friend, deciding what that Friend will say and do during our game sessions. Each game session one player will also take on the duties of the Game Master. The Game Master will guide the other players through a story full of challenges and monsters. At the end of the session the players will receive rewards that they can use to improve their Friends' skills and equipment. Each session a different player will take on the duties of the Game Master, and over several sessions players will work together to tell the story of how their Friends discovered the door to Yeld, became Heroes and defeated the vampire prince Dragul!

What do we need to play this game?

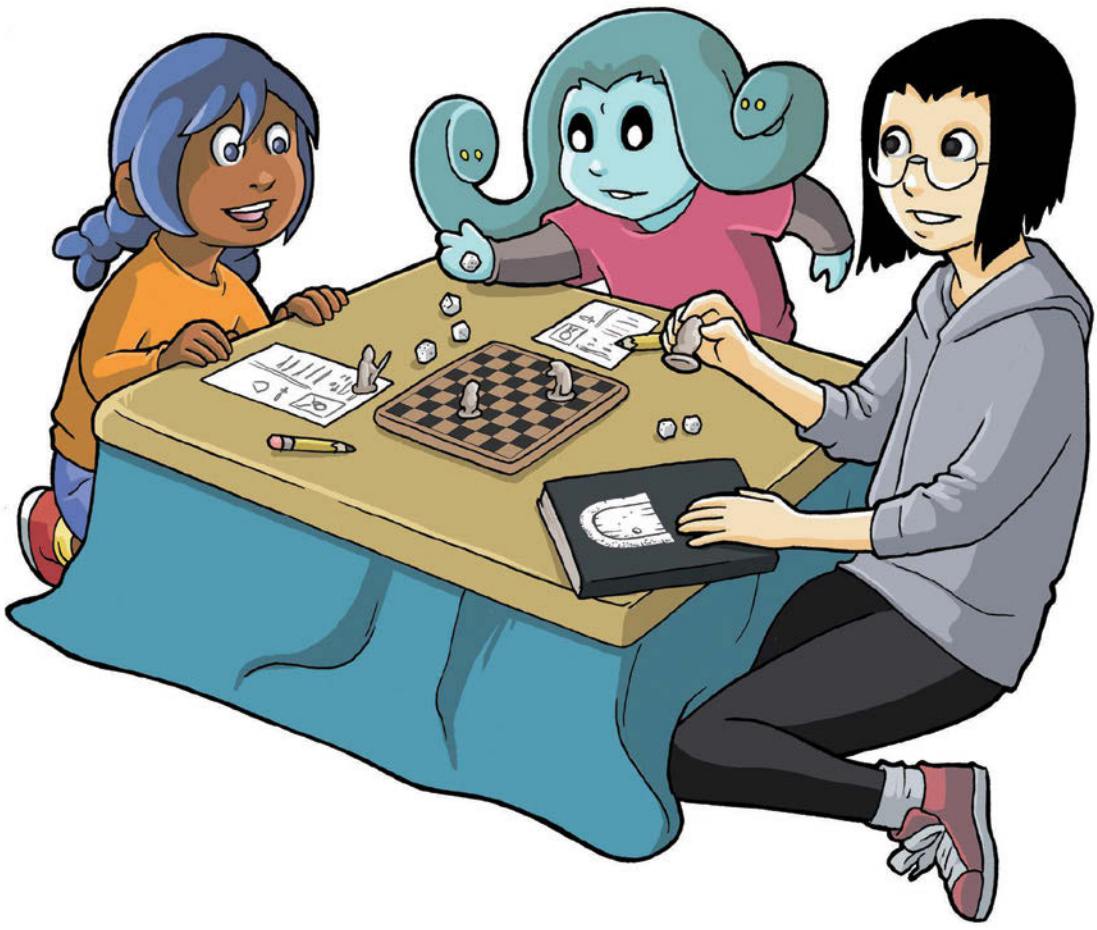
To play Yeld you'll need a copy of this book as well as the Map and Action Board that come with it. You'll need a character sheet for each Friend, some regular 6-sided dice (at least 4, but having a few for each player is better), a few pencils, some tokens to represent Friends and Monsters on the Action Board (gaming figures or lego minifigs work great!) and some snacks in case you get hungry!

What part of this book should I read first?

Yeld is a big game with a lot of rules, and reading the entire book right away can be a challenge. We think that all players should read the first two parts of the book together. Part 1 explains how Yeld's dice rules work and how each type of dice is used in the game. Part 2 is called Making Friends. Each player can follow the instructions in Part 2 to create their Friend character and fill out their Friend sheet.

One player will need to take on the role of Game Master for the first game session. That player should also read Part 3: Fights to learn how fights and the Action Board works, Part 7: The Game Master Guide to learn how to create and run an Adventure and Part 8: The Monster Guide to select or create Monsters for your Adventure. You can save the rest of the book to read later after you've played a few more games.

Being the first Game Master is a challenge, and part of that challenge is reading a bunch more than everyone else and helping them learn to play the game. It's a good idea to keep your first few Adventures nice and simple as you learn to play the game. You'll have plenty of time later to try out all of Yeld's rules and options!



PART 1: DICE

Yeld is a game where your Friends will fight monsters, explore ruined temples, argue with adults, climb trees, tie up bad guys, cook pies and so much more! You'll perform all of these actions by rolling dice. So, let's learn how to use our dice!

All about dice!

We'll always roll plain old 6-sided dice while we play, but we'll call those dice by different names depending on what we use them for. Mostly we'll roll Core dice, Special dice, Weapon dice and Armor dice.

Core dice

We'll roll Core dice whenever our Friends do anything. Each Friend has a set number of Core dice they can always roll. These will be written on our Friend's Character Sheet. Every time a Friend takes an action she'll roll Core dice to see if she succeeds. Friends start with just a few Core dice, and gain a few more when they take a Job. There's no other way to gain Core dice.

There are four types of Core dice, and you'll roll different types to perform different actions. If you want to take an action, check to see which type of Core die you should roll. If you're not sure, you can ask the Game Master. If the Game Master isn't sure, then you can all just come to a decision together. Here are the four Core die types:

Strong: Your Strong dice tell you how physically powerful your Friend is. You'll roll Strong dice to lift heavy rocks, climb over walls, jump over fences, run races or do anything else that involves strength or athleticism. You'll also use Strong dice to hit Monsters during Fights.

Tough: Your Tough dice tell you how resilient your Friend is. You'll roll Tough dice to walk all day, hold your breath underwater or do anything else that involves stamina or endurance. You'll also use Tough dice to determine what kind of armor you can wear and to resist damage when you are hit in a Fight!

Smart: Your Smart dice tell you how intelligent your Friend is. You'll roll Smart dice to notice enemies, understand languages, solve puzzles, pick locks, guess at clues or do anything else that involves intelligence and imagination. You'll also use Smart dice to cast and resist magic spells!

Brave: Your Brave dice tell you how brave your Friend is. You'll roll Brave dice to overcome your fears, interrupt monsters during fights and move on the Action Board. You can also use Brave dice to gain back lost Core dice by using a Restore Roll. If you become a ghost during a fight you can use Brave dice to take Ghost Actions or escape the Ghost World!

Special dice

Special dice are earned as you adventure through Yeld. Special dice represent things your Friend is good at, like Cooking or Karate Chops. Your Friend may gain dozens of different Special dice on their journey through Yeld. Special dice are always rolled in combination with Core dice. For example, if you wanted to climb a tree you could add your "Climb" Special dice to your Strong Core dice and roll them together.

You'll gain a few Special dice when you create your Friend and again when you choose a Heroic Job. Friends can also gain Special dice by spending Reward dice. Some Weapons, Armor and Items give Special dice as well when you use, hold or wear them.

Weapon dice

Many Weapons give Friends extra dice when they use them. Weapons provide extra Strong, Smart or Brave dice. These dice are called Weapon dice, and spells and abilities that affect Core dice don't affect them. A Friend only needs to hold a weapon in their hand to benefit from its dice.

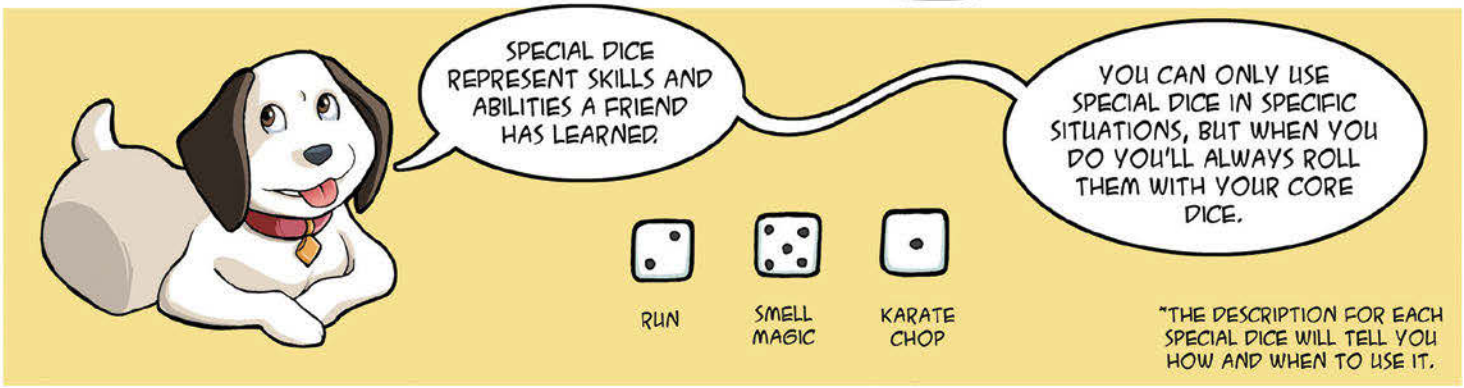
Some Weapons also grant Special dice. The dice a weapon or item provides is listed in its profile.

Armor dice

Armor provides Armor dice to the Friend that wears it, but requires a certain amount of Core Tough dice to be worn in the first place! This means that Tough Friends get to wear hard armor, but weak Friends are stuck with soft armor! Friends add Armor dice to their Tough rolls to avoid taking damage in fights.

Some Armor also grants Special dice. The dice provided by Armor are listed in their profile.

TYPES OF DICE!



FOOD* IS SPECIAL CATEGORY OF ITEM THAT A FRIEND CAN EAT TO PROVIDE AN EXTRA DICE TO THEIR NEXT ROLL.

JERKY
+1 BRAVE DICE

HOT SAUSAGE
+1 STRONG DICE

SUSHI
+1 SMART DICE

BERRY PIE
+1 TOUGH DICE

*VEGAN OPTIONS AVAILABLE.

Conflicts and rolling dice

When confronted with a conflict Friends will roll dice against the Game Master or each other to see who wins. Conflicts will range from arguing with an adult to leaping off a cliff, fighting a gang of monsters or overcoming a fear. When you engage in a conflict you'll roll the appropriate Core dice. If you want to kick a monster roll your Strong dice. If you want to try to figure out a language or solve a riddle roll your Smart dice. The Game Master will roll Challenge dice against you to represent the difficulty of the action.

1. Roll the appropriate Core dice to overcome the conflict. This will always be your Strong, Smart, Tough or Brave dice. For most rolls you'll also be able to add in Special dice, Weapon dice or Armor dice.

2. Total the result of your roll and compare it to the Game Master's total. If your total is higher you've won the conflict. Ties are always won by Friends. If the conflict is between two Friends, re-roll tied results.

What happens when I win? If you win the conflict your character will get to do whatever they were trying to do. They'll be able to solve that riddle or understand that strange language. Sometimes success will mean applying the results of a specific kind of Special dice. If your conflict is a fight, a success allows you to deal damage to a Monster and cause it to lose Core dice!

What does failure mean? In a fight, failure to hit a Monster will mean that the Monster will survive long enough to hit back! Worse, failure to get out of the way or block a Monster's attack will lead to your Friend losing Core dice!

Challenges

Outside of fights conflicts that involve Friends rolling against the Game Master are called Challenges. There are 3 types of challenges a GM can choose from, each with its own penalty for failure:

Skill challenge: Skill challenges are all about whether or not the Friend can actually perform the task they set out to do. If a Friend fails a skill challenge, they are unable to perform the task they were attempting. The Friends will have to try something different in order to succeed. The Game Master should be careful not to use this type of challenge if its results would prevent the Friends from progressing through their adventure.

Effort challenge: An Effort challenge isn't about whether the Friend succeeds or fails but how much time and energy the task they wish to perform takes. A Friend who fails an Effort challenge will succeed at their intended task but lose 1 Core die of the GM's choice. Effort challenges are a great way to threaten the Friends without preventing them from progressing forward in the adventure!

Heroic challenge: Heroic challenges are a combination of Effort and Skill challenges. Failure on the part of the Friend means they will lose 1 Core die of GM's choice and fail at the task they wish to perform. A GM should be wary of using Heroic challenges and save them for only the most dire situations!

Who describes what happens? Any time your Friend does anything, you get to describe what happens. If you are describing the outcome of a roll your description must reflect the roll's success or failure. You can't fail a roll to jump over a hole and then describe how your Friend jumps over it anyway. Instead, you get to describe just exactly how your Friend almost makes it!

While the other players get to describe what their Friends do, the Game Master gets to describe what everything else does! The Game Master will describe the actions of the people the Friends meet, the Monsters that attack them and the strange things they see in the land of Yeld.

PART 2: MAKING FRIENDS

Each player (including the Game Master) will build a character called a Friend. Our Friend is like a character in a play. We'll describe everything they do, and when we speak in the game we'll pretend to be them! Build a Friend that you think will be fun to play.

Players will use a Character Sheet to record all their Friend's information (Find the Yeld character sheet and instructions for filling it out on page 250).

Follow these steps to make your Friend:

Step 1. Age and birthday

Figure out your Friend's age by rolling a die, and adding 6. This will give you an age between 7 and 12. You'll get extra stuff based on your Friend's age.

Age	You get this extra stuff!
7-8:	3 Restore Rolls per game
9-10:	2 Restore Rolls per game, 1 Special dice
11-12:	1 Restore Roll per game, 2 Special dice

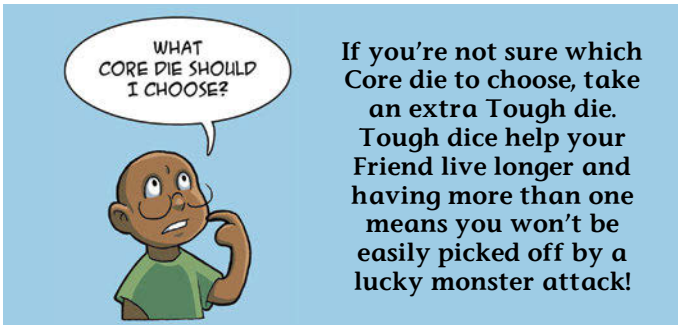
You'll also need to write down your Friend's birthday. You'll use this to choose a birthday on the Yeld Calendar later (find out more about the Calendar on page 26).

Step 2. What type of Friend are you?

Choose what type of Friend you'll play. As a group we'll look at the Friend list that starts at the end of this page and talk about what kind of Friend each of us should be. Once we all decide, we'll write our choices down on our character sheet. We need to make sure that two of us don't end up playing the same kind of Friend.

Step 3. Core and Special dice

You received a single Core dice when you chose your Friend Type. Now you'll receive 5 more. Add 1 Core Strong, Tough, Smart and Brave die to your character sheet, then add one more Strong, Tough, Smart or Brave die. You'll have 6 Core Tough dice in total, with at least one of each type.



If you're not sure which Core die to choose, take an extra Tough die. Tough dice help your Friend live longer and having more than one means you won't be easily picked off by a lucky monster attack!

Choose a Special die from the Special die list in the Player's Guide (page 68). Special dice represent neat things that your Friend can do, so choose one that sounds cool. You can have more than one of the same kind of Special dice if you want, but not more than three! For example, a Brat, who already gets a Break Special die can choose a second Break die. Write your choice down on your sheet in the Special dice section.

Step 4. Choose a name!

Choose a name for your Friend (or have your friends choose a nickname for you).

Types of Friends

Each type of Friend starts with a Core and Special die (listed below). Mark those on your Character sheet.

Each Friend also has a role-playing reminder that starts with the words "Just remember". If you're not sure what your Friend should do or how they would act, just remember those words!

BIG SISTER

Big Sister or Big Brother is all about protecting your friends and making sure they make it home. Big Sister is tough but caring, and not afraid to step into a fight to make sure everyone else remains safe!

Just remember: "I'll be the best role model I can be.".

Special: Must be the oldest Friend

The Big Brother or Sister gains the following benefits:

Core dice: +1 Strong Special dice: Tease

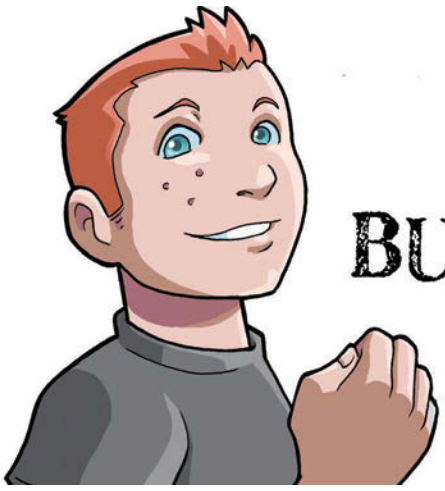
RIVAL

The Rival is confident and competitive, but also a little jealous. She's always tried her best, but rarely gets the same respect as her older friends, and sometimes that makes her mad.

Just remember: "Anything you can do I can do better!"

The Rival gains the following benefits:

Core dice: +1 Brave Special dice: Charge



BULLY

The Bully is strong but also insecure. During his adventures in Yeld the Bully starts to realize that when he pushes his friends around he's really pushing them away.

Just remember: "Violence solves problems".

The Bully gains the following benefits:

Core dice: +1 Strong Special dice: Trip

PRINCESS

The Princess is used to being the center of attention and getting anything she wants. She's the most popular child in school, and maybe comes from the wealthiest family too.

Just remember: "I'm the most important person here!"

Special: The Princess cannot be the oldest or youngest Friend. A boy can be a Princess too!

The Princess gains the following benefits:

Core dice: +1 Smart

Special dice: Choose Cooking, First Aid, Sewing, Cleaning, Letter Writing or Fishing

KNOW-IT-ALL

The Know-it-all is always right, and he's happy to tell you about it! As they explore Yeld the Know-it-all will absorb knowledge like a sponge, and share it with his friends whether they want to hear it or not!

Just remember: "I always know what I'm talking about."

The Know-it-all gains the following benefits:

Core dice: +1 Smart

Special dice: Choose "I know about animals", "I know about grownups", "I know about kids" or "I know about nature"

BABY

The Baby is young and innocent. Far from home and lost in a strange land, the Baby will try hard to be as brave as his older friends.

Just remember: "I'll feel braver if you hold my hand"

Special: The Baby must be the youngest Friend and cannot be older than 8.

The Baby gains the following benefits:

Core dice: +1 Brave Special dice: Cry

DOG

The Dog is faithful and fast. They've been a constant companion to the kids on all of their adventures. Now that they've stepped through the magical door to Yeld and have a voice of their own the Dog is finally more than just a pet; they're a true friend!

Just remember: "I'll always protect my friends!"

The Dog gains the following benefits:

Core dice: +1 Strong, +1 Brave

Special dice: Bite, Run, Barf

Note: The Dog only gains the ability to speak while in Yeld.The Dog doesn't have hands, but can hold a single Item or Weapon in its mouth. While holding an Item or Weapon the Dog cannot speak.

BRAT

The Brat is kind of a jerk. She's loud, rude, never wants to cooperate and throws tantrums when she doesn't get her way. The Brat is also fierce and brave and will stand up to any monster that gets in her way!

Just remember: "I better get my way, or else!"

The Brat gains the following benefits:

Core dice: +1 Tough Special dice: Break

LIAR

The Liar is the friend that tells the best stories but always seems to get into trouble. He has a cool pocket knife and knows all the best places to hide out! He isn't always honest, but he's the coolest kid you know!

Just remember: "Just trust me!"

The Liar gains the following benefits:

Core dice: +1 Tough Special dice: Lie

We're ready to start!

That's all we'll need to do to play our first adventure, although you can also let each Friend choose a Rank 0 Home item (found on page 102). Our characters start off as normal children, but as we adventure in Yeld our Friends will choose Heroic Jobs, and may eventually take Advanced Jobs or Monster Jobs as well. Our Friends will also acquire more Special dice and Reward dice. We'll find out more about Heroic Jobs and Special dice in the Player's Guide.

WHAT IS IT?
SOME KIND OF MONSTER, I GUESS.
SHOULD WE SNEAK PAST IT?
ATTACK!!!
ARE YOU OKAY?
UHHH...
MAYBE SOMEONE ELSE SHOULD HIT IT INSTEAD
RAAWWR!
OH CRAP!
BONK!
EXCUSE ME!
YOU BIG CREEP!

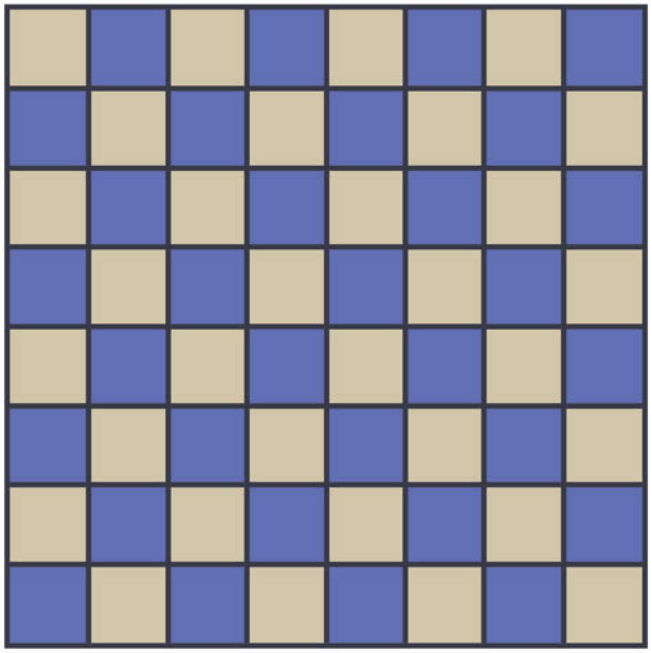
PART 3: FIGHTS

Fights are the most common kind of conflict in Yeld. In fights Friends will use attacks, spells and teamwork to defeat monsters. Let's learn how to fight!

The Action Board

Fights take place on a special 8 by 8 grid called the Action Board. You can use the Action Board that comes with this game, make your own or just use a chess or checkers board. You'll need a game piece to represent each Friend, plus one for each Monster. Normally, only up to 3 Monsters can participate in a fight.

At the beginning of a Fight place a game piece representing each Friend on any of the 8 squares along the top of the Action Board. Place game pieces representing the Monsters on any of the 8 squares along the opposite edge. Now you're ready to fight!



Starting a fight and taking turns

A fight starts whenever a Friend announces they want to take an action against a Monster (or a Monster announces they want to take an action against a Friend). Whichever Friend or Monster speaks first gets to take the first turn! This turn starts a round where all the Friends and Monsters will get to take a turn.

After the first Friend takes a turn they'll choose who gets to go next by selecting either another Friend or a Monster. They must select a Friend or Monster who has not yet gone this round. Once each Friend and Monster has taken a turn the round ends and the next round starts, with the same player taking the first turn again. The fight is over when all the Monsters or Friends have been defeated!

Turns, Actions and Move

Turns are divided into two parts, Action and Move. During the Move part of their turn a Friend or Monster can move a number of squares on the Action Board equal to their Brave dice (including dice provided by Weapons). Friends and Monsters cannot move diagonally and cannot move through or stand in the same space as other Friends or Monsters on the Action Board.

An Action can be used to attack a Monster, use Special dice, cast a spell or use an item. Actions can also be spent to Dash, allowing the Friend to move a second time. Friends and Monsters can choose to take their Move either before or after they use their Action.

Excuse Me!

Monsters don't always want to wait their turn, and will sometimes try to take a Friend's turn! When a Friend chooses another Friend to take the next action, a Monster who has not gone yet that round can try to interrupt by making a Brave roll against that Friend. If the Monster wins it gets to go instead, and will choose who goes after it!

Friends can interrupt Monsters in the same way. Only one Friend or Monster can try to interrupt at a time.

ACTION BOARD

TOKENS REPRESENTING FRIENDS AND MONSTERS ARE PLACED ON THE BOARD AT THE START OF A FIGHT.

A FRIEND CAN USE THEIR *ACTION* TO ATTACK A MONSTER, CAST A SPELL OR USE SPECIAL DICE OR GHOST ACTIONS.

A FRIEND CAN USE THEIR *MOVE* TO TRAVEL A NUMBER OF SPACES ON THE ACTION BOARD EQUAL TO THEIR BRAVE DICE (INCLUDING BRAVE DICE PROVIDED BY WEAPONS LIKE DAGGERS).

FRIENDS IN A SPACE NEXT TO A MONSTER CAN USE THEIR ACTION TO ATTACK IT!

(ATTACKS CAN BE MADE WITH BOWS AND OTHER RANGED WEAPONS FROM SEVERAL SPACES AWAY).

TO ATTACK, A FRIEND WILL ROLL ALL OF THEIR *CORE STRONG DICE* PLUS ANY *STRONG DICE* PROVIDED BY *WEAPONS.*

SOME *SPECIAL DICE*, LIKE FIGHT DIRTY OR DIVE BOMB, CAN ALSO BE ADDED TO ATTACK ROLLS.

THE MONSTER WILL DEFEND AGAINST ATTACKS BY ROLLING *CORE TOUGH* AND *ARMOR DICE.*

IF THE COMBINED RESULT OF THE DICE ROLLED BY THE FRIEND FOR THEIR ATTACK MEETS OR BEATS THE MONSTER'S DEFENSE ROLL THE MONSTER WILL LOSE *ONE CORE TOUGH DIE.*

A MONSTER REDUCED TO ZERO CORE TOUGH DICE IS KNOCKED OUT OR KILLED.

BE CAREFUL! SOME KILLED MONSTERS WILL REMAIN IN THE FIGHT AS GHOST MONSTERS!

Attack!

Friends can use their Action to attack Monsters (or each other). To attack a Monster in a Fight, roll all your Strong dice and add the result. Many Special dice can be added to Strong dice to create special attacks, so if you have appropriate Special dice you can add those to your roll as well. Usually Friends and Monsters have to be within one square of each other on the Action Board to attack each other, but Friends with ranged weapons can attack from any square on the board as long as they can see their target. For example:

Shin the Shepherd wants to shoot the Skeleton with his bow. Shin has 2 Strong dice, but his bow also gives him an extra Strong die! He can also add an extra dice from "Holy Warrior", a Special dice that gives him +1 dice when attacking Undead! So Shin will roll 4 dice against the Skeleton (3 Strong dice and 1 Holy Warrior die)!

To resist an attack, you'll roll your Tough dice and add the result. Make sure to add in any extra dice given to you by Armor! You can describe your roll as a quick dodge, a parry or as your armor blocking the blow. For example:

The Skeleton only has 1 Tough dice, but it has a Shield that gives it an extra Armor die! The Skeleton will roll 2 dice to see if it can get out of the way of Shin's attack!

The higher die roll wins (and in the case of a tie, Friends always win). For example:

Shin rolls 4 dice to attack. He adds the result and gets 13! The Skeleton rolls 2 Tough dice to dodge. It gets a total of 10. Shin hits!

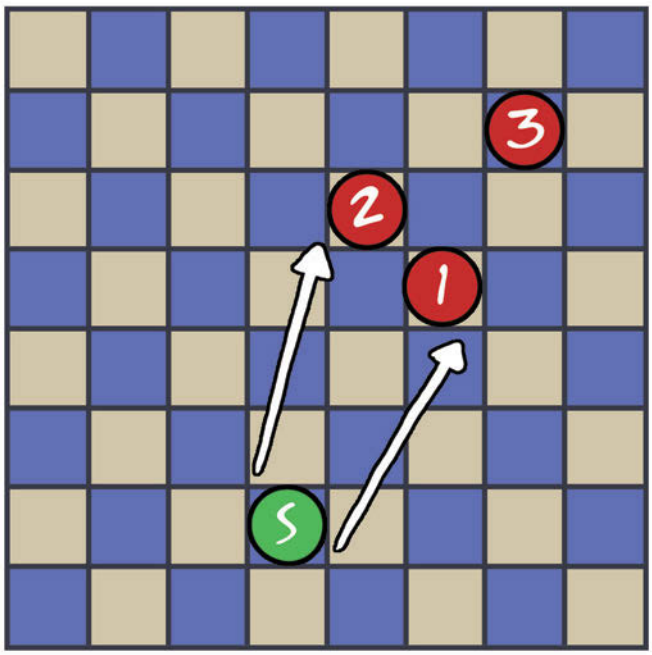
When a Friend or Monster is hit by an attack they lose one of their Core Tough dice. If a Friend or Monster runs out of Core Tough dice then they die. Friends turn into Ghosts! A Ghost Friend won't be able to take normal Actions until they gain back at least 1 Tough die!

Friends don't have to kill a Monster in order to defeat it. Check out the Monster Guide on page 171 for different ways to defeat Monsters!

Line of sight

Friends need to be able to see Monsters to attack them with spells and ranged weapons. Friends, other Monsters and obstacles will all block line of sight and prevent ranged attacks and spells. To target a Monster a Friend must be able to draw line of sight from the Action Board square they are standing on to at least one corner of the square the Monster is standing on without crossing a square another Monster or Friend is standing on. For example:

Shin is fighting three Monsters. He can shoot Monster 1 or 2 with his bow because he can draw a line from at least one corner of the square he's standing on to at least one corner of the squares those Monsters are on. Shin can't draw a line from the corners of his square to the square Monster 3 is on, so Monster 3 is out of sight and can't be attacked. Monster 1 and 2 are protecting their friend by hiding them from Shin's arrows!



ACTIONS AND FIGHTS!

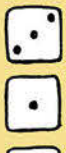
DURING A FIGHT FRIENDS AND MONSTERS WILL TAKE TURNS THAT EACH HAVE TWO PARTS, ACTION AND MOVE.

MOVE LETS A FRIEND MOVE A NUMBER OF SPACES ON THE ACTION BOARD EQUAL TO THEIR BRAVE DICE (INCLUDING WEAPON DICE).

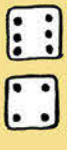
ACTION LETS A FRIEND MAKE AN ATTACK, CAST A SPELL, USE SPECIAL DICE OR MOVE AGAIN.

TO ATTACK A MONSTER A FRIEND NEEDS TO BE IN A SQUARE NEXT TO THEM ON THE ACTION BOARD.

ATTACKING FRIENDS WILL ROLL:



ALL OF THEIR STRONG DICE



ANY STRONG WEAPON DICE

APPROPRIATE SPECIAL DICE

MONSTERS WILL DEFEND BY ROLLING TOUGH DICE AND ARMOR DICE. SOME MONSTERS ALSO HAVE SPECIAL DICE THAT CAN BE ADDED TO THIS ROLL.

TOUGH DICE

ARMOR DICE

IF THE ATTACK ROLL MEETS OR BEATS THE MONSTER'S DEFENSE ROLL THE MONSTER WILL LOSE 1 TOUGH DICE!

WHETHER THEY SUCCEED OR NOT, AFTER THE ACTION IS OVER YOUR FRIEND WILL GET TO CHOOSE A FRIEND OR MONSTER TO TAKE THE NEXT ACTION

Magic in Fights!

Some Friends and Monsters can cast spells during a fight. Casting a spell requires a Friend to hold either a spell book or scroll and to roll Smart dice to meet or beat a Challenge number listed in the Spell's profile. For example:

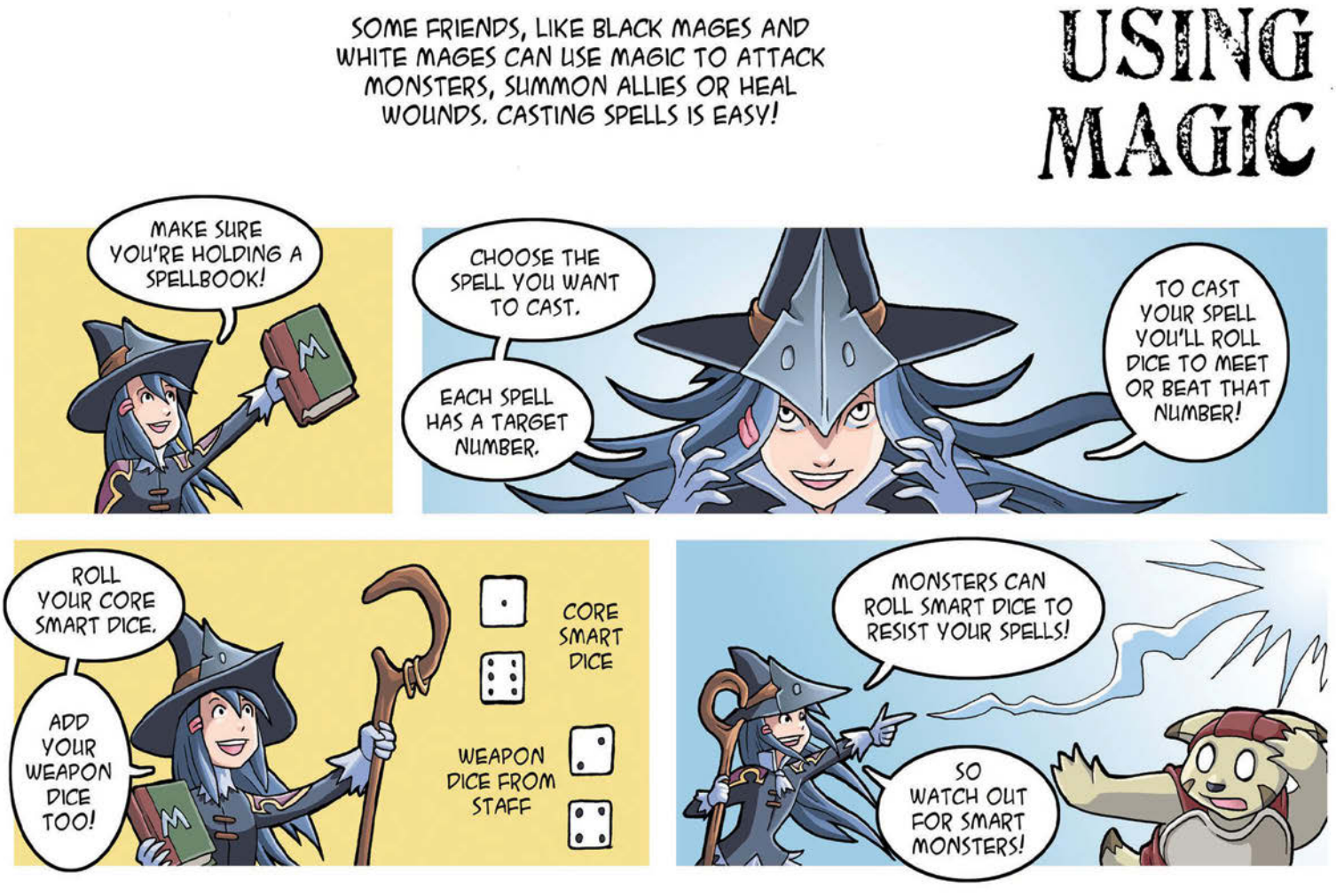
Naomi the Black Mage wants to cast the spell "Fire Hat" on a Vampire. The spell requires Naomi to roll at least 12 on a Smart roll. Naomi can add any Weapon or Special dice that she has that will help her cast the spell. Naomi has 3 Smart dice, plus 2 extra Smart dice from her Staff. She'll roll 5 Smart dice and add the results. Naomi rolls a total of 13! The spell works!

Of course, just because a spell works doesn't mean that the Monster it is cast on can't resist it! To resist a spell, roll Smart dice. Add in any bonus dice from Weapons or Special dice that help you resist magic. You'll need to beat the caster's roll (not the target number required by the spell) to resist the spell's effects. For example:

The Vampire tries to resist the Fire Hat spell. The Vampire has 3 Smart dice, but no other dice that he can add. He rolls all 3 dice and gets a 10. The Vampire fails to resist Naomi's Fire Hat spell, and his head catches fire!

If a Friend or Monster is able to beat the spell's caster on a Smart dice roll then the spell is completely negated. Nothing happens! If the target of the spell isn't able to resist the spell then apply the spell's effects as listed in the spell's profile.

Not every spell works exactly as planned, and more powerful casters often make deadly mistakes. If you roll two or more 1's while casting a spell then you must roll on the Magical Disaster table (find it on page 146)!



Using Special dice in fights!

During fights you may be able to gain extra benefits by adding Special dice to your attack or magic casting rolls. If the result is successful the Monster will suffer the effect of the Special die instead of losing a Tough die. For example:

Kiandra is fighting a heavily armed Fairy Soldier. She decides to add her two Break Special dice to her attack roll. Kiandra rolls 3 Core Strong dice, 2 Axe Weapon dice and 2 Break Special dice for a total of 7 dice. The result is 21, which beats the Fairy's roll of 16. Instead of causing the Fairy to lose 1 Tough die, Kiandra's successful roll will trigger the Break Special dice's effect. The Fairy will now roll 1 less Armor die for the rest of the fight.

Some Special dice can be used to take Actions other than attacking or casting a spell. For example:

Instead of attacking Alex the Freelancer wants to swipe the keys from the Goblin Guard's belt so he can rescue his friends. He has 3 Smart dice, but he also has 2 Steal dice (a kind of Special dice that adds to Smart when a Friend is trying to steal something). He'll roll all 5 dice to see if he can steal the keys from the Goblin!

Banking Actions

Instead of using their Action during their turn a Friend can choose to save the Action and use it later. This is called Banking. A Friend can choose to use Banked Actions during a future turn (either before or after their normal Action or move). A Friend can Bank as many Actions as they want and use as many Banked Actions during a single turn as they'd like, but any Actions not used at the end of the Adventure are lost. Banked Actions are also lost when a Friend enters a Ghost Coma. For example:

Dino the Witch Hunter isn't close enough to the Fairy Soldier his friends are fighting to attack it, so he decides to Bank his Action and use it later. On his next turn Dino has moved closer and can now hit the Fairy. He uses his Action to make an attack, then decides to use his Banked Action to make a second attack!

Leaving a fight

Friends or Monsters that use their Move to move off the Action Board have left the Fight. They can no longer be attacked and cannot return to or participate in the Fight.

The Action Chain

After completing your turn you can choose which Friend or Monster will take the next turn. If your Action was successful and you choose another Friend to take the next turn you'll create an Action Chain. The Action Chain continues as long as each Friend is able to make a successful Action and chooses another Friend to follow them. The Action Chain breaks if a Friend fails her Action, takes an Action that doesn't result in a successful roll (like Banking or Dashing), chooses a Monster to follow her or if a Monster interrupts the chain. The Action Chain always ends at the end of the round and can't carry over to the next round.

The longer the Action Chain lasts the more powerful it becomes. Friends will roll extra dice during their turn depending on how strong the Action Chain has become.

1st Action: No Bonus
2nd Action: This Friend will roll 1 extra die for the rest of the turn.
3rd Action: This Friend will roll 2 extra dice for the rest of the turn.
4th Action: This Friend will roll 3 extra dice for the rest of the turn.
5th Action: This Friend will roll 4 extra dice for the rest of the turn.
6th Action: This Friend will roll 5 extra dice for the rest of the turn.
7th Action: This Friend will roll 6 extra dice for the rest of the turn.

Banked Actions do not contribute to the Action Chain, but will still benefit from Action Chain bonuses. If a Banked Action that is part of the Action Chain fails, the chain will break. Pets and Called Monsters neither benefit from the Action Chain or contribute to it.

What counts as a successful Action for the Action Chain? If a Friend uses an Action to do any of the following it counts as a Successful Action:

- Make an attack that beats a Monster's Armor roll.
- Cast a spell that beats a Monster's resist roll.
- Beat a Monster with a Special dice roll.
- Beat a Monster with a Ghost Action roll.

"The Action Chain Song"

Friends can sometimes forget their place in the Action Chain. It helps to call out your position after your Action when you choose a Friend to follow you. You can even make a little song out of it! "I'm the third Friend in the Action Chain. I choose Maria to dish out the pain!"

TEAMWORK IS THE KEY TO WINNING FIGHTS, AND YOUR SECRET WEAPON IS THE ACTION CHAIN!

THE ACTION CHAIN

DURING A FIGHT:

IF A FRIEND'S ACTION RESULTS IN A SUCCESSFUL ROLL THEY WILL START AN ACTION CHAIN! THE FRIEND THEY CHOOSE TO GO NEXT WILL GET A BONUS TO ALL ROLLS DURING THEIR TURN, AND IF THEIR ROLLS ARE ALSO SUCCESSFUL THEY CAN CONTINUE THE CHAIN BY CHOOSING ANOTHER FRIEND TO FOLLOW THEM.

1ST FRIEND (STARTING THE ACTION CHAIN)	2ND FRIEND	3RD FRIEND	4TH FRIEND	5TH FRIEND
NO BONUS	+1 DICE TO ROLLS	+2 DICE TO ROLLS	+3 DICE TO ROLLS	+4 DICE TO ROLLS

MARIA THE SOUL THIEF MOVES TO THE MONSTER AND USES HER ACTION TO TRY TO DISARM IT.

HER ROLL SUCCEEDS. SHE CHOOSES SHIN TO GO NEXT.

SHIN THE SHEPHERD DOESN'T MOVE, BUT HE USES HIS ACTION TO SHOOT THE MONSTER WITH A FIRE ARROW. HE'LL GET A +1 DIE ACTION CHAIN BONUS TO HIS ROLL.

HIS ROLL IS A SUCCESS! SHIN CHOOSES DINO TO GO NEXT.

DINO THE WITCH HUNTER USES HIS ACTION TO ATTACK THE MONSTER WITH HIS CLUB. HE'LL GET A +2 DICE ACTION CHAIN BONUS TO THE ROLL.

HIS ROLL SUCCEEDS! DINO HAS A BANKED ACTION AND DECIDES TO USE IT NOW...

DINO USES A BANKED ACTION TO ROLL TEASE AGAINST THE MONSTER, FORCING IT TO FOCUS IT'S ATTACKS ON HIM. HE STILL HAS HIS +2 DICE ACTION CHAIN BONUS.

HIS ROLL SUCCEEDS! DINO CHOOSES BILLY TO GO NEXT.

BILLY THE WHITE MAGE SEES DINO IS ABOUT TO BE HIT BY THE MONSTER. HE CASTS THE BRIGHT ARMOR SPELL. HE'LL GET A +3 DICE ACTION CHAIN BONUS TO THE ROLL.

HIS ROLL IS A SUCCESS. DINO WILL BE PROTECTED BY THE SPELL. BILLY CHOOSES KIANDRA TO GO NEXT.

KIANDRA THE OATHBREAKER MOVES FORWARD AND ROLLS TO ATTACK THE MONSTER. IT'S TIME TO DELIVER THE FINISHING BLOW! SHE'LL GET A +4 ACTION CHAIN BONUS TO HER ROLL.

KIANDRA SUCCEEDS! SINCE THERE ARE NO MORE FRIENDS TO CHOOSE SHE'LL HAVE TO CHOOSE A MONSTER TO GO NEXT, BREAKING THE CHAIN.

THE ACTION CHAIN ALLOWS FRIENDS TO CAST POWERFUL SPELLS AND MAKE STRONG ATTACKS, BUT IF ANY FRIEND FAILS THEIR ROLL OR CHOOSES A MONSTER TO FOLLW THEM THE CHAIN WILL BREAK IMMIDEATELY!

AND WATCH OUT! MONSTERS CAN CREATE THEIR OWN ACTION CHAINS!

Ghosts

When a Friend loses all their Tough dice they become a Ghost, floating around after their Friends and watching them do stuff. Being a Ghost sucks! You can see your Friends, but you can't communicate with them at all! Friends remain as Ghosts until they are able to gain back at least one Tough die or until their Friends return to an Inn.

Friends who become Ghosts are unable to interact with living Friends or Monsters, except by using Ghost Actions. Ghost Friends can interact with other Ghost Friends as well as Ghost Monsters and Ghost Vendors.

What happens to my body? The body of a Ghost Friend remains where it fell. Monster will ignore it, but Friends can drag it around with them if they want. When a Ghost Friend is revived their body is magically transported to their current location.

Ghost Actions

As a Ghost, Friends are unable to take normal Actions of any kind, and Monsters can't take normal actions against them. Instead, a Ghost Friend can take a Ghost Action. Ghost Actions happen just like normal Actions and can add to the Action Chain. A Ghost Friend must be in a neighboring square on the Action Board to use a Ghost Action against a Monster. Here's a list of Ghost Actions:

Haunt: Ghost Friends can try to Haunt a spell-casting Monster by rolling Brave dice against the Monster's Brave dice. The next spell cast by a Haunted Monster will cause a Magical Disaster (see the Magical Disaster Table on page 146).

Chill: Ghost Friends can try to Chill a Monster by rolling Brave dice against the Monster's Tough dice. A Chilled Monster will roll one less die on all rolls until the end of their next Action.

Spook: A Ghost Friend can try to Spook a Monster by rolling Brave dice against the Monster's Smart dice. A Spooked Monster can't use Special dice on their next Action.

Ghostly Cheer: A Ghost Friend can encourage a living Friend by rolling Brave dice against the Game Master's Challenge dice. If their roll is a success their Friend can re-roll one die from the next roll they make.

Ghost Loot: Ghost Friends can easily see the lost items the living leave behind. A Ghost Friend can roll on the Ghost Loot table as an Action. Ghost Friends can do this a number of times each Fight equal to their current Brave Core dice.

Ghost Fight: Monster Ghosts roam Yeld and will often attack Ghost Friends they come across. Ghost Friends fight Ghost Monsters in the same way that they fight normal Monsters. To resist being hurt by a Ghost Monster a Ghost Friend will roll their Brave dice instead of Tough dice (adding Armor as normal). If a Monster Ghost does hurt a Ghost Friend, the Ghost Friend will lose a Brave die instead of a Tough die. If a Ghost Friend loses all his Brave dice he'll go into a Ghost Coma and won't be able to take any more Ghost Actions until he's returned to life.

Giving up the Ghost

Ghost Friends return to life when they gain back at least 1 Tough die. This can happen a few ways.

- A Ghost Friend can gain back Tough dice by succeeding at a Restore Roll.

- A Ghost Friend can gain back Tough dice by having the Refresh spell cast on them.

- A Ghost Friend can gain back Tough dice by having the First Aid Special die used on them.

- A Ghost Friend can gain back Tough dice when their Friends visit an Inn.

Sometimes you may end up trying to bring a Friend back to life even if you left her body in some weird place and forgot to bring it with you. Don't worry! Whenever a Friend returns to life she'll appear next to the Friends who revived her with her body wholly intact and all her items and weapons. How does this work? It's a mystery!

GHOSTS AND THE GHOST WORLD

OH NO! A MONSTER HIT YOU AND YOU'VE LOST YOUR LAST TOUGH DIE. NOW YOU'RE A GHOST!

DON'T WORRY! YOU'RE NOT OUT OF THE FIGHT YET!

THERE'S A WHOLE BUNCH OF NEAT ***GHOST ACTIONS*** YOU CAN USE AGAINST MONSTERS, LIKE ***CHILL*** AND ***HAUNT***!

HEROS WHO BECOME GHOSTS STAY ON THE ACTION BOARD, BUT CAN'T BE SEEN OR HEARD BY FRIENDS OR MONSTERS.

BUT THEY CAN FIGHT OTHER GHOSTS!

GHOST FIGHTS WORK JUST LIKE NORMAL FIGHTS, EXCEPT GHOST FRIENDS AND MONSTERS WILL LOSE ***BRAVE*** DICE INSTEAD OF ***TOUGH*** DICE WHEN THEY FAIL TO DEFEND AGAINST AN ATTACK.

IF A GHOST FRIEND LOSES THEIR LAST BRAVE DIE THEY'LL BE INCAPACITATED UNTIL THEY CAN BE REVIVED.

GHOST FRIENDS CAN TRY TO REVIVE THEMSELVES USING A ***RESTORE ROLL***.

USING A RESTORE ROLL DURING A FIGHT TAKES AN ENTIRE ACTION. FRIENDS ROLL ***BRAVE*** DICE AND REFER TO THE **RESTORE ROLL CHART** TO SEE HOW MANY TOUGH DICE THEY REGAIN.

CORE BRAVE DICE

IF YOUR RESTORE ROLL IS SUCCESSFUL YOUR FRIEND CAN REGAIN TOUGH DICE, COMING BACK TO LIFE AND REJOINING THE FIGHT!

IF ALL FRIENDS BECOME GHOSTS AND ARE UNABLE TO RECOVER THEY'LL BE MAGICALLY TRASPORTED TO THEIR ***HOME INN***.

THE FRIENDS WILL WAKE UP THE NEXT DAY FULLY RESTED AND WITH A SINGLE TOUGH DIE RESTORED.

YAWN!

Restore rolls and getting back Core dice

It's very likely that during a fight a Friend will lose several Tough dice. It's also possible that a Friend might lose some of their other Core dice. Core dice are never lost permanently. Friends gain back Core dice by succeeding at Restore Rolls. To do this a Friend will roll all their Brave dice and consult the Restore Roll table. If they have any Special dice that add to Restore rolls (like Nap) they should roll those as well!

Friends can attempt a number of Restore Rolls each game based on their age. Some items also allow Friends to make extra Restore Rolls.

5-6 year old Friends can attempt 3 Restore Rolls each game.

7-10 year old Friends can attempt 2 Restore Rolls each game.

11+ year old Friends can attempt 1 Restore Roll each game.

Restore Roll Table:

- Roll a 5 or better, gain back 1 Core die

- Roll a 14 or better, gain back 2 Core dice

- Roll a 20 or better, gain back 3 Core dice

For example:

Shin the Shepherd lost both his Tough dice and is now a Ghost. Shin decides to try a Restore Roll to see if he can gain back his Tough dice. Shin has 2 Brave dice, and he rolls a total of 7. That's enough to gain back a single Core dice! Shin gains back a Tough die and is no longer a Ghost!

If a Friend has at least 1 Tough dice left they can roll to regain Strong, Tough, Smart, or Brave dice. If a Friend is a Ghost and has no Tough dice left they must roll to gain back Tough dice first.

Living Friends cannot make a Restore Roll during fights, but Ghost Friends can try a Restore Roll when it is their turn to take an Action. Doing so can create or contribute to an Action Chain. If a Ghost Friend fails their Restore Rolls they will remain a Ghost until the other Friends can find a way to revive them.

Darkness, Fire and Water

Friends may encounter hazards on the battlefield that have nothing to do with Monsters.

Darkness: Every Monster in Yeld can see in the dark, but for Friends darkness makes any fight much more dangerous. While in a fight that takes place at night or in the dark a Friends cannot attack, target with a spell or use Special dice against a Monster or Friend more than 1 square away on the Action Board. Increase this distance by 1 for each rank of the See in the Dark Special die you have. A Friend or Monster holding a Torch or suffering from the Fire effect will illuminate a 3x3 square area on the Action Board centered around themselves. Any Monster or Friend in the illuminated area can be targeted as normal by attacks, spells or Special dice.

Fire: Fire is a common weapon in Yeld, used to scare off predators and distract enemies. There are lots of things in Yeld that might cause a Friend or Monster to catch on fire, including spells like Fire Hat, Special dice like Firebug and Torches. If a Friend or Monster is attacked or affected by an Action that causes Fire they'll be set on fire until the end of the Fight. Friends or Monsters on fire must roll a 6-sided die at the beginning of each of their turns. On a roll of 6 they won't be able to use their Action that turn.

A Friend or Monster can spend an Action to remove the Fire effect from another Friend or Monster that is in a square next to them on the Action Board.

Water: Sometimes Friends will have to fight Monsters while in or near water. Many Monsters, like Mermaids and Squidmen, even prefer to fight in water! At the beginning of a Fight the Game Master can decide to change any number of squares on the Action Board into water. If a Friend or Monster starts their Turn on a water square they will have to make a Strong Roll, adding their Swim or Fly Special dice against a Skill Challenge. If failed, the Friend or Monster will not be able to use their Move during that turn. Friends or Monsters with 3 Swim Special dice automatically pass this Skill Challenge.

PART 4: WORLD MECHANICS GUIDE

Yeld is very different from our own world, and as the Friends explore the magical land on their journey to become heroes they'll discover that time seems to move faster, years are shorter and seasons come and end quickly. The Calendar and Map are important tools, and in this section you'll learn how to use them to chart your progress in Yeld and keep track of the regions you've explored, the places you want to visit, local holidays and the birthdays of every Friend!

In this section we'll also learn about Yeld's currency and how the people of Yeld buy and sell goods and items.

The Calendar

Keeping track of our time in Yeld is an important part of our adventures. Yeld has a 100 day calendar, made up of four 25-day seasons starting with the first day of Summer and ending with the final day of Spring. Spread throughout these seasons are special Holidays and events.

We'll keep track of the days that we spend in Yeld by marking them off on the Calendar. If the Friends help some lost children find their way back to town, then decide to sleep at the town's Inn, we'll mark the day off. If one adventure ends and the next one starts up 3 days later, we should mark three days from the calendar. This is how time passes in Yeld.

Birthdays: When we first create our Friends we roll dice to determine their ages. We'll also need to decide what day their birthday falls on in the Yeld calendar. You can choose a day at random or choose one that you think is close to your Friend's birthday on the real-world calendar. For example, if your Friend's birthday is on the 5th of May you can choose a birthday in the late Spring season.

If your Friend's birthday comes while they are in Yeld they'll turn a year older! This may affect the number of Restore Rolls you can make each game. Your friend will also receive a special birthday letter in the mail from the Prince himself containing 1 Reward dice!

Sweet 13

Growing older in Yeld is dangerous. The dark forces of the magical land warp and change children in strange ways, and the longer you stay in Yeld the more you'll transform. As they get older our Friends may start to grow monstrous features, such as pointed fangs, stubby horns, furry skin or spooky black eyes. Children from our world who turn 13 while in Yeld become permanently bitter and corrupted, losing their childhood and turning into monsters! They'll replace their Heroic Job with a Monster Job, an upgrade that can be both powerful and terrifying. These Friends will be unable to return home through the magic door, even if all 7 Keys are gathered from the Hunters of Yeld. Although some say that defeating Prince Dragul himself will lift the monstrous curse!

Find out more about Monster Jobs in the Players Guide on page 60!

The Postman and the Royal Mail

At the height of the First King's rule their domain stretched from the Storm Mountains to the Broken Coast, with roads leading through Yeld's darkest forests and deepest canyons. The Royal Mail was established to keep the lines of communication open between Yeld's great cities, and even now hundreds of years after the Last King passed there are still a few brave Postmen that risk their lives to deliver mail in every part of Yeld.

Most towns, crossroads and inns have mailboxes, and for Some Coins a Friend can write a letter and send it to any person in Yeld. Sometimes a Postman will even deliver a response!

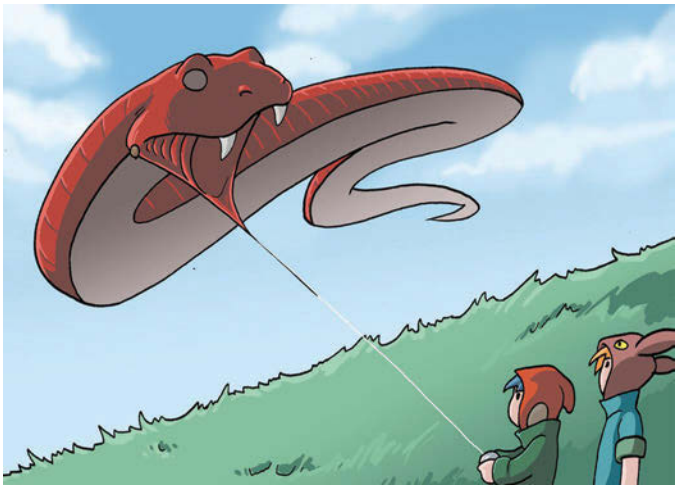
Holidays

Yeld has several different holidays and special events on its Calendar. Some of these holidays are celebrated all across Yeld, while others are local events. Sometimes traveling to certain places on certain holidays can give the Friends the chance to meet interesting people, challenge rare Monsters, compete in contests or win special rewards and prizes! Check out the holiday descriptions for more details.

Summer Holidays:

Chef's Day (6th day of Summer)

Chef's Day is a special holiday to honor the cooks of Yeld! On Chef's Day all Food Items are 2 for the price of 1 in every shop! If you happen to be in Boulder Town on this day you can buy the recipe for the world famous Boulder Town Cheesecake!



The Blue Wind Festival (12-14th day of Summer)

Journey to the city of Kavault to enter the Kite Flying contest, join the Blue Wind Parade and win a Blue Wind Tabard!

Treaty Day (22nd day of Summer)

The anniversary of Yeld's broken treaty with Storm Mountain. On this day Oathbreakers may not use Oaths but will roll 1 extra Armor die during fights.

Fall Holidays:

Dragul Day (1st day of Fall)

Monsters take advantage of The Prince's birthday to rampage across Yeld. Monsters roll 1 extra dice for all Actions on this Holiday, but also drop Loot when defeated!

Day of the Dead (13th day of Fall)

Children dress as Monsters to collect candy and treasures on this special holiday. Buy a Ghost Mask at an Inn or Shop! All Friends roll 1 extra die for Ghost Actions.

The Witch Fire Festival (23-25th day of Fall)

This is the day that Yeld burns Witches! Witches roll 1 less die on all rolls during this Holiday! Craftsmen in some towns make special masks for Witch Hunters to buy on this holiday!

Winter Holidays:

Keymas (10th day Winter)

Towns across Yeld celebrate Keymas, a holiday where locals exchange gifts. Buy your Friends a Keymas present! If you're visiting the town of Madris, check out their Keymas festival and get a special Keymas Ornament!

King's Day Feast (19th day of Winter)

Visit the ruins of Sutherland Castle on King's Day for a Feast honoring the Old Kings of Yeld. If you feel lucky you can try to lay claim to the ancient stone sword that lies embedded in the crumbling throne room. They say the hero who can free it will be the next ruler of Yeld!

The Pirate Bay Masquerade (23rd-25th day of Winter)

Once a year the city of thieves and scoundrels welcomes its neighbors to Yeld's biggest party! Even the Prince will be there. You won't get in without some Fancy Clothes!

Spring Holidays:

Goblin Carnival (4th- 8th day of Spring)

The Goblin Carnival only comes to the town of Brevery Bend once a year! Ride the strange rides and eat the weird food! Don't forget to buy Goblin Fireworks!

The Black Opera (17th day of Spring)

Each year the mightiest warriors in Yeld gather to fight to the death in a grand tournament called The Black Opera! The winner receives the Elixir of the Gods, the Favor of the Prince and the Blessings of the Serpent Oracles!

The Wolf Hunt (21st -25th day of Spring)

In late Spring the Wolves of Yeld hold a great hunt. Those that prove themselves worthy are given gifts and an honorary place in the Wolf Tribe!

The Map

Just like we use the Calendar to record our time in Yeld, we use the Map to track our progress and mark the places we've explored. The Map is a 9 by 9 grid of blank squares, except for the middle square, which marks the Door back to our world. Each square of the map represents a separate part of Yeld, a place that we can go to and explore. Some of these squares are vast areas like forests, mountains, deserts and lakes. Others represent smaller locations, like towns, caves or hidden temples.

Each time we travel to a new location, we'll mark it on the Map. To do this, we simply name the square and describe what's there. Here's an example:

During our last adventure we visited The Forest of the Tree Prince. While we were there we saw the Tree Prince's palace, fought spiders in the Spider Caves and traded with Goblins at the Goblin outpost. We marked this square of the map as "The Forest of the Tree Prince", and under description we put "Tree Prince Palace, Goblin Traders, Spider Caves."

As we explore Yeld we'll slowly start to fill up the map, adding in the places we've been and seen. If we want, we can always return to a square we've visited before, exploring it again and adding new information. Just because a square is already occupied by "The Serene Forest of Quiet Dread" doesn't mean that it can't also be the home of "The Unicorn Meadow Tea Shop" and "That cave where we found all those swords." Eventually we'll fill the map, or come close, and we'll be able to say we explored all of Yeld!

Traveling in Yeld

Traveling takes time. Moving from one map square to the next takes 4 days. If the Friends wanted to travel from the square they were currently in to another 4 squares away, the travel time would be 16 days! Most of the time going from one place within a square to another won't require multiple days of travel, but that's up to the Game Master. If the Game Master decides that going from the Tree Prince's Palace to the Spider Caves will take a day (even though they're located in the same square), then it will take a day! When you Travel, make sure to mark your days off on the Calendar!

War Hares

The first horses were brought to Yeld by the Vampire Prince himself, and since that time they have remained rare and been mostly used by vampires and Fairy commanders. Friends will have trouble finding horses that they can buy or even steal. But why ride a horse, when you can have a War Hare? War Hares are the traditional mounts and companions of the heros of Yeld. Each War Hare is a towering rabbit-like creature with thick fur and claws like daggers. War Hares can run for days without tiring and survive in even the coldest snow storms.

Once the Friends defeat their fourth Hunter of Yeld and captured their key they'll be able to visit the Job Trainer and purchase War Hares by spending 1 Reward die each. If all Friends have War Hares than the travel time between Map squares is halved.

Inns

Inns can be found all across Yeld. Sometimes these are actual Inns, serving food and renting beds to travelers. Other times these are just a safe place for Friends to sleep, like the campsite of a fellow wanderer, an elaborate hotel or a drippy cave. Staying the night at an Inn always costs Coins, but the benefits are worth it. After a night in an Inn Friends will gain back 1 lost Core dice without having to make a Restore Roll!

Friends will also be able to set the Inn as their Home. A Home is the spot Friends return to if all of them become Ghosts and are unable to revive themselves. This won't happen often, but it's better to be safe than sorry! If we pay Coins to stay at an Inn we can select it as our Home. We should be sure to choose an Inn that's on a map square that's close to where we want to be. The last thing we want is to lose a fight on the East side of Yeld and reappear in our Home Inn on the West side of Yeld! That's a long walk that could take weeks!

Coins and Buying Stuff

Serious adventures require serious gear, and while the Friends will receive a set of weapons and items when they take their Heroic Job, it won't be long before they decide that they need a new sword, a fancy cloak catches their eye or a tasty snack makes their stomach rumble. Shops across Yeld sell all kinds of strange and useful items, and Friends will need Coins if they want to buy them!

Coins are accepted in every shop in Yeld. The official coins of the magical land bear the Prince's image, but most shops accept the coins of the Old Kings as well, and even ancient Fairy cubes and strange foreign coins are seldom turned away! Some regions of Yeld don't have access to coins and use common items like Eggplants as currency instead.

Friends won't keep track of individual coins. Instead, each Friend has a Coin Level. When the Friends first arrive in Yeld their Coin Level will be None. The first time a Friend receives Coins their Coin Level will increase to Some, and it will increase again each time they gain more Coins. The Coin Levels are None, Some, Lots and Tons. No matter how many Coins a Friend gathers, they can never have more than Tons!

Friends each have their own Coins and can never share Coins with another Friend.

Can I use Coins for anything else? Giving Coins to the poor builds your character and increases your luck. If you give Coins to the poor you'll be able to roll on the Luck table, but you'll reduce your Coin Status by one rank. You can give coins to the poor once each Adventure (Find the Luck table on page 148).

ONLY TRUE HEROES CAN FACE THE VAMPIRE PRINCE AND HIS HUNTERS.
IF YOU EVER HOPE TO FIND YOUR WAY HOME...
YOU MUST TAKE ON THE ROLE OF HEROES.
AND DEFEAT THE HUNTERS OF VELD ONCE AND FOR ALL!
ALRIGHT!
LETS DO IT!
MARIA, WAIT!
THE PATH OF A HERO IS DANGEROUS.
ARE YOU READY TO FACE THAT DANGER?
I AM!
I'M NOT SCARED!
SO BE IT!
I BESTOW ON YOU THE JOB OF ...
SOUL THIEF!

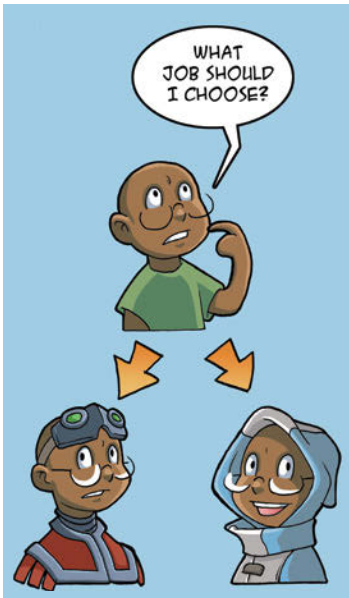
PART 5: THE JOB GUIDE

We'll start our adventures as ordinary children, exploring Yeld from the safety of the door that connects the magical land to our home in the real world. Eventually the magic door will close, and we'll be trapped in Yeld. Each of us will take a Heroic Job as we start our long journey to find our way home.

We'll choose one of the 8 Heroic Jobs listed in this chapter. Two of us can't take the same Job, so we should talk about who wants what Job and why we want it.

Each Job grants a unique Job Ability as well as two additional Core dice, two additional Special dice, a list of weapons that we can use and access to a list of Job specific Special dice. When we take a Job we'll also receive the Jobs traditional costume and any other equipment that the Job requires.

Heroic Jobs represent the traditional heroes of the land of Yeld, heroes that have been scarce since the Prince took power hundreds of years ago. By accepting these Jobs the Friends are taking on an important responsibility. The people of Yeld will recognize the Friends as heroes and expect their help and protection. In return, the Friends can expect the gratitude and support of grateful villagers, rebels and travellers across the land. Dragul's minions and lieutenants will also recognize the Friends as heroes and go out of their way to capture, harass or even kill them. If the Friends cause enough trouble eventually they'll catch the eye of Prince Dragul himself!



It's important to take a Job that's right for you as a player. If playing an Oathbreaker sounds boring, then please don't take that Job! Choose a Job that does the kind of things you want to do. If you want to blow things up and flirt with evilness, then choose Black Mage! If you want to shrug off magic and taunt spell casters, choose Witch Hunter! Keep in mind that you can change your Job later in the game if you want by visiting a Job Trainer.

If you're having trouble deciding, you might want to try Freelancer or White Mage. The Freelancer does a little bit of everything, and playing one lets you try out all kinds of fun stuff. The Freelancer also has access to some of the most unique and useful Special dice in the game! White Mages are universally useful for their healing magic and will always be welcome in any adventure.

Just Remember

Each Job also has a role-playing reminder that starts with the words "Just remember". If you're not sure what your Friend should do or how they would act, just remember those words!

Black Mage

The Black Mage protects her friends by using magic drawn from the night, the cold, loneliness and the evil places of Yeld. Black Mages are the most destructive of all the Heroic Jobs, harnessing evil magic to inflict pain and suffering on their enemies. Black Magic corrupts, and even the most heroic Black Mages often fall to evil.

The first Black Mages were scholars turned warriors, commissioned by ancient rulers to unlock the secrets of magic and turn their mystic knowledge into tools of war. But these mages were too successful, unleashing terrible energies that could barely be contained, warping and twisting the land, giving birth to horrible monsters and tearing open the barriers between Yeld and the Ghost World for the first time. Corrupted by power they could barely understand, the Black Mages waged a war of conquest across the land, seizing entire cities and kingdoms for themselves as they practiced their dark magics on the unprotected villagers of Yeld. The Witch Hunters put an end to the Black Mages cruel and destructive rule, and ever since the students of dark magic have been looked on with distrust but tolerated and begrudgingly respected for their power and knowledge.

The people of Yeld look to Black Mages for understanding of both the world of magic and the realm of ghosts. When a village fears a mighty monster, a grieving widow wishes to speak to her dead husband or a host of zombies claws its way out of an ancient cemetery, the people of Yeld will look to a Black Mage for help.

Black Mages receive the following benefits:

Just remember: "I don't have to hurt you... but I can!"

Core dice: +2 Smart dice

Weapons: The Black Mage can use Staffs and Daggers

Special dice: Black Magic Protection, I know about Magic

Kit: Black Mage Costume, Black Magic Spell Book containing the 10 Black Mage spells, 1 Weapon of current Rank

Job Ability: Black Magic

The Black Mage can cast Black Magic using her Smart dice. She must hold a Spell Book or scroll in one hand to cast spells. Black Mages can cast each of their Spells a number of times per Adventure equal to their Core Smart dice.

Black Mage Special dice list

Here's a list of Special dice that only Black Mages can buy:

Sacrifice: Add to Strong when attacking with a Dagger. If this attack kills a Monster, add your Sacrifice dice to your roll when you cast your next spell! (Bonus)

Hate: Add to Smart or Strong dice when casting a spell or making an attack against a Monster that has caused you to lose Core dice during this fight. (Bonus)

Blood Draw: Lose a Core die and add one die to your roll to cast a Spell. Spells cast in this way do not count toward the number of spells you can cast this Adventure. (Challenge) (Solo)

Maniacal Laugh: Banking an Action counts as a successful Action for the Action Chain. If you choose not to Move during the same turn you Bank an Action Monsters will roll 1 less die against you until the beginning of your next turn. (Solo)

FREELANCER

The Freelancer uses speed, intelligence and courage to protect his friends. Freelancers travel the roads and waterways of Yeld, selling their services to those good men and women who can afford them and helping those that can't. Freelancers are well loved for their competence, resourcefulness and ingenuity.

The Freelancer Unions have been active since the First Kings arrived in Yeld. The first Freelancers were explorers tasked with mapping out the land of Yeld and unlocking all of its secrets. People from all walks of life joined the Freelancer Unions; blacksmiths, farmers, scholars and warriors all signed up for the promise of wealth and adventure! As time passed the Freelancers settled into towns and cities, working out of towering union halls and providing their services as masters of all crafts and trades. Eventually the Unions reputation began to decline, the quality of their work became shoddier with each new generation and their services less vital as the Old Kings grew in power. When Yeld finally unified under a single royal family the Freelancer Unions saw this as an opportunity to rebrand themselves. The Unions took a positive stance on magic, advertising that each Freelancer was also a certified mage that could assist you with your magic related issues. Once again, the unions popularity boomed, and for years they were the most admired heroes in all of Yeld.

The Freelancers of today carry on the great traditions of Yeld's first Heroic Job, and although the union halls have crumbled and Yeld has seen better days, The Freelancers maintain their role as explorers, crafters and adventurers ready to pledge their skill to any good cause, preferably for a bit of coins!

Freelancers receive the following benefits:

Just remember: "Being pretty good at everything is better than being great at just one thing!"

Core dice: +1 Brave, +1 Smart dice

Weapons: The Freelancer can use swords, axes, clubs, bows, daggers, polearms, staffs and knuckles.

Special dice: Gamble, Trade

Kit: Freelancer Costume, 2 Weapons of current rank

Job Ability: Improvise

Freelancers do a little bit of this and a little bit of that, picking up the slack for their friends. During each Adventure the Freelancer has 4 Improvise dice that he can spend at any time. The Freelancer can use these dice for any Core or Special die roll, any attack or can add them to his Smart dice to try to cast spells from a Spell Book or Scroll. Once an Improvise dice is spent it can't be used again until the next Adventure.

Freelancer Special dice list

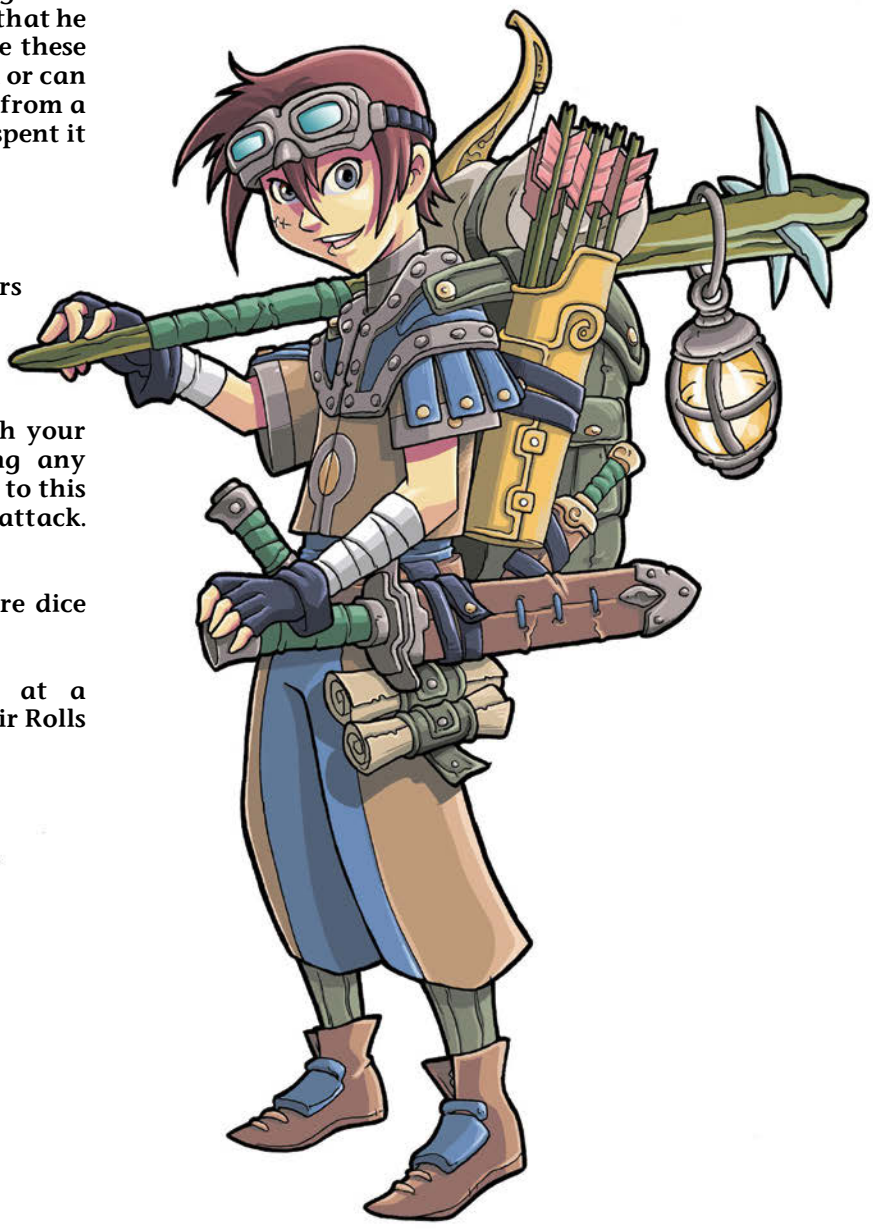
Here's a list of Special dice that only Freelancers can buy:

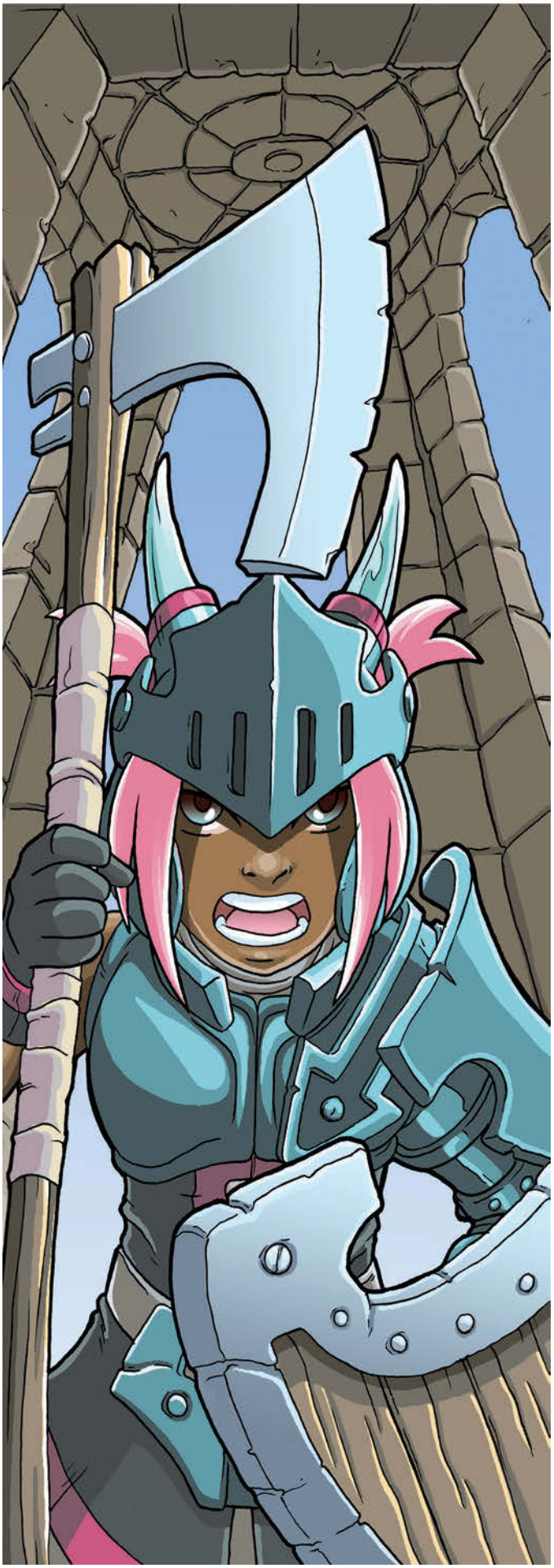
Looter: Reroll Loot Table rolls once. (Solo)

Throw: You can throw any weapon! Roll with your Strong dice to make a ranged attack using any weapon you own. Don't add any Weapon dice to this attack. The weapon will be lost after this attack. (Bonus)

Karma: Reroll any roll that includes 3 or more dice with the result of 1. (Bonus) (Solo)

Trailblazer: After the Freelancer succeeds at a Challenge his Friends can add these dice to their Rolls for the same Challenge. (Challenge)





OATHBREAKER

The Oathbreaker uses strength and rage to protect her friends. The men and women of Yeld are forced to swear loyalty to the Vampire Prince, but those that choose to fight against him are labeled as Oathbreakers. These mighty warriors roam the forests and mountains of Yeld, striking against Dragul's armies where they can.

When the Vampire Prince Dragul first came to Yeld he swore an oath to the last King to serve and protect the people of the land. Dragul remained loyal for many years until the King grew frail and sickly and died from old age. This is when the Vampire Prince's true intentions were revealed. Dragul claimed regency over Yeld and its people, inviting the Fairies back from exile to act as his personal army. When the Old King's most trusted knights realized they couldn't defeat Dragul and his Fairy minions, they escaped the castle with the only living heir to the throne; a young princess. The knights fled into the dark forests of Yeld with the hope that one day they could take back the throne for the royal family. In the face of this betrayal the Prince declared all who fought against him to be Oathbreakers. Any warrior who could defeat an Oathbreaker would be rewarded with land, riches and a special title: Hunter of Yeld. Many years have passed since the Oathbreaker rebellion but the fight against Dragul lives on in the hearts of the people of Yeld!

A Friend who takes on the Job of Oathbreaker has seen the people's suffering and will not stand for it! As an Oathbreaker it is their duty to protect the people from the evil Vampire Prince and his Fairy army. To the villagers and townsfolk of Yeld an Oathbreaker is the most valiant of heroes, and to the monsters of Yeld and the lieutenants of the Prince they are the most dangerous foe. The Oathbreaker's heavy armor keeps them safe while their axe slices through their enemies like butter. As an Oathbreaker you will fight everything for anyone who can't fight for themselves.

Oathbreakers receive the following benefits:

Just remember: "Defy the Prince. Protect the people."

Core dice: +1 Strong and Tough dice

Weapons: Oathbreakers can use clubs and axes

Special dice: Charge, Break

Kit: Oathbreaker Costume, 1 Weapon of current rank, Light Armor and Shield of current rank

Job Ability: Oath to the Old King

At the beginning of each Adventure Oathbreakers choose one of the Oaths below. Each Oath provides the Oathbreaker a benefit and a drawback. The Oathbreaker can break the Oath at any point during the Adventure to gain a one-time benefit. Once they break their Oath the Oathbreaker cannot choose a new Oath until the beginning of the next Adventure.

Oath of Courage: The Oathbreaker's Actions can not be interrupted by Monsters, Friends can not cast spells on the Oathbreaker. Break this Oath to immediately regain a lost Core Die.

Oath of Honor: A Monster can never roll more Core dice than the Oathbreaker when it attacks or is attacked by the Oathbreaker. The Oathbreaker never gains Bonus dice from the Action Chain. Break this Oath to reroll a failed roll.

Oath of Vigilance: Monsters cannot use Break, Hard, Disarm or Snatch Special dice against the Oathbreaker. The Oathbreaker cannot use Food items or regain Core dice from sleeping in an Inn. Break this Oath to allow a Friend to Bank a free Action.

Oathbreaker Special dice list

Here's a list of Special dice that only Oathbreakers can buy:

Rally: Add to Brave dice if you have defeated a Monster this fight. (Bonus)

Brutal Courage: Choose to roll Strong instead of Tough and Armor dice when defending against attacks. If successful the attack still hits you and you still suffer the results of the attack, but the attacker will lose a Tough die. (Solo)

Wanted: Boss Monsters add your Wanted dice to attacks against you, but subtract them from attacks against other Friends. This Special dice has no effect while the Oathbreaker is a Ghost. (Bonus)

Oathbreaker Parade: The people of Yeld love Oathbreakers! When an Oathbreaker visits a town for the first time roll with Brave on the Oathbreaker Parade table to see how the town honors them. (Challenge)

Oathbreaker Parade table:

1-5, Betrayal! The Mayor calls for the Bounty Hunter
6-10, A special treat! The Oathbreaker gets an Oath Cake Food Item (see page 118).
11-15, Special Guests! All Friends stay at the Inn for free!
16 or more, Relic Shard. The Oathbreaker gets a Relic Shard Item (see page 144).

SHEPHERD

The Shepherd protects his friends with wisdom, caring and his bow. The Shepherds of Yeld are more than simple sheepherders. Shepherds lead their flocks through the wild lands of Yeld, carrying messages and warnings between isolated towns and bringing hope to men and women on the brink of despair.

Some of the oldest tales in Yeld are about Shepherds. The people of Yeld sing songs about Shepherds in bustling taverns and stories of their bravery are told to children all across the land. Stories like the tale of flock master Tambin, who shot a giant eagle out of the sky with a single arrow or Lorea the mistress of sheep who walked 20 days and 20 nights to tell the people of the Old King's passing. More than just simple sheep herders, Shepherds are the protectors of roads and the keepers of Yeld's history. Shepherds can be found traveling across the land, helping those in need and bringing news to the most secluded towns in Yeld. The strength of a Shepherd can be measured by the size of their flock. Some say the wild sheep of Yeld will even seek out the Shepherds of purest heart to join them on their travels!

A Friend who takes on the Heroic Job of Shepherd is one who believes in the power of friendship and the kindness of strangers. Shepherds are always a welcome site to the people of Yeld and as a Shepherd you will find it hard to leave a town without making a few new friends. Shepherds feel the most at home when traveling the roads and wild spaces between towns and villages, and are eager to discover new places and new adventures!

Shepherds receive the following benefits:

Just remember: "My friends are like my sheep. It's my job to keep them together."

Core dice: +1 Brave and Strong dice

Weapons: The Shepherd can use bows and staffs

Special dice: First Aid, I know about animals

Kit: Shepherd Costume, 1 Weapon of current rank

Job Ability: Flock

As a Shepherd you can cast a spell to call a Flock of Sheep! Shepherds do not require a Spellbook to cast this spell. These sheep are your companions and friends, and will stay by your side throughout your adventures. Your Flock is a Called Monster and uses the rules for Called Monsters found on page 72.

Shepherd spells:

(Call) Flock of Sheep
Challenge: 0 Range: 1 Space
Normal Shepherd Spell
Summon a flock of loyal sheep!
Effect: The shepherd summons a flock of friendly and loyal sheep!

Sheep (Called Monster)
Duration: Unlimited
Core dice: Strong 1 Tough 2 Smart 1 Brave 1
Special Dice: Bite 1, Charge 1

After defeating your first Hunter of Yeld and obtaining your first Key your Flock will become more powerful, gaining a Strong, Tough and Brave Core die. They'll receive the same bonus when you acquire your 4th Key. Flocks also gain their own Reward dice every other time their Shepherd would gain a Reward die.

Since the Flock has no hands it cannot use Weapons or Shields or hold Gear Items. The Flock Can wear armor and Clothes Items, and can carry a single Food Item.

Shepherd Special dice list

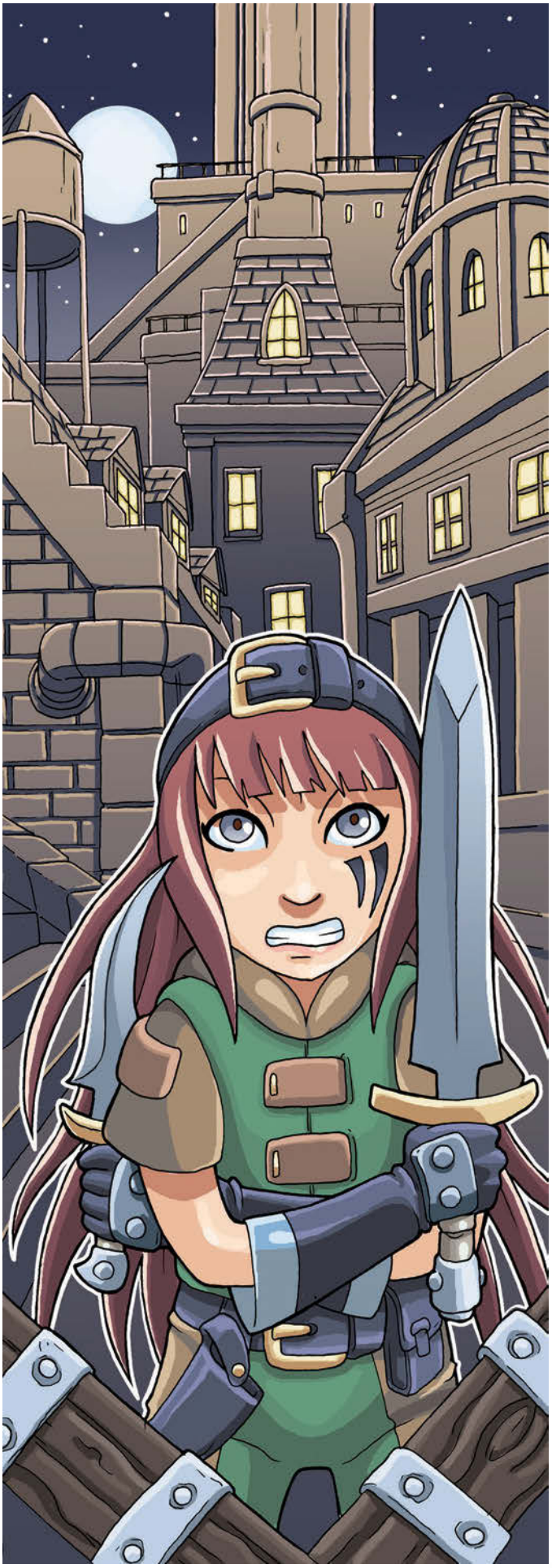
Here's a list of Special dice that only Shepherds can buy:

Thump: Add to Strong when attacking with a Staff. Instead of losing a Tough die, the Monster you attack won't be able to make an attack this round. (Combat)

Fire Arrow: Add to Strong when attacking with a bow. In addition to causing a Monster to lose a Tough die this attack may cause Fire. This Special die cannot be used to attack Monsters already on fire. (Combat)

Shepherd Song: Spend an Action. Until the beginning of your next turn your Flock will add your Shepherd Song dice to all of its rolls, your Friends will add your Shepherd Song dice to rolls to defend against magic and Ghost Friends will add your Shepherd Song dice to Restore Rolls to return to life from the Ghost World. (Utility)

Traveler: Decrease overall Map travel time by two days for all Friends travelling with Shepherd. (Solo)



SOUL THIEF

The Soul Thief uses stealth, shadows and cutting blades to protect her friends. The Soul Thief is a terrifying opponent, able to rip the life essence from their enemies and use it as a weapon against them. Although the good people of Yeld respect the Soul Thieves that stand against Dragul, few can bring themselves to look these frightening warriors in the eye.

No one can remember when the order of the Soul Thief first appeared in Yeld; Their work is often done in the shadows, behind closed doors and in dimly lit hallways, making them difficult to track through history. Accounts of Soul Thieves selling their services as assassins, spies and of course thieves, can be found in dusty ledgers or inscribed on stone monoliths across the land. Though the order itself remains very secretive, its members do not. Each Soul Thief possesses a tattoo below one eye, making them immediately recognizable to most citizens of Yeld. This tattoo symbolizes a Soul Thief's service to the order and their mysterious connection to death. Though many Soul Thieves died during the Oathbreaker Rebellion, the order still lives on, whispering secrets into greedy ears and sliding daggers into the backs of selfish nobles.

A Friend who takes on the Heroic Job of Soul Thief sees Yeld as a broken and corrupt place and feels no remorse when doing what must be done to protect her friends. Soul Thieves walk a fine line between good and evil, their courageous deeds can paint them as saviors, but their mercenary code keeps the people of Yeld constantly suspicious of their actions. As a Soul Thief you will find that you have a strange connection to death, gaining strength when you take a life, allowing you to perform inhuman feats of cunning and grace. This mysterious power makes the Soul Thief the deadliest of all the Heroic Jobs!

Soul Thieves receive the following benefits:

Just remember: "I can't be afraid to kill."

Core dice: +1 Strong, +1 Brave dice

Weapons: The Soul Thief can use swords and daggers

Special dice: Hide & Sneak, See in the Dark

Kit: Soul Thief Costume, 1 Weapon of current rank

Job Ability: Steal soul

Whenever one of your attacks reduces a Monsters Tough dice to 0 you Bank an Action.

Job ability: Soul Charged

Whenever the Soul Thief uses a Banked Action they may gain the benefits of one of the following abilities for that action:

Drain: If you successfully attack a Monster with a Banked Action you may immediately make a Restore Roll with an extra die! Can only be used if the Soul Thief has available Restore Rolls.

Disappear: You may spend your Banked Action to make a Hide and Sneak roll to vanish from the fight. Reappear on the next turn on any square of the Action Board.

Dance: You may make a free Move after performing your Banked Action.

Doom: This Banked Action benefits from the Action Chain. If the Banked Action is successful it adds to the Action Chain.

Soul Thief Special dice list

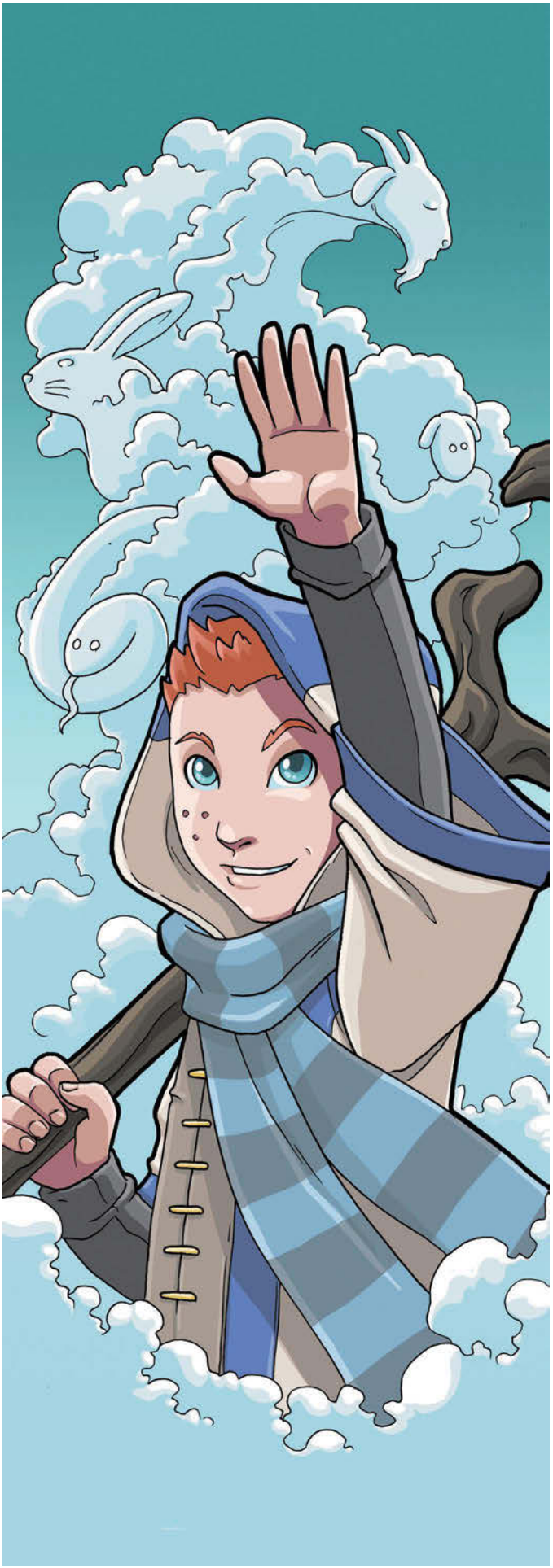
Here's a list of Special dice that only the Soul Thief can buy:

Backstab: Add to Strong and Brave during the turn you enter a fight after using the Hide & Sneak Special die! (Bonus)

Lightning Strike: Add to Strong when you take the first Action in a Round. (Bonus)

Combo: Add to Strong if you are attacking a Monster that you have already used Backstab, Charge, Lightning Strike, Headbutt, Fight Dirty or Trip against during this fight. (Combat)

Daredevil: Roll with Brave against any attack or spell that would cause the Soul Thief to lose a Tough die. If your roll wins the Soul Thief loses a Brave die instead. This roll replaces the Soul Thief's normal defense roll (Combat)



WHITE MAGE

The White Mage protects his friends with magic based on imagination, warmth and love. Filled with light and grace, White Mages bring the power of White Magic to the choked and dying land of Yeld. White Mages know their job is to protect their friends as they heal Yeld of the blight of Dragul's vampire followers and the undead plague.

White Magic came after the fall of the Black Mages. Those mages who survived the Witch Hunters inquisition changed the focus of their work from corruption and pain to something purer; something made of light and kindness. This lead to the birth of the White Mage, an order of spellcasters with a focus on non-violent magics, healing and protection. White Mages became a common sight throughout Yeld, healing the damage done by their darker counterparts and working to change the perception of magic to one of trust and harmony. The Order of White Mages was eventually disbanded after Dragul claimed control of Yeld. Now the White Mages are few and far between, most living their lives hidden away in ancient temples or secret monasteries. But there are still those who wander the land, bringing the innocent dead back to life, curing disease and summoning great guardians to protect the people of Yeld!

A Friend who takes on the Heroic Job of White Mage has impressive willpower and knows the value of kindness. No matter how dark the night or how scary the monsters, the White Mage is always a beacon of hope for his friends! Most of the people in Yeld have forgotten about the White Mages and their quest for a peaceful world. It will be up to you to remind the people that they are not alone and that magic is nothing to be afraid of.

White Mages receive the following benefits:

Just remember: "I'll protect everyone if I can, but I'll protect my friends first!"

Core dice: +1 Smart and Brave dice

Weapons: The White Mage can use staffs and clubs

Special dice: I know about Magic!, Black Magic Protection

Kit: White Mage Costume, White Magic Book containing the 10 White Mage spells, 1 Weapon of current rank

Job Ability: White Magic

The White Mage can cast White Magic using his Smart dice. He must hold a Spell Book or scroll to cast spells. White Mages can cast each of their Spells a number of times per Adventure equal to their Core Smart dice.

White Mage Special dice list

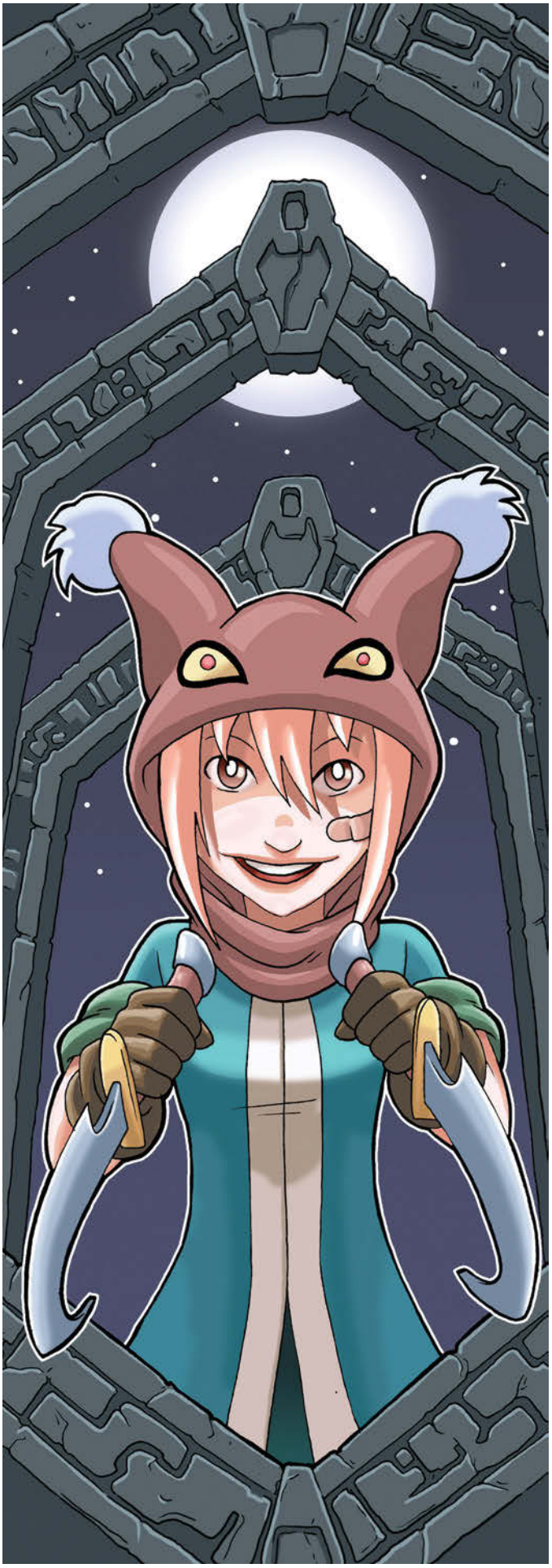
Here's a list of Special dice that only White Mages can buy:

Holy Warrior: Add to Strong when making attacks against Monsters with the Undead, Shadow or Vampire titles. (Bonus)

Last Chance: Add to Smart dice when casting a spell if this is the last time you can cast that spell this Adventure or if you are using a Scroll to cast the spell. (Challenge)

Spell Store: Cast a White Magic spell without having to hold a Spell Book a number of times each Adventure equal to your number of Spell Store dice. (Utility)

Patience: Add to all rolls if you were interrupted this Round. (Bonus)



WITCH

The Witch uses cruelty, mystery and wild magic to protect her friends. The Witches of Yeld can never be caged, captured or controlled! They ride through the night skies of Yeld on magical flying brooms, and rain wild curses on any Monster that crosses their path!

The new Witches of Yeld aren't like the terrifying monsters of the past. The only similarity they share is in name. Most believe the new Witches are actually lost little girls from another world who were kidnapped by Dragul during his hunt for the Old King's daughter. The people of Yeld mistook these strange children for witches in disguise, running them out of towns and into the dark forests. As the children fought to survive, they grew older and the magics of Yeld became a part of them. These children took on the Witch name and wielded power unlike anything Yeld had seen before. These new Witches flung curses at Fairy soldiers, flew through the night sky on magical brooms and crafted elixirs and potions from bat wings and bog water. Each of their powers stranger than the last, as if the magic of Yeld shifted and changed to fit what the children believed a Witch should be. At first the people were terrified of this new force in Yeld but, as time passed they realized there was nothing to fear. All that these lost children wanted was freedom from the Vampire Prince and to find a place they could call their own. A place where no one would judge them or tell them what to do. Many hundreds of years have passed since the arrival of the new Witches in Yeld and tales of their wild magic and fierce courage have swept over the land. These Witches don't bow or pledge fealty. These Witches don't cower or run. They stand and fight. For themselves, for their friends, and for their new home!

A Friend who takes on the Heroic Job of Witch loves the land of Yeld and never wants to leave! Of course they will help their Friends unlock the door home, but that doesn't mean they'll have to go back with them! To a Witch Yeld feels like home. Here in Yeld they are a hero that people look up to and praise, while back in their old world they are just another child. Why go home? Ever?

Witches receive the following benefits:

Just remember: "No one understands me. But that's fine! I understand myself!"

Core dice: +1 Brave and Smart dice

Weapons: Witches can use brooms and daggers.

Special dice: Fire Proof, Excuse Me!

Kit: Witch Costume, Broom

Job Ability: Witch Curse

Any time a Witch makes a successful attack against a Monster she may place a curse on that Monster. The Monster will roll a die for each curse placed on it. On a roll of 6 the Monster suffers the effect of the curse. Curses are rolled for at the beginning of each Round until the end of the fight.

Lazy Curse: Make a Monster feel sleepy!
Effect: Monster cannot Move on its next turn.

Sunburn Curse; Give a Monster a really nasty burn.
Effect: Monster catches Fire on its next turn.

Rusty Curse: Turn a Monster's armor old and brittle.
Effect: Monster rolls 1 less Armor die until the end of the round..

Sad Curse: Make a Monster feel sorry for itself!
Effect: Monster can't use Special dice on its next turn unless they are granted by Weapons, Armor or Items.

Greasy Curse: Make a Monster drop its weapon.
Effect: Monster cannot use Weapons on its next turn.

Moldy Curse: Make a Monster's stuff gross and sticky!
Effect: Monster cannot use Clothes or Gear on its next turn.

Witch Special dice list

Here's a list of Special dice that only Witches can buy:

Voodoo Doll: Roll with Smart against a Monster. If you win, that Monster must make an attack or cast a spell against another Monster of your choice with its next Action if possible. You cannot use Move during the turn that you use Voodoo Doll. Monsters resist Voodoo Doll by rolling Smart. (Combat)

Dive Bomb: Add to attacks if you used the Fly Special dice to successfully defend against an attack this Round. You inflict a Witch Curse on your target even if your attack misses. (Combat)

Witch Courage: Reroll once any failed attack or defense roll if you rolled less dice than your opponent. (Solo)

Magic Potion: Create Magic Potions that can be used by any Friend! Once per game roll Smart dice to see how many potions you can create! Potions can be used before any Action during a Fight. Roll a die and check the chart below to see the result. Magic Potions count as Food Items. (Challenge) (Chore)

10 or more, 1 Potion
18 or more, 2 Potions
24 or more, 3 Potions

1- Death Syrup! Lose a Tough die!

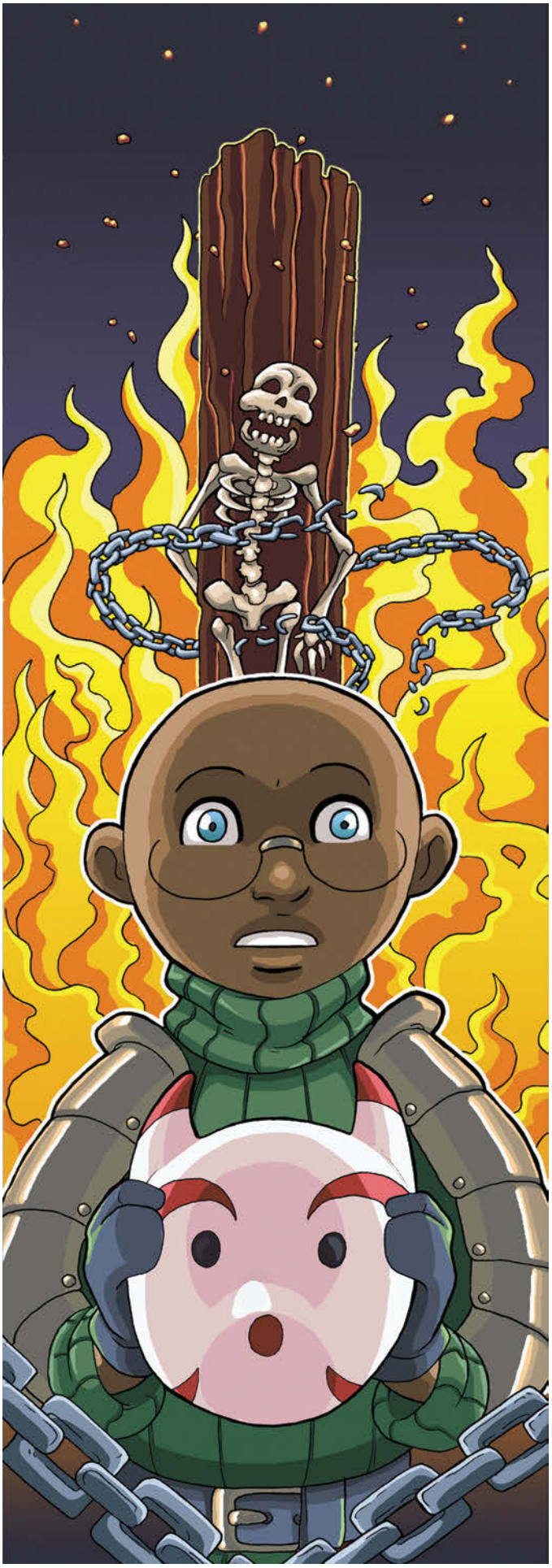
2- Toxic Sludge! Go last next Round, but receive the Poison Special die for the rest of the fight!

3- Brain Muscle Soup! Switch your Smart dice with your Strong dice for the rest of the Fight.

4- Power Chain Potion! For the rest of the fight failing your Action will not break the Action Chain!

5- Monster Repellent! Roll 1 extra Armor and Mage Proof die for the rest of the fight!

6- Twenty Foot Tall Stew! Gain +1 Strong and the Huge! Special die for the rest of the fight!



WITCH HUNTER

The Witch Hunter protects his friends from magic. Witch Hunters know that magic is a destructive and unnatural force. Magicians cannot be trusted, and the Witch Hunters stand ready to strike down any magic user that abuses their power. Because Yeld is a magical land, Witch Hunters have long been unpopular and despised by the people of Yeld. To protect themselves, Witch Hunters wear masks that obscure their identities.

When the First Kings came to Yeld the land was ruled by tribes of savage warriors who worshipped immense magical powers called Witches. As the First Kings slowly conquered Yeld they pushed the nomadic tribes far past the Angry Mountains and into the distant Fairylands. The Witches however went into hiding, disguising themselves among the King's People and sewing chaos through the land.

Fearing an enemy that could hide among their own people, the First Kings assembled a small army of their bravest warriors and gave them a single goal: hunt every Witch in the magical land. The Witch Hunters scoured Yeld in search of their prey, burning entire towns to the ground and hounding innocents they believed were Witches. Though the Witch Hunters did finally drive the last Witches from Yeld, it came at a great cost to the land.

It was centuries before the Witch Hunters were called again to fight against the scourge of the Black Mages, and after that war the Old Kings disbanded the fearsome warriors for a second time. For a thousand years the people of Yeld believed the Witch Hunters to be gone, but secretly they continued their mission, wearing masks to hide their identities.

A Friend who takes on the Heroic Job of Witch Hunter knows better than to trust the treacherous magics of Yeld. A Witch Hunter knows that a Monster can be killed and that a Vampire Prince is still just a man. These are not the real threats his Friends face. It's magic that has trapped them in Yeld. It's magic that transforms them into Monsters on their thirteenth birthdays! Magic is the enemy!

Witch Hunter receives the following benefits:

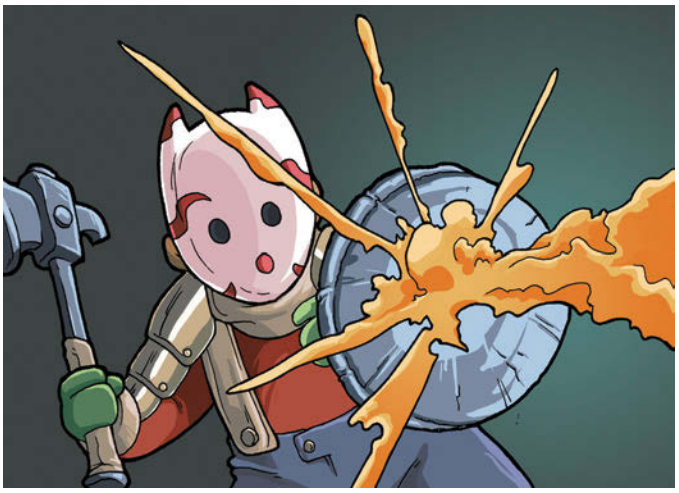
Just remember: "Don't trust magic. Ever."

Core dice: +1 Smart and Tough dice

Weapons: The Witch Hunter can use staffs, clubs and daggers

Special dice: Tease, Smell Magic

Kit: Witch Hunter Costume, 1 Weapon of current rank, 1 Mask



Job Ability: Sanctuary

If the Witch Hunter is the closest Friend on the Action Board to a spell casting Monster or Friend that spell caster must target the Witch Hunter when casting a spell that has a target.

Job Ability: Mask Making

The Witch Hunter can make special masks that protect their identity and ward off magic. Once each Adventure the Witch Hunter can make a mask by spending 3 Bones and 3 Rope. If a Witch Hunter enters a fight without a mask or loses their mask during a fight the Game Master may give 1 Monster in the current Adventure the Bounty Hunter Monster Title.

Witch Hunter masks are Clothing Items worn on the head. The Witch Hunter can make the following masks:

White mask: Double your Core Smart dice when resisting a spell. Roll an extra die on any roll against a Called Monster.

Black mask: Add your Core Smart and Tough dice together when resisting a spell. Ghosts roll 1 less die against you for all Actions.

Red mask: Add your Core Smart and Brave dice together when resisting a spell. If you failed to resist a spell this turn your attacks may cause Fire.

Blue mask: Add your Core Smart and Strong dice together when resisting a spell. If you successfully resist a spell Bank an Action.

Witch Hunter Special dice list

Here's a list of Special dice that only Witch Hunters can purchase.

Investigate: Add to Smart rolls when looking for clues, examining or interrogating. (Challenge)

Shield throw: If holding a shield, add to Strong to make a ranged attack against a Monster. If successful the Monster loses a Strong die and drops any held Gear items. Monsters must spend an Action to pick up any dropped Gear. Using this Special die causes attacker to drop their shield in the Action Board space occupied by the Monster. (Combat)

Right to fire: Add to attacks against targets who are on Fire. (Bonus)

Revenge: Add to Smart and Brave rolls if a Friend has died this fight. (Bonus)

The Job Trainer

Job Trainer is an ally committed to teaching young heroes new jobs. Visiting a Job Trainer allows a Friend to switch Jobs, buy War Hares, unlock Advanced Jobs and Mastery Quests and more!

Switching Jobs: Choosing a new Heroic Job or unlocked Advanced Job costs 1 Reward Die. Switching to a new Heroic Job lets a Friend gain all the listed benefits from that Job. However, the Friend will lose the listed benefits from their previous job, including the Core dice, Special dice, Weapon list and the special ability that that Job provided. Spell casters lose access to the ability to cast their Job's spells. Special dice from your previous Job's unique Special dice list can no longer be purchased, although you still keep any Special dice that you have already purchased from that list.

Mastery Quests

After the Friends have acquired 3 keys they may choose to take on a Mastery Quest for their current Heroic Job. Once a Friend takes on a Mastery Quest they can never switch to another Heroic or Advanced Job.

To unlock a Mastery Quest a Friend must visit the Job Trainer and spend 2 Good! or Evil! dice and a single Reward die. Once unlocked, the Heroes may attempt the quest to gain access to a new Special die, Spell or Weapon Type for a specific Heroic Job.

Black Mage Mastery Quest

Quest: "Tasting Shadow"
Find a magical door to the Shadow Cliff and steal Kerrigor's secret magic.

-If Good! dice were spent to acquire this quest then the Black Mage gains access to the Free Door Black Spell.

-If Evil! dice were spent to acquire this quest then the Black Mage gains access to the Shadow Burst Black Spell.

Freelancer Mastery Quest

Quest: "Union Trials"
Seek out a Freelancer's Union and complete the written, oral and physical examinations required for licensing.

-If Good! dice were spent to acquire this quest then the Freelancer gains access to the Merchant License Special die.

-If Evil! dice were spent to acquire this quest then the Freelancer gains access to the Bounty Hunter's License Special die.

Oathbreaker Mastery Quest

Quest: "Speaking the First Oath"
Find the statue of an ancient knight and recite the words engraved on its axe.

-If Good! dice were spent to acquire this quest then the Oathbreaker gains access to the Relic Forging Special die.

-If Evil! dice were spent to acquire this quest then the Oathbreaker gains access to the Finishing Move Special die.

Shepherd Mastery Quest

Quest: "Walking the right roads"
Find the old herding path forged by the first shepherds and discover where it all began.

-If Good! dice were spent to acquire this quest then the Shepherd gains access to the Knuckles Weapon Type.

-If Evil! dice were spent to acquire this quest then the Shepherd gains access to the Black Sheep Special die.

Soul Thief Mastery Quest

Quest: "Claiming the Scholar Soul"
Steal the soul of another Soul Thief.

-If Good! dice were spent to acquire this quest then the Soul Thief gains access to the Steal Skill Special die.

-If Evil! dice were spent to acquire this quest then the Soul Thief gains access to the Gun Weapon Type.

White Mage Mastery Quest

Quest: "Words of White"
Learn to speak the language of Magic from the Six Lonely Sages

-If Good! dice were spent to acquire this quest then the White Mage gains access to the Bright Sword White Spell.

-If Evil! Dice were spent to acquire this quest then the White Mage gains access to the Call Nohsis White Spell.

Witch Mastery Quest

Quest: "Making it up as we go along"
Discover the hidden location of Thornburrow Coven and speak with the Witch Elders.

-If Good! dice were spent to acquire this quest then the Witch gains access to the Frog Familiar Special die.

-If Evil! dice were spent to acquire this quest then the Witch gains access to the Crystal Ball Special die.

Witch Hunter Master Quest

Quest: "Abolisher Knights"
Learn the history of Yeld's Witch Hunters and why their existence lead to two great wars.

-If Good! dice were spent to acquire this quest then the Witch Hunter gains access to the Witch Trap Special die.

-If Evil dice were spent to acquire this quest then the Witch Hunter gains access to the Whip Weapon Type.

Mastery Quest Rewards

Mastery Quest Special dice can be found on page 70.
Mastery Quest spells can be found on page 88.

Advanced Jobs

Once we have defeated 3 of the Hunters of Yeld and taken their keys we'll have the opportunity to discover the strange and specialized Advanced Jobs. Heroes must unlock an Advanced Job before they can switch to it. To unlock an Advanced Job Heroes must visit a Job Trainer and take on a special quest. Once an Advanced Job is unlocked it can be selected by any Friend for the normal cost of one Reward die.

Unlocking each Advanced Job requires taking on a unique quest. These quests are meant to last just a single Adventure. The Game Master is free to construct an Adventure based on the Quest description provided for each Job. If the Adventure is successfully completed then the Advanced Job will be unlocked.

DRUDGE ANGEL

The Drudge Angel protects her friends with the strength of compassion, the power of wrath and the point of her spear. Drudge Angels are servants of the Old Kings and the wardens of the afterlife. They are warriors torn between good and evil, chosen to protect the land of Yeld, but feared by its people.

The Drudge Angels are a mysterious order of sacred warriors tasked with escorting the ghosts of Yeld's most courageous heroes to their final resting place. Although it is said that true heroes can't die, their souls must eventually be put to rest and only a Drudge Angel can grant them this mercy. Those who are chosen to become Drudge Angels were often heroes themselves. These heroes were living legends who had fallen in battle time and time again, only to return to the land of the living and continue their fight. Their unbreakable devotion is why these heroes were chosen to become members of the most sacred order and this same devotion fuels their dangerous magics. They say heroes who wish to become Drudge Angels must die 100 times, but old legends tell of another way. A hero who finds the secret Floating Castle of the Drudge Angels and knocks on its magical gates may join the ranks of these sacred warriors.

Quest: "Oath of Death"

Pledge your soul to the Order of Angels by seeking out their floating castle among the peaks of the Storm Mountains and challenging their champion.

Drudge Angels receive the following benefits:

Just remember: "Death is not to be feared. Life is not to be wasted".

Core dice: +1 Strong and Tough dice.

Weapons: The Drudge Angel can use polearms, daggers and swords

Special dice: Jump, Good!, Evil!

Kit: Drudge Angel Costume, Polearm and 1 piece of Armor of current rank

Job Ability: Divine Chaos

The Drudge Angel can manipulate life and death by casting Prayer and Wrath spells. Casting these spells does not require a Spellbook. Drudge Angels can cast each of their Spells a number of times per Adventure equal to their Core Smart dice. Drudge Angels can also cast other Black or White spells if they acquire Spell Books or Scrolls..

Drudge Angel Special dice List

Here's a list of Special dice that only Drudge Angels can purchase.

Launch: Bank your Action. On your next turn, add your Launch dice to your attack. If your attack causes a Monster to lose a Core die it will also lose a Tough die. (Bonus)

Resurrection: As a Ghost, roll with Brave dice against a Friend to come back to life. The Friend you roll against loses all Tough dice and becomes a Ghost. You must have Evil! dice to use Resurrection.

Sacrifice: Roll with Brave dice against a Ghost Friend to lose all Tough dice and become a Ghost. The Ghost Friend you roll against returns to life with 1 Tough die. You must have Good! Dice to use Sacrifice.

Challenge: Roll with Brave against a Monster. The Monster you challenge cannot take actions against other Friends until you are reduced to 0 Tough dice or otherwise defeated. You cannot take actions against other Monsters until the one you challenged is defeated. Monsters roll Brave dice to resist Challenge.

VAMPIRE HUNTER

The Vampire Hunter protects his friends from Vampires. Since the Prince brought his plague of undeath to Yeld the Vampire Hunters have been his fiercest opposition. These brave and cunning warriors are among the few that can stand against the Vampires of Yeld and live to tell of it.

Vampires didn't exist in Yeld before Dragul came to the magical land. As the Prince of Vampires, Dragul did his best to paint his kind as watchers, guardians and allies to the people of Yeld. He offered to share the powerful gifts of vampirism with the King's People, creating a loyal core of vampires in Yeld. Though many who accepted Dragul's gift gained great power the people of Yeld could see they also lost something vital in return. Once Dragul took control of the kingdom, the vampires he created quickly claimed rights over Yeld's wealth and power, ignoring the pleas of the King's People. This gave rise to the Vampire Hunters, men and women who have dedicated themselves to the eradication of Dragul and his kind. Following in the footsteps of the Witch Hunters, these warriors leave no stone unturned, even bleeding themselves to lure hungry vampires out from the darkness! Specializing in guerilla tactics, assassination and espionage the Vampire Hunters are said to have allies even within Dragul's castle!

Quest: "The only good vampire..."

Hunt down and collect the bounty on the vampire Lelund, a one-time lieutenant in Dragul's army who has given in to his hunger and is terrorizing the villages deep in the Whispering Forest. Be careful! Lelund's hunger has left a plague of undead in his wake!

Vampire Hunters receive the following benefits:

Just remember: "Solve the problem by cutting off the head."

Core dice: +1 Tough, +1 Brave dice

Weapons: Vampire Hunters use swords, clubs, daggers and stakes.

Special dice: Hide and Sneak, Scare

Kit: Vampire Hunter Costume, 1 weapon of current rank

Job ability: Hunter's Craft

Vampire Hunters craft special stakes to fight vampires. When a Vampire Hunter would receive Loot they can instead choose to craft a Stake. When a Vampire Hunter would receive Treasure they can instead choose to craft 2 Stakes. Each stake has a crafting cost listed below. If a Vampire Hunter makes a successful attack with a Stake against a Monster the next Friend (including the Vampire Hunter) to make a successful attack against the same Monster will add a special effect to their attack based on the type of Stake used by the Vampire Hunter.

A Hunter can create any of the 5 Stakes listed on the next page. A Vampire Hunter's Stakes are always considered to be weapons of the current Rank. Stakes are destroyed after they are used to successfuly attack a Monster. You can find the rules for Stakes in the Stuff Guide on page 101.

Vampire Hunter Stake effects

Tether stake: Monster rolls one less Brave die for the rest of the fight (Vampires lose a Brave die instead). A Monster may remove this effect at any time by spending a Banked Action (Vampires may not). Crafting cost: 1 Rope.

Toxic stake: Monster rolls one less Strong die for the rest of the fight (Vampires lose a Strong die instead.). A Monster may remove this effect at any time by spending a Banked Action (Vampires may not). Crafting cost: 1 Fish.

Pain stake: Monster rolls one less Smart die for the rest of the fight (Vampires lose a Smart die instead.). A Monster may remove this effect at any time by spending a Banked Action (Vampires may not). Crafting cost: 1 Bone.

Explosive stake: Monster catches Fire. All Vampires within 3 squares of Monster on the Action Board catch Fire as well. Crafting cost: 1 Match.

Syringe stake: Attacker Banks an Action. If target is a Vampire they lose all Banked actions. Crafting cost: 1 Junk.

Vampire Hunter Special dice List

Here's a list of Special dice that only Vampire Hunters can purchase.

Head chop: After you kill a Vampire, you can chop off it's head and carry it around as a Gear Item. You can cash in the head at a Job Trainer for Tons of coins. If holding the Head in a fight, you may dispose of it to re-roll one Armor or Attack roll. (Solo)

Armor of will: Add to Tough rolls against Monsters with the Vampire or Undead Titles. (Bonus)

I know about vampires: Add to non-combat rolls about or against Vampires. (Challenge)

Pierce the heart: Add these dice to an attack if it would activate a Stake's special effect. (Bonus)

TAX COLLECTOR

During the golden age of the Old Kings the Tax Guilds of Yeld were once beloved organizations. Their job was to manage the kingdom's economy, ensuring every city, town and village in the land paid their fair share but also received the resources they needed to grow and prosper. The Guild's money magic allowed them to balance the scales between royalty and commoner, bringing financial happiness to of all Yeld's citizens. After Dragul came to Yeld, The Guilds slowly fell under his control and by the time he claimed regency over the land many of the Tax Collectors were already vampires and deeply loyal to their new Prince. Now the Guilds are hated by the people of Yeld, their heavy taxes financing wars and leaving all but the most loyal towns and villages to ruin. But all hope is not lost! Some say there are secret heroes joining the Tax Guilds to fight the Prince from inside his own system! These renegade Tax Collectors use their intelligence, bravery and money magic to help people in need, fund the renegade Oathbreakers of Yeld and restore financial balance to land!

Quest: "The Royal Tax Exams"

Brave the Tax Guild's Royal Tax Exams, the ancient annual trial pitting would be Collectors against each other in a test of accounting skills, combat prowess and math magic. Only a few applicants are invited to join the Tax Guild and become an official Tax Collector each year!

The Tax Collector receives the following benefits:

Just Remember: "Money makes everything work better."

Core dice: +1 Brave and +1 Smart

Weapons: The Tax Collector can use Staffs

Special dice: Karate Chop, Excuse me!

Kit: Tax collector costume, staff of current rank, Some Coins

Job ability: Tax refund!

The Tax Collector can only spend Coins to buy Food Items or stay at Inns. After any Friend or Monster makes a roll they can pay coins to the Tax Collector for a refund. Paying Coins allows the Friend or Monster to re-roll a number of dice based on how many Coins they payed. Spending Coins in this way reduces a Friend or Monster's Coin Level by one Level and increases the Tax Collector's Coin Level by one Level.

Refund table:

- Some Coins: re-roll 1 dice

- Lots of Coins: re-roll 2 dice

- Tons of Coins: re-roll 3 dice

For the purpose of refunds only Dangerous and Deadly Monsters carry Some Coins, Mini Boss Monsters carry Lots of Coins and Boss Monsters carry Tons of Coins.

Job ability: Math Magic

While the Royal Tax Academy does not offer instruction in the little understood magic of Math, Tax Collectors are uniquely suited to learn and use Math Magic. Tax Collectors won't start with any Math Spells, but will be able to cast spells from any Math Books or Scrolls they find.

Tax Collector Special dice List

Here's a list of Special dice that only Tax Collectors can purchase:

Pay to Play: If an Attack or Spell would reduce one of your Core dice to 0, lower your Coin Level by 1 instead. This Special die can not be used if your Coin Level is none. (Solo)

Hidden Ghost Fee: Roll with Smart dice against Ghosts. If you succeed target Ghost loses a Brave die. Ghosts resist Hidden Ghost Fee with Brave. This Special die can't be used if the Tax Collector is a Ghost.(Combat)

A fist full of coins: Add to attacks when not using a Weapon. If your attack causes the target to lose a Core die you may lower your Coin Level by 1 and apply the effect of one of the following Special dice: Trip, Fight dirty, Disarm, Break, Snatch, Tease, Steal (Combat)

For a few coins more: Spend Coins to add to the result of any roll. The Tax Collector must choose to spend coins before making the roll. (Solo)

- Some Coins: +3 to result of roll

- Lots of Coins: +4 to result of roll

- Tons of Coins: +5 to result of roll

Boulder Knight

Boulder Knights are special warriors tasked with guarding the enormous Meteor lodged between Yeld and the Shadow World. After Dragul closed the portal to the Shadow World the Old King assigned three of his bravest knights to watch over the meteor. These knights were trained to combat the monsters of the Shadow World and protect the meteor from some of Yeld's most dangerous citizens, those who sought power from beyond the portal. The Knights went about closing the smaller portals that formed after the meteor fell and helped build a settlement within the meteor's impact zone which eventually became known as Boulder Town. Through the years they fought countless battles against greedy and dangerous magicians and wizards seeking new magics from beyond Yeld and treasure hunters looking to steal chunks of rare meteor metal. Even as Dragul claimed control of Yeld and declared himself regent new generations of Boulder Knights continued to watch over the portal. Dragul believed these knights were necessary to the safety of Yeld and pardoned them from all other responsibilities to the kingdom, never asking them to raise a hand against the Oathbreakers or fight in his war against The Deep.

The training regimen for Boulder Knights is beyond anything most warriors could handle. The newest generation of Boulder Knights are the toughest Yeld has ever seen, able to fight for days at a time without rest. Some would even call them invincible. Whether or not the portal to the Shadow World ever reopens, these warriors can use their power to help make a difference for the people of Boulder Town and all citizens of Yeld!

Quest: "Into the Cracks!"

There are many cracks leading deep into the giant meteorite that rests at the heart of Boulder Town. Delve deep inside to find the ancient Portal to the Shadow World and defeat the Shadow Monsters that lurk there.

The Boulder Knight receive the following benefits:

Just Remember: "I am the boulder, first to fight and last to fall!"

Core dice: +2 Tough

Weapons: The Boulder Knight can use Polearms and Clubs

Special dice: Good Plan, Climb

Kit: Boulder Knight costume, 1 Weapon of current rank, 1 piece of armor of current rank

Job Ability: Armored to the teeth

The Boulder Knight is a master of defense and highly skilled at protecting her Friends. If the Boulder Knight has not yet taken their turn during the current round of a fight all Friends within 1 square of the Boulder Knight on the Action Board may roll an extra die when being interrupted, defending against an attack or resisting a spell. The Boulder Knight loses this ability if they have 0 Armor dice.

Boulder Knight Special dice List

Here's a list of Special dice that only Boulder Knights can purchase.

Meteor tackle: Add Armor dice to attacks instead of using a weapon. If you succeed the Monster you attack will lose a Tough die and will be unable to move on their next action. If your attack fails you lose an Armor die. (Solo)

Valiant rescue: If a Friend within 3 squares of the Boulder Knight on the Action Board would lose their last Tough die they will instead lose a Strong die and the Boulder Knight will lose an Armor die. The Boulder Knight will then trade places on the Action Board with that Friend. A Boulder Knight can use this ability a number of times each Adventure equal to the numer of Valiant Rescue dice they have. (Combat)

Pardoned by the Prince: Add these dice to non-combat rolls against royalty, government officials and law enforcement. (Bonus)

A Knight's Call: Once each year the Boulder Knight may open a small portal to Boulder Town from anywhere in Yeld. The portal will remain open for one day or until the Boulder Knight chooses to close it. After the portal closes the Boulder Knight will have to wait 100 days before they can do it again. The Portal can not be opened during a fight. (Solo)

Junk Hound

Yeld is a strange and magical place, home to powerful forces no one can explain. These forces blur the lines between different and distant worlds, sometimes allowing passage between them. All throughout Yeld's history, stories of strange portals leading to distant lands can be found. Tales of giant glass towers that touched the sky or terrifying machines capable of leveling entire forests. The strange technologies that sometimes make their way into Yeld did not sit well with the King's People. Anyone who actively sought after these alien artifacts were referred to as a dirty Junk Hound and shunned from the villages and towns of Yeld. The Junk Hounds weren't particularly concerned with the ignorant masses and their silly fears, believing they were on the brink of understanding Yeld's mysterious forces and the strange and wondrous machines it attracted. They creating blackmarkets and trading posts to share knowledge and inventions, and bribed officials and royalty alike for special favors and exclusive access to Yeld's most secret places. After Dragul claimed regency over the land he began to collect the strange artifacts Junk Hounds coveted himself, demanding all foreign artifacts and machines be given over to the kingdom and imprisoning any Junk Hound who refused.

The secret science of the Junk Hounds was thought to be lost after the last of their technologies were rounded up, but a dusty map has recently surfaced and copies have slowly been spread throughout the land. The map details the location of lost portals and hidden artifacts waiting to be discovered, the only thing needed now is a young hero willing to find them!

Quest: " Machine head!"

Find all three pieces of the Modding Wrench blueprint and build your first piece of junk!

The Junk Hound receives the following benefits:

Just remember: "I'm on the brink of discovering the truth!"

Core dice: +1 Strong and +1 Smart

Weapons: the Junk Hound can use the Modding Wrench

Special dice: Trade, Hungry

Kit: Junk Hound costume, 1 Modding Wrench, 1 piece of rank appropriate armor.

Job ability: Modding Wrench

The Modding Wrench is a special custom built tool and weapon that only the Junk Hound can use. Each Junk Hound extensively customizes their Modding Wrench, and no two are alike! During an Action while the Junk Hound is holding the Modding Wrench they may spend 1 Junk to activate a single Modification. Each Modification has a different effect with varying outcomes. Find the list of Modifications on page 88.

Modding wrench

A very high-tech tool!
Exotic Rank X Modding Wrench
Benefits: +1 Sticky Hands, +1 Reach
Extra benefits: The Modding Wrench can not be destroyed by any Spell, Attack or Special die. This weapon is always considered to be of the current Rank.

Junk Hound Special dice lists

Here's a list of special dice only the Junk Hound can purchase.

Build: Spend 1 Junk to build Contraptions. Roll with Smart and consult the Build Table. Contraptions take up a Food Item slot. (Utility)

Build Table

5: build 1 Contraption

14: build 2 Contraptions

20: build 3 Contraptions

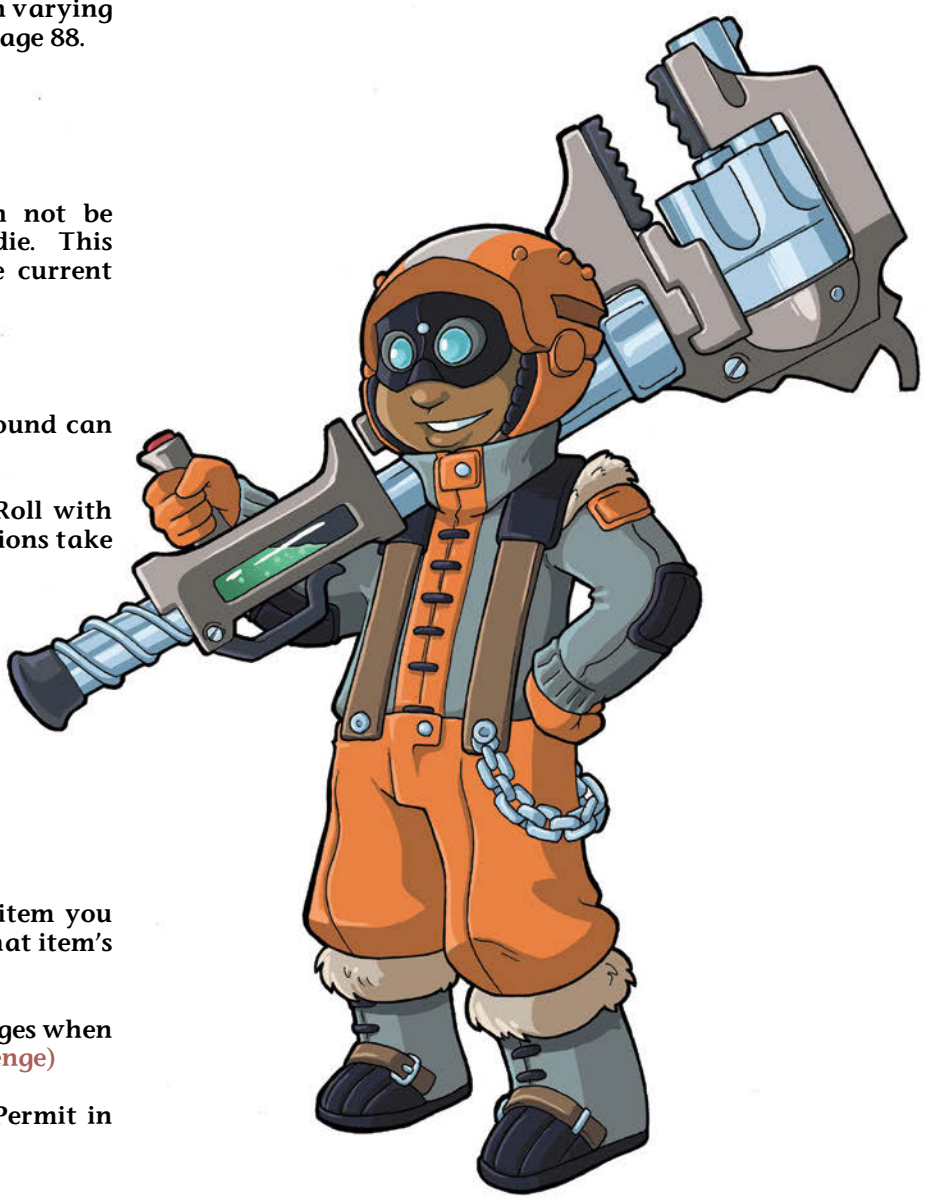
Recycle: Destroy 1 weapon, gear or clothes item you own and gain an amount of Junk equal to that item's rank. (Solo)

Master diffuser: Add to rolls against Challenges when disarming a trap or solving a puzzle. (Challenge)

Trade connections: Gain 1 Goblin Trading Permit in the mail every 50 days. (Solo)

Junk Hound Contraptions

Before a Junk Hound takes an Action they may deploy a Contraption onto the Action Board. Contraptions are placed on a square next to the Junk Hound and remain there until all of its charges have been used, the Contraption is destroyed or the fight ends. Contraptions have 3 charges and 1 Tough die. Contraptions take up a Food Item slot. Find the list of Contraptions on page 89.



GHOST KEEPER

Before the Black Mages of old permanently damaged the barrier between Yeld and the spirit world, ghosts were a very rare sight in the magical land. When a ghost did manage to find a way into Yeld or the living lost themselves in the Ghost World, Ghost Keepers would be dispatched by the kingdom to capture the wandering spirits or rescue the living and return them to Yeld. Ever since the Black Mage uprising the barriers between worlds have been weakened and ghosts have been seen everywhere in Yeld. Far too few take on the challenging task of becoming a Ghost Keeper. With the art of ghost keeping almost lost, a hero who wishes to take on this noble calling may have to travel to the spirit worlds in order to seek out and acquire the knowledge of past Ghost Keepers!

Quest: "Live, die, live again!"

Become a ghost, journey into the Ghost Queen's castle and demand an audience.

Ghost Keepers receive the following benefits:

Just remember: "I ain't afraid of no ghosts!"

Core dice: +2 Brave

Weapons: Ghost Keeper can use swords, daggers and staffs

Special dice: Grateful dead, Gamble

Job ability: Ghost catch!

The Ghost Keeper may roll their Brave dice against a Ghost's total Core dice. If successful the Ghost is defeated and the Ghost Keeper gains 1 Ghost in a Jar.

Job ability: Keeper's magic!

The Ghost Keeper may spend a Ghosts in a Jar to call Ghost Monsters to fight at their side. See Ghost Keeper Spells on page 86.

Ghost Keeper Special dice List

Here's a list of Special dice that only Ghost Keeper can purchase.

Keeper's mark! Roll Core Brave dice against a living Monster's Core Tough to mark a Monster. If successful the target Monster loses a Brave die. If a Monster that has been marked this fight is reduced to 0 Tough dice the Ghost Keeper automatically gains 1 Ghost in a Jar. Each Monster can only be marked once. Monsters killed while marked don't produce Restless Dead. (Combat)

Ghost jar grenade! Add to Brave dice to make an attack against a Friend or Monster within 3 squares. If successful the target and all other Monsters or Friends within 1 square of the target gain the following effects:

Until the end of the fight or until they succeed at a roll Monsters will reroll all dice with results of 6.
Until the end of the fight or until they fail a roll Friends will reroll all dice with results of 1.
Using this Special die cost 1 ghost in a jar. (Combat)

Spirit talks! Add to non-combat rolls when trying to communicate with a ghost while alive. (Bonus)

Step between worlds! Spend 1 Ghost in a Jar at the beginning of any turn to be in both the living and Ghost Worlds at the same time. As a Ghost you may take Actions as normal against living targets. As a living Ghost Keeper you may take actions as normal against Ghost Monsters. Be careful, both living and Ghost Monsters can also take actions against you! Lasts until the beginning of your next turn . (Combat)

Monster Friends

Friends that turn 13 while in Yeld have been permanently influenced by the land's magic and transformed into monsters! Becoming a Monster won't necessarily turn a Friend evil, and Monster Friends won't give up their role as Heroes, but it does represent a major change in their life. Despite the monstrous changes to their body and mind a Friend is still themselves, and some Friends may even find they like the new power and freedoms their transformation brings. But being a Monster is difficult. Knowing that you'll never be able to return home and suffering hungers that you can not control can be devastating. The Prince himself often seeks out young people from our world turned Monster who have given up their role as Heroes and entices them to serve at his side. It's rumored that at least one of the Hunters of Yeld was once a hero from our world!

Friends who reach their 13th birthday must replace their Job with a Monster Job. Friends with Evil! dice can not select Werewolf. Friends with Good! dice cannot select Vampire. Monster Friends cannot travel through the magical door that leads back to the world they came from and are stuck in Yeld. However, Friends who defeat the Vampire Prince Dragul in combat and drive him from Yeld will be able to choose to rid themselves of their monstrous curse and can return home once the magical door has been unlocked.

Some Monster Jobs have access to Monster Special dice, found on page 176.

ORACLE OF THE SERPENT GOD

Long ago, before the First King's claimed Yeld as their own, before the animals found their voices and formed their tribes, before even the creatures who are now called Fairies carved their first warden stones, there was the Serpent God. And the Serpent God was vast. The great serpent coiled under the mountains and forests, and the land of Yeld was built on its back. Its children were the dragons, hydra and snakes, and the most favored among them were chosen to communicate the Great Serpent's wisdom to the people who came to inhabit Yeld. These were the Oracles of the Serpent God. For thousands of years the creatures of Yeld worshipped the great god, but those who sought out its Oracles for their insights and predictions always left frustrated and disappointed. For a Serpent Oracle can see the future, but can never answer questions.

As time passed the Serpent God grew tired and her power waned. The Dragons died out first, and the Hydra withdrew deep into the wilds to protect their young. Only the snakes remained, and they were forced to share their once powerful position with the tribes of Wolves and Spiders. The Fairies still admired the Oracles for their mystical powers, but had long since turned their backs to their oldest god. By the time the First Kings came to Yeld all but the snakes had forgotten the great god that slumbered beneath their land.

A Friend who becomes an Oracle of the Serpent God will likely never know that their powers come from the ancient creature that sleeps deep beneath Yeld. But as their bodies change and take on serpent-like qualities they will realize that both the past and the near future have opened up to them, allowing them to see truths that their friends cannot and avoid the injuries that their enemies would have them suffer.

This power comes with a frustrating cost, the Oracle of the Serpent God can never answer questions. Her knowledge is for herself alone. Anything an Oracle would change about the future comes with a punishment. Fate doesn't like to be tested and any who go against its will suffer the consequences.

The Oracle of the Serpent God receives the following benefits:

Just Remember: "Never answer questions!"

Core dice: +2 Smart dice

Weapons: The Serpent Oracle can use knuckles and staffs

Special dice: Lie, Snake Skin

Kit: 1 weapon of current rank

Monstrous features

Serpent like features, including any or all of the following: snake tail, serpent tongue, no eyelids, scaly skin, blue or green skin, snakes for hair.

Job ability: Tell no truths

Almost every word from the Serpent Oracle's mouth is a metaphor, half truth or outright lie. If the Serpent Oracle wishes to say anything that is true they must roll on the Fate table.

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Roll a die and consult chart

1: Spacetime anomaly: Gain an extra Restore Roll this Adventure.

2: Spacial displacement: The Game Master moves you to any location on the Action Board. If not currently in a fight the Serpent Oracle instead immediately falls over, knocking someone else over if possible.

3: Frozen in time: You lose your next Action. If you would be unable to take that Action you instead lose all Banked Actions. If not currently in a fight the Serpent Oracle loses her train of thought and stares blankly ahead for several minutes.

4: Rust: Your Armor loses 1 Armor die. If you do not have Armor you instead lose all Food items.

5: Reverse aging: Gain a Brave die but lose a Smart die until the end of the Adventure. Lose a Tough die instead if you have 0 Smart dice.

6: Rapid aging: Gain a Strong die but lose a Brave die until the end of the Adventure. Lose a Tough die instead if you have 0 Brave dice.

Job ability: See the future

At the beginning of each round of a fight the Serpent Oracle chooses the order in which all Monsters and Friends will take turns. If any Action is successfully interrupted by a Friend or Monster the Serpent Oracle's chosen order of action is broken and can be ignored. If this happens the Serpent Oracle must roll on the Fate table immediately. If no Actions were interrupted during a round the Serpent Oracle Banks an Action.

Serpent Oracle Special dice List

Here's a list of Special dice that only Serpent Oracles can purchase.

Destiny! Any time a Serpent Oracle spends a Banked Action they add dice equal to their Core Smart dice to their next roll. (Bonus)

Rouge timeline! Spend a Banked Action to reroll a failed roll made by the Serpent Oracle or another Friend. The Friend who rerolls must then roll on the Fate table and apply the effects to themselves. Can be used a number of times each Adventure equal to your Rouge Timeline dice. (Bonus)

I know about serpents! Add to non-combat rolls against or about snakes, serpents, dragons or gods. (Challenge)

Slither: The Serpent Oracle can move diagonally on the Action Board. (Solo)

HUNTER IN DARKNESS

Yeld has always corrupted the people that came to live within its borders, turning them into twisted creatures that can only be called monsters. It's the nature of Yeld. The Fairies started as something else, but lost themselves to the magical land. The animals avoided it through the protection of their gods which lived in harmony within Yeld. The First Kings blessed their people with magic, keeping them pure. Dragul's vampirism is immune to Yeld's corruption. But everything else that steps foot in Yeld eventually becomes a monster, and always has.

The first people to come to Yeld, before the Faries or the serpents, found themselves vanishing into the dark forests one by one until Yeld had claimed them all. They became shadowy creatures, horned and furred, wild and cruel. They no longer spoke the languages of civilization or recognized their brothers. They were Hunters in Darkness, and served only the shadowy heart of Yeld itself.

For thousands of years these monstrous creatures have been the fuel for Yeld's darkest tales, only half believed in but never forgotten. Every town and Fairy village puts out warden stones for protection, and every noble and general wears a horned helm as a sign of power. Even the Vampire Prince himself named his closest lieutenants to honor Yeld's Hunters in Darkness.

When a Friend turns 13 and no other corruption claims them, when they don't succumb to vampirism, the gift of the wolf, the call of the Deep or the influence of the snake, Yeld itself reaches out and pulls them into its dark heart. It sharpens their senses even as it dulls their humanity. It erases them from the light so they can hunt in the dark. And it seals their spirit so they cannot die. They are the Hunters in Darkness. They are the truest monsters of Yeld.

The Hunter in Darkness receives the following benefits:

Just Remember: "What friends?"

Core dice: +1 Strong, +1 Brave

Weapons: Hunters in Darkness can use bows and clubs

Special dice: Hide and sneak, Smell magic

Kit: 1 weapon of current rank

Monstrous features

Fur, hooved feet, tail, black eyes and horns.

Job ability: Dark heart

The Hunter in Darkness does not benefit from sleeping in an Inn. Instead, they may regain a lost Core die by finding a secluded wild place away from their Friends to sleep the night away. They may choose this spot as their Home in the same way that other Friends can choose an Inn as their Home. If the Hunter in Darkness would lose their last Tough die they instead keep it and all other Friends lose a Brave die. If none of the other Friends have any Brave dice to lose the Hunter in Darkness loses a core die of their choice. If the Hunter in Darkness has no more Core dice to lose they fall into a deep sleep and can not be woken until they are returned to the secluded wild place they Have chosen as their Home.

Job ability: Nature of the beast

The Hunter in Darkness benefits from and adds to the Monster Chain instead of the Action Chain.

Hunter in Darkness Special dice list

Here's a list of Special dice that only the Hunter in Darkness can purchase.

From the darkness: If the Hunter in Darkness uses Hide and Sneak at the beginning of a fight they may choose 1 Monster other than a Mini Boss or Boss Monster and remove them from the fight. When the Hunter in Darkness joins the fight so does the removed Monster. (Solo)

Cursed blood: Add to Tough when defending against an attack that used the Bite Special die. If successful the attacker loses a Strong die and their attack fails. (Combat)

Hunter and prey: The Hunter in Darkness may choose 1 Monster at the beginning of a fight and add this Special die to all attacks made against that Monster. Other Monsters add this Special dice to attacks against the Hunter in Darkness until the chosen Monster is defeated. (Bonus)

Bestial slumber: All other Friends regain an extra Brave die when sleeping at an Inn. (Solo)

DEEP MAGE

Yeld is surrounded on three sides by a great ocean and that ocean is home to an ancient godly force known as The Deep. The Deep is Dragul's oldest enemy, seeing his treachery long before the Prince claimed Yeld for himself. The Deep has sent oceanic armies to vanquish the Vampire Prince, only to be defeated time and time again by the Hunters of Yeld. Once The Deep realized that its own armies didn't stand a chance against Dragul it started recruiting Yeld's young heroes. The Deep promised these heroes freedom from Dragul's corruption if they would swear their souls to the ocean and its quest to defeat the Vampire Prince. Those who accepted were given the title of Deep Mage. The Deep Mages bond with squid-like creatures known as a Herald. The Heralds keep the hero's mind and soul free from Yeld's darker corrupting forces, allowing them to hold onto their humanity longer than most ever could. Though the heroes who became Deep Mages manage to avoid monsterhood, the path they chose is not an easy one. The Heralds are unrelenting in their war on Dragul, often compelling Deep Mages to stay awake for weeks at a time, even continuing to use them to fight long after the hero's ghost had left their body. Though the Heralds can't control the actions of a living Deep Mage, their bond is telepathic and with enough nagging and coercion the Herald will often get exactly what they wanted, regardless of their Deep Mage's safety.

A Friend who becomes a Deep Mage must sacrifice their individuality to maintain their humanity. A Deep Mage has made a promise they dare not break. To break a promise to The Deep is to spend eternity at the bottom of the lonesome ocean, a fate much worse than death. A Deep Mage will be forced to make tough decisions, often for the greater good of Yeld and at the expense of their friends. Most who have taken on the job of a Deep Mage have done things they are not proud of, and many have often wondered if this great burden really has allowed them to keep their humanity after all was said and done.

The Deep Mage receives the following benefits:

Just Remember: "I am not the squid. It does not control me."

Core dice: +1 Smart, +1 Tough

Weapons: The Deep Mage can use polearms and whips

Special dice: Swim and Fishing

Kit: Deep Mage Costume, Head squid (Herald of The Deep), 1 weapon of current rank, 1 Fish

Monstrous features

Clammy skin, gills, giant evil squid thing attached to head.

Job ability: Blue magic

The Deep Mage may cast any Blue spell without the use of a Spellbook. As a Ghost the Deep Mage may spend 1 Fish to cast a Blue spell as if they were a living Friend.

Job ability: A debt to The Deep

If the Deep Mage loses their last Tough die and becomes a Ghost they cannot be revived for the remainder of the Adventure. While the Deep Mage is alive Friends that wish to sleep in an Inn must roll a die. On a roll of 6 the Friends have suffered nightmares of oceans and tentacles and will not regain a lost Core die.

Deep Mage Special dice List

Here's a list of Special dice that only the Deep Mage can purchase.

Sea beast: Add to Strong and Tough rolls while in water. (Bonus)

I know about The Deep: Add to non-combat rolls against or about the ocean and its inhabitants. (Challenge)

Hidden school: You may carry an additional Fish for each Hidden School dice you have. Gain 1 free Fish at the beginning of each adventure. (Utility)

Ghostly tides: Roll with Brave against a living Monster. If successful the Monster drops any held Gear items and must spend a Banked Action to pick them back up. Can only be used while you are a Ghost. Monsters resist Ghostly tides with Brave. (Combat)

WEREWOLF

The origin of the "Gift of the Wolf" goes back to the days when the First Kings came to Yeld. As explorers pushed deeper into Yeld's wilderness they came in contact with the ancient Wolf Tribes. The explorers made a deal with the wolves, that they would drive their enemies (the warring tribes that we now call Fairies) from Yeld, and in return the Wolves would consider the King's People an ally to the magical land and swear to never commit violence against them. The First Kings kept their promise and pushed the Wolves' enemies deep into the Fairy Lands. The Wolves also honored their side of the agreement, allowing the First Kings to harvest lumber from the forests and settle the lush, open fields without fear of retaliation. Now many generations later the King's People have changed. The respect they once had for the Wolf Tribes slowly faded as the Witch Hunters inquisition left the First Kings and their people with few enemies. This time of peace was also one of growth as the King's People expanded further and further into Yeld. The Wolves felt a great anger over what they believed to be a betrayal of their good nature. Where once they were treated as equals, now they were seen as outsiders in their native land. The Wolf Tribes, believing they should never break their treaty, instead used their magics on the King's People, creating Yeld's first Werewolves. These Werewolves were a lesson to the First Kings about the wilder forces of Yeld and the unbreakable spirit of the land they could never hope to truly tame.

A Friend who becomes a Werewolf must always fight to maintain control. Their transformation into a creature that can only be described as part wolf, part man is brutal and swift, and often comes at the worst times. They struggle against a creature of immense power within them, one that wants to take control and break free. In your Werewolf form you will be powerful and savage, as if the most destructive and cunning aspects of your personality have been set free. You are a great danger to your friends but also your enemies. If pointed in the right direction a single Werewolf can destroy an entire Fairy battalion. If pointed in the wrong direction many innocents could lose their lives.

The Werewolf receives the following benefits:

Just Remember: "Stay calm. Stay in control"

Core dice: +1 Brave

Weapons: The werewolf can use clubs and axes

Special dice: Deathwish, Jump

Kit: 1 weapon of current rank.

Monstrous features

None, except for a slight hairiness.

Job ability: Transformation

When this Friend loses their first Tough die in a fight they will transform into a hulking half human, half wolf monster known as a Werewolf. They'll gain +2 Strong, Tough, and Brave dice and +3 Bite Special dice. The Werewolf Friend will no longer be able to use gear or weapons but still gains the benefits of Armor and Clothes items. At the beginning of every Round after the Friend has transformed they will lose 1 Smart die and Bank 1 Action. If the Werewolf begins a turn with 0 Smart dice they will Move toward the nearest Friend or Monster and use their Action to attack them if possible. A Werewolf may use their Banked Actions in any way they like, including attacking any target of their choice.

Werewolves revert back to human form at the end of a fight or if their Strong, Tough or Brave dice are reduced to 0. A Friend with the Perform Special dice can attempt to lull a Werewolf into transformation by singing a soothing song. The Werewolf must attempt to resist this roll by rolling all of its Core dice.

Werewolf Special dice List

Here's a list of Special dice that only the Werewolf can purchase.

This isn't even my final form! Add to Tough dice against attacks while in human form. If you fail to defend against the attack lose a Smart die and immediately transform into your Werewolf form. (Combat)

Regeneration: Roll a die at the beginning of every Round in Werewolf form. On a roll of 6 regain a lost Core die. If this would replenish all your Core dice leave Werewolf form. (Solo)

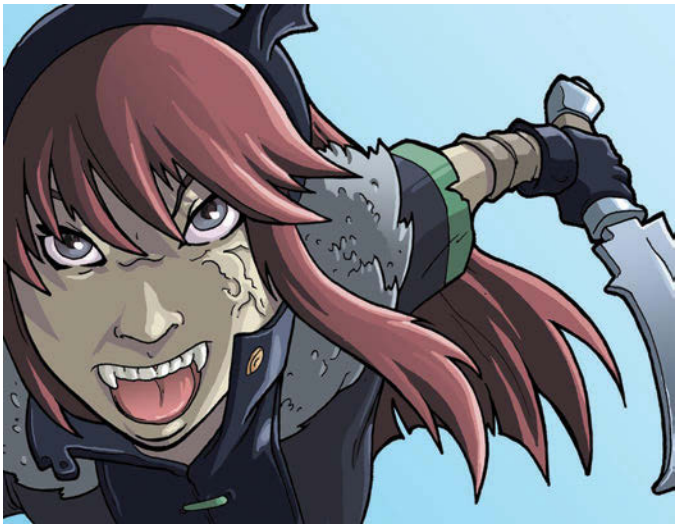
Lunar sway: Gain an extra Core Smart die during the first and last 5 days of every Season. (Utility) (solo)

Part of the tribe: Add to non-combat rolls against or about the animal tribes of Yeld. (Challenge)

VAMPIRE

Before the arrival of the Prince the people of Yeld had no word for Vampire. To be a Vampire is to know true power, but true power always corrupts. The Vampires of Yeld are the embodiment of that corruption. Anyone who is bitten by a Vampire has already started their transformation. Sometimes it takes hours, other times years. There is no escaping it. Vampires are treated like royalty in Dragul's Yeld, each given privileges over the commoners and lesser Monsters. Though the King's People consider all Vampires to be in the Prince's thrall, each is actually in complete control of themselves. The key difference between Vampires and everyone else is a hunger for blood. The hunger grows stronger the longer a Vampire goes without feeding. This is Dragul's cruelest trick, and has brought down many of the magical land's greatest heroes. Those who accept their vampiric nature only grow more powerful with age, but those who fight against it and resist feeding will eventually wither away into nothing.

A Friend who becomes a Vampire has lost a part of themselves to Yeld's darker forces. Often Heroes who become Vampires are those already tainted by evil, and vampirism is only the next step on their path to monsterhood. An unexpected downside of being a Vampire is an aversion to White Magic, often hurting instead of healing. The White Magic of Yeld was created out of goodness and light, two things that go against the unnatural power of the Vampire. Many Heroes have joined Dragul after contracting vampirism, but some still resist him, fighting until their last breath, never giving up their humanity for the promise of power.



The Vampire receives the following benefits:

Just remember: "Everyone else is food, but I don't HAVE to eat."

Core dice:+1 Strong, +1 Tough, +1 Brave

Weapons: The Vampire can use swords, bows, clubs and daggers

Special dice: Bite, I know about vampires

Kit: Vampire costume, 1 weapon of current rank, 1 piece of armor of current rank

Monstrous features

Fangs, unnaturally silent movements and pasty skin.

Job ability: Vampirism

Any time the Vampire makes a successful Bite attack they regain 1 lost Core die. Similarly, a Vampire can spend a Restore Roll to drink blood from a willing source, even if the Vampire has been reduced to 0 Tough dice and is a Ghost. A Vampire cannot otherwise make use of Restore Rolls to gain back Core dice or regain lost Core dice from Magic.

The Refresh spell will cause a Vampire to lose a Tough die and the Hurt and Hurt All spells will have no effect.

A vampire must drink blood or perform a successful Bite attack every 5 days or lose 1 of each Core die.

Vampire Special dice List

Here's a list of Special dice that only Vampires can purchase.

Bite: Add to attacks instead of using a weapon. Biting makes the Vampire vulnerable, so targets of the Bite who survive the attacks will roll 1 extra die if they attack the Vampire during the same round. (Bonus)

First class citizen: Add to non-combat rolls against all citizens of Yeld except other Vampires and Hunters of Yeld. (Bonus)

Never lose hope: You may make a single Restore Roll to gain back Core dice once per Adventure. If the roll fails lose a Core die. (Solo)

Fight the hunger: You may go an extra 2 days without drinking blood for each Fight the hunger dice. (Utility)

Every last drop: If you reduce a Monster to 0 Tough dice with a Bite attack you Bank an Action. (Solo)

Special dice

Special dice represent a Friend's skills and abilities. Special dice can be purchased for the cost of 1 Reward die. Some Items, Weapons or Armor grants Friends the use of Special dice while it is used, held or worn. You can't buy more than three of the same Special dice for your Friend, but a Friend who has more than three of the same Special die from a combination of purchased Special dice and equipment can roll those dice together. For example:

Maria has 3 Break Special dice. She can't buy a 4th Break die because of the 3 die limit. But she can use a Club, which gives her an extra Break die. She can roll all 4 dice together when she uses a Club to make an attack to break a Monster's Armor!

Special dice tags

Each Special die has one or more tags that define how they can be used.

Bonus Special dice: Add these dice to other Bonus, Challenge or Combat dice on any applicable roll.

Challenge Special dice: Add these dice or their effect to any applicable non-combat rolls. You may only use a single type of Challenge Special dice in a roll.

Combat Special dice: Add these dice or their effect to any applicable combat roll. You may only use a single type of Combat Special dice in a roll.

Utility Special dice: Don't add these dice to any rolls. Instead, simply having these dice provides a specific benefit.

Solo Special dice: You can only buy this Special die once. Having more than one of this Special die provides no effect.

Chore Special dice: Some Special dice allow Friends to gather resources, create items or repair equipment. Chore Special dice can only be rolled once per Adventure. A Friend can only ever use a single type of Chore Special die each Adventure.

Dog Special dice: These Special dice can only be used by the Dog.

Special dice list

Here's the list of Special dice which are available to all Friends.The entry for each Special die includes a description and instructions on how to use the die. If the instructions for a Special die don't indicate which of the 4 Core dice to add it to, choose whichever one you think is most appropriate for the situation.

Barf: Anytime during a fight after using a Food item a Dog can spend an Action to barf on the same square of the Action Board it is standing on. The Barf becomes a Food item located on that square, providing the same bonus as the original Food item. The Dog must be on the same square as the Barf to use it. Barf can not be barfed again. (Solo) (Dog)

Beg: Add to Smart rolls when your Coin Level is None to convince a Shop to give you an Item for free. You can only use this special die to acquire Items that you could buy with the Some Coins Level. Shops can resist Beg by rolling Smart dice. (Challenge)

Bite: Add to attacks instead of using a weapon. Biting makes the Friend vulnerable. Monsters who survive the Bite attack will roll 1 extra die if they attack the Friend during the same round. (Bonus) (Dog)

Black Magic Protection: Add to Smart rolls to resist Black Magic. (Bonus)

Break: For breaking Armor! Add to Strong dice when you make an attack. If your attack is successful the target will not lose Tough dice. Instead, its Armor's dice will be reduced by 1. Armor reduced to 0 is destroyed! You can also add Break dice to Strong rolls to break doors, traps and other objects. (Combat) (Challenge)

Bullseye: Add to ranged attacks against Monsters. If successful, for the rest of the fight when the target rolls Special dice they will roll 1 less die (minimum 1) of each type. (Combat)

Charge: Add to Strong and Brave dice during the first round of a fight. (Bonus)

Clean: Clean someone's house! Add to Tough when cleaning homes, stables, weapons, ancient treasures or yourself! As a Chore, roll with Tough and consult the Labor Table for rewards. (Chore) (Challenge).

Climb: For climbing up ropes, over walls and across giant monsters! Add to Strong. (Challenge)

Cook: Cook up a storm! Add to Smart when preparing meals, picking ingredients or challenging chefs in a cookoff! As a Chore, roll with Smart and consult the Cooking Table for rewards. (Chore) (Challenge)

Cry: Roll with Smart to defend against an attack instead of rolling Tough. If successful the attacker hits the closest Friend instead. Does not work if you are the only Friend left alive or Cry has already been used on the attacker this Round. (Combat)

Disarm: Add to attacks against a Monster within 1 square. If successful the Monster drops any held Weapons. Monster can spend an Action to pick weapons back up. Monsters resist Disarm with Strong. (Combat)

Do things with rope: Roll with Strong to tie stuff up with ropes or tie ropes to stuff! During fights add to Strong against a Monster with 0 Strong dice. If successful the Monster is captured and counts as defeated. Monsters resist by rolling their total remaining Core dice. Costs 1 Rope to use this Special die. (Challenge) (Combat)

Excuse Me! Add to Brave dice when rolling to interrupt Monsters! (Combat)

Fight Dirty: Add to attack rolls! If your attack is successful the target will lose Strong and Smart dice instead of Tough dice. (Combat)

Firebug: Add to Brave dice against a Monster within 1 square. If successful the Monster loses a Clothes item until the end of fight and catches Fire. Friend must spend 1 Matches or be holding a Torch to use this Special die. Monsters resist Firebug with Brave dice. (Combat)

Fireproof: Add to Tough dice to resist attacks, spells and Special dice that cause Fire. (Combat)

First Aid: Roll with Brave to restore a Core die to a Friend. Using First Aid costs one of your Restore Rolls. You can not use First Aid during a fight! (Challenge)

Fish: Catch some fish! Add to rolls when trying to catch fish or competing in fishing contests! As a Chore, roll with Strong and consult the Fishing Table for rewards. (Chore) (Challenge)

Gamble: Add to Smart rolls to win at games of chance. During a fight replace your Core dice with your Gamble dice when you make an attack or cast a spell. If your attack or spell fails lose a Tough die. (Challenge) (Utility)

Good Plan: A cunning plan can win any battle! Roll with Smart at the beginning of a fight and consult the Good Plan table. (Combat)

Grateful Dead: Do stuff better as a Ghost! Add to all Ghost Actions. (Bonus)

Headbutt: Add to attacks! If your attack is successful your target will lose Smart and Brave dice instead of Tough dice. (Combat)

Hide and Sneak: Add to Brave when hiding from or sneaking past Monsters! Use to hide before a Fight! Roll Hide & Sneak with Brave dice at the beginning of a Fight before Friends and Monsters are placed on the Action Board. This Friend will not be placed on the Action Board and cannot participate in the Fight until placed. Instead, this Friend can choose to be placed on the Action Board after the end of any round of fighting. The Friend can appear on any square touching the edge of the Action Board after the first round of the Fight, or on any square of the board after the 2nd round of the Fight! A Monster can use its Action to try to find a hiding Friend by rolling Smart dice against the Friend's Brave roll. If the Monster wins the Friend will be placed next to the Monster on the Action Board. (Challenge)

Hungry: Carry 1 extra Food item. (Solo)

I know about animals! The secret knowledge of animals! Add to non-combat rolls against or about animals. (Bonus)

I know about grown ups! The secret knowledge of Grown-ups! Add to non-combat rolls against adults or about adult stuff. (Bonus)

I know about kids! The secret knowledge of children! Add to non-combat rolls against or about children. (Bonus)

I know about magic! The secret knowledge of magic! Add to non-combat rolls against or about magic. (Bonus)

I know about monsters! The secret knowledge of Monsters! Add to non-combat rolls against or about monsters. (Bonus)

I know about nature! The secret knowledge of nature! Add to non-combat rolls against or about nature. (Bonus)

I know about... Choose a single subject! Add to non-combat rolls about or against that subject. (Bonus)

Jump: Add to Strong to jump high and far! When moving on the Action Board Friends may move through a number of spaces occupied by other Friends, Monsters or obstacles equal to their Jump dice, as long as they end their Move on an empty square. (Challenge) (Combat)

Karate Chop: Add to attacks when you aren't using a weapon! Doesn't work against Monsters with Medium, Heavy or God Armor. (Bonus)

Languages: Add to Smart when trying to read, understand or speak other languages. (Challenge)

Last One Standing: Add to Strong, Smart, and Tough rolls if you are the last living Friend during a Fight. (Bonus)

Letter Writing: Add to Smart to compose letters, contracts and other documents. As a Chore, give your letter to the Postman (or leave them in a letterbox) along with Some Coins. When you next encounter the Postman roll with Smart dice and consult the Correspondence Table for rewards. (Chore) (Challenge)

Lie: Add to Brave to tell a fib, tall tale or outright lie! (Challenge)

Lift: Pick up a heavy load! Add to Strong to pick up, drag or move large objects. Add to Strong to carry a Friend within 1 square of you a number of squares equal to your Lift dice. (Challenge) (Combat)

Nap: Add to your Restore Roll if this isn't the last one you can make this Adventure. You can't use Nap if you are a Ghost! (Challenge)

Negotiate: Roll with Smart dice to reach an agreement or compromise. In a fight add to Smart against a Monster with 0 Smart dice. If successful the Monster surrenders and counts as defeated. Monsters resist by rolling their total remaining Core dice. (Combat)

Pain Train: Add to attacks if you have reduced a Monster's Tough dice to 0 in this fight. (Bonus)

Perform: Add to Brave to sing, dance, act or throw your voice. In a Fight roll with Brave to impress a Monster. If successful the Monster will not attack or cast a spell on you with its next action. Monsters can remain unimpressed by rolling all of their Strong, Smart and Brave Core dice. (Challenge) (Combat)

Play: Add to Brave dice if this is the last Restore Roll you can make this Adventure. Can't be used as a Ghost. (Challenge)

Pick Locks: Add to Smart when trying to pick locks. (Challenge)

Red Magic Protection: Add to Smart rolls to resist Red Magic. (Bonus)

Roll: Add to Tough when defending against an attack if you used your Action to Dash this round. (Bonus)

Run: Run fast! Add to Brave when trying to get somewhere fast or outrun a Monster. During fights you'll move an extra space on the Action Board for each Run dice you have. (Challenge) (Combat)

Scare: Roll with Brave against a Monster with 0 Brave dice. If successful the Monster retreats and counts as defeated. Monsters resist Scare by rolling their total remaining Core dice. (Combat)

See in the dark: Add to Brave to see in darkness. During fights in the dark you can see one extra square on the Action Board for each of your See in the dark dice. (Challenge) (Combat)

Sew: Add to Smart when patching pants, knitting sweaters or creating a quilt. As a Chore, roll with Smart dice and consult the Sewing Table to repair damaged Armor and Clothes items. (Chore) (Challenge)

Shield Bash: Roll with Strong dice as a free attack against a Monster after successfully using Armor dice to defend against its attack. If your Shield Bash attack is successful the Monster will be forced back 1 Square on the Action Board. You must have a Shield in hand to use this Special die. (Combat)

Shove: Add to Strong to push people around. During a Fight add to Strong to push a Friend or Monster one square on the Action Board. Friends and Monsters resist Shove with Tough. You must be in a square next to your target to use Shove. (Combat)

Smell Magic: Magic has a unique smell and you can tell if a magic user or artifact is nearby! Add to Smart dice to detect nearby or recent magic or to identify magic users and the spells they use. Magic users can try to resist your detection by rolling Smart dice. (Challenge)

Snatch: Roll with Smart against a Monster within 1 square. If successful take 1 Gear item from the Monster. You are now holding that Gear item. Can only be used if you have at least one empty hand. Gear item is lost at end of fight. Monsters resist Snatch with Smart dice. (Combat)

Sniper: Add to attacks with a non-thrown ranged weapon if the target is 5 or more spaces away on the Action Board. If this attack causes the target to lose a Tough die they'll be unable to participate in the Monster Chain during their next action. (Combat)

Steal: Steal an item! Roll Smart or Brave dice against a Monster and refer to the Steal table. Steal is resisted with Smart dice. To use Steal in a Fight you must be within 1 square of your target. (Challenge) (Combat)

Swim: Roll with Strong to float, dive and fight while in the water. Friends with three Swim dice automatically pass any Challenge roll to Move as normal on Water spaces of the Action Board. (Bonus)

Tease: Force a Monster to take their next Action against you and Move toward you. Roll with Brave dice against a Monster's Smart dice. (Combat)

Trade: Roll with Smart to negotiate and barter for goods. Use Trade to reduce the cost of an item in a Shop. Shopkeepers resist Trade with Smart. If successful, refer to the Discount table. (Challenge)

Trick shot: When a ranged attack you made with a Banked Action misses you may target a different Monster who must defend against your original roll or suffer the effects of the attack. (Solo) (Combat)

Trip: Add to attacks! If your attack is successful your target will lose Strong and Brave dice instead of Tough dice. (Combat)

White Magic Protection: Add to Smart rolls to resist White Magic and Armor rolls to defend against attacks from White Magic Called Monsters. (Bonus)

Mastery Special dice

These powerful Special dice can only be earned by completeing Mastery Quests (See page 50).

Finishing Move! Add to attacks against a Monster with only 1 Tough die remaining. (Bonus) (Combat)

Merchant's License: You gain access to an additional Coin Level after Tons of Coins called "All the Coins". (Solo) (Utility)

Bounty Hunter's License: Every time you would defeat a Monster that has the Dangerous, Deadly, Miniboss or Boss Title without reducing it's Tough Dice to 0 (or Brave Dice if it's a Ghost Monster) increase your Coin level or a Friend's Coin level by 1. (Solo) (Utility)

Black Sheep: Add to all rolls your Flock makes while you are a Ghost. (Bonus)

Crystal Ball: After spending Coins to stay at an Inn choose a Friend (including yourself) and roll with Smart dice. Consult the fortune telling table below. (Utility)

Fortune Telling Table:

- 12 or more, add +1 to the total of all rolls chosen Friend makes until the end of the Adventure or until they lose a Core die

- 18 or more, add +2 to the total of all rolls chosen Friend makes until the end of the Adventure or until they lose a Core die

- 24 or more, add +3 to the total of all rolls chosen Friend makes until the end of the Adventure or until they lose a Core die

Relic Forging: Once each Adventure the Oathbreaker can termporarily imporve one weapon or armor for each Friend by spending a Relic Shard. Chosen Weapons cannot be affected by the Hard Special die and gain +1 Strong dice. Chosen Armor cannot be affected by the Break Special die and gain +2 Mageproof Special dice. These improvements last until the end of the Adventure. (Solo) (Utility)

Witch Traps: Once each Adventure a Witch Hunter can make a Witch Trap by spending 2 Bones, 2 Rope and 2 Matches. At the beginning of a Fight the Witch Hunter may announce that they are using a Witch Trap. While a Witch Trap is being used the Witch Hunter will keep track of the number of spells that have been successfully cast during the fight. If a spellcasting Monster casts a spell that fails or is resisted, or causes a Magical Backfire the Witch Trap is destroyed and the casting Monster loses a number of Core dice of the Game Masters choice equal to the number of spells that have been cast during the fight so far. Unused Witch Traps are destroyed at the end of the fight. (Solo) (Utility)

Steal Skill: After reducing a Monster to 0 Tough Dice, instead of Banking an Action with the Steal Soul Job Ability you may spend a Banked Action to choose 1 of the Monster's Special dice. You gain that Special die for the remainder of the Adventure. You cannot use this ability to have more than three of a Special die. (Solo) (Utility)

Frog Familiar: Once per Adventure you may attempt to cast any Red Spell by spending 1 Food item. You may use this spell again during this Adventure after paying Coins to sleep in an Inn. (Solo) (Utility)

Good! and Evil! Special dice

During our time in Yeld there will be lots of opportunities for us to do good. We may also feel the pull of evil. Yeld is an ancient land home to powerful forces, and these forces will sometimes sway us in ways we won't understand, or even notice. And the Prince himself seems set to corrupt young heroes and recruit them to his cause!

During our adventures we'll sometimes have the opportunity to gain Good! and Evil! Special dice. These dice measure our extraordinary good and evil deeds, and as long as we have a Good! or Evil! die everyone we meet will know exactly what kind of person we are.

Friends can have both Good! and Evil! dice, but never more than three of each. A Friend can choose to add Good! or Evil! dice to a roll, but not both.

Good! and Evil! Special dice cannot be bought like normal Special dice. Here's how you'll acquire them:

- Each fight with a Hunter of Yeld will give Friends the opportunity to win a Good! or Evil! die.

- Evil! dice can be purchased on the Dragul Day holiday by visiting the Shadow Cliff and spending 2 Reward dice. The Game Master must agree that the Friend has committed a truly evil act within the last year.

- Good! dice can be purchased on the King's Day Feast holiday by visiting the ruins of the Sutherland Castle and spending 2 Reward dice. The Game Master must agree that the Friend has committed a truly good act within the last year.

- Gain an Evil! die the first time you lose Core dice from a Vampire's Bite attack.

- The Drudge Angel Advanced Job comes with a Good! and an Evil! die.

- Some Exotic and Legendary items provide Good! and Evil! dice.

Spending Good! and Evil! dice

As you can see, Good! and Evil! dice are relatively rare. Good! and Evil! dice are an easy reminder of exactly how moral or corrupt a Friend has become during their time in Yeld. Good! and Evil! dice can also be used in a number of ways.

- Add your Good! or Evil! dice to any roll. Regardless of the success of the roll, any Good or Evil dice used in this way that roll a 1, 2 or 3 are lost forever.

- Good! and Evil! dice are required for some Advanced and Monster Jobs.

- Good! and Evil! dice can be used to unlock Mastery Quests from the Job Trainer.

- Many Legendary Weapons can only be acquired by spending Good! or Evil! dice.

- Some Weapons and Armor allow Friends to add their Good! or Evil! dice to rolls without the risk of losing them.

- Drudge Angels use Good! and Evil! dice to cast spells.

Spells

Magic is a force of nature in the land of Yeld. Warriors brandish magic on the battleground, craftsmen use it as a tool in the workshop and monsters wield it to devastate towns and terrorize travelers.

Different kinds of spell casters use different kinds of magic. Black Mages draw on the power of shadows, loneliness and anger to cast Black magic. White Mages cast spells that evoke the power of imagination, friendship and loyalty. A Friend's Job lists the kind of spells they can cast. However, Yeld is full of strange and unusual magic, and if a Friend can find a spellbook or scroll with a new spell they may be able to add it to the list of spells they can cast.

- Red spells can be cast by anyone capable of using magic.

- Black spells can only be cast by Black Magic users.

- White Spells can only be cast by White Magic users.

- Goat spells can only be cast by Goats.

- Ghost Calls can only be used by Ghost Hunters.

- Wrath and Prayer spells can only be cast by Drudge Angels.

- Blue Magic spells, including Mermaid Magic, can be cast by anyone capable of using magic.

- Math spells can be cast by anyone capable of using magic.

The Freelancer can use his Improvise dice to attempt to cast any of the above spells as long as he has the proper spell scroll or book and any other required components.

Spellbooks and Scrolls

Spells come in Spellbooks and Scrolls. Unless otherwise noted by their Jobs spellcasters must hold a Spellbook or Scroll in hand to cast a spell. Spellbooks list multiple spells and can be used over and over. Spell Scrolls list just a single spell and are consumed after 1 use. Normal Spell books and scrolls can be found as Treasure or bought from Town Shops. Some spells are Rare and can only be bought from special Master Crafters or found as Treasure.

Call Spells

Spells that start will the word "Call" are used to summon Monsters that the spell caster can command. Called Monsters have their own profile and are controlled by the Friend or Monster that cast them. During a fight Called Monsters always take their Action right after the Friend who controls them, and can take an Action on the same turn they were called. Called Monster Actions neither benefit from or break the Action Chain. Called Monsters can Bank Actions and can benefit from friendly spells and abilities. Called Monsters only stick around for the set amount of time listed as their duration. A Friend can only Call one Monster at a time, but can dismiss a Called Monster at any time.

Black Mage Spells

Black Mages recieve a book of the 10 Black Magic spells listed below when they choose their job. Black Mage spells can also be found as scrolls. To cast a spell Black Mages must hold their spell book or a scroll in their hand

Fire Hat

Challenge: 6 **Range:** 4 Spaces
Normal Black Spell
Set a Monster's head on fire!

Effect: The Monster will roll 1 less die for all Actions for the rest of the fight. Monsters can break this spell by spending a Banked Action. This spell also causes the target to catch Fire.

Blind

Challenge: 9 **Range:** 4 Spaces
Normal Black Spell
Cause a Monster to go Blind!

Effect: If the Monster misses its target with an attack or spell it will hit the closest Monster it can attack (or itself if there is no other target) instead. Lasts until end of fight.

Hurt

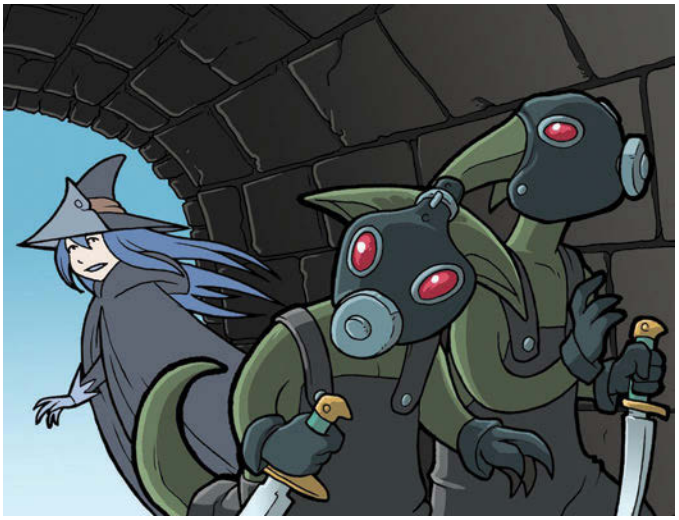
Challenge: 12 **Range:** 5 Spaces
Normal Black Spell
Cast Hurt to cause pain!

Effect: The target loses 1 Tough dice.

Scary Face

Challenge: 15 **Range:** 1 Space
Normal Black Spell
Scare a Monster!

Effect: On its next Action the Monster must move as far away from the Black Mage on the Action Board as possible and may not cast spells or make attacks that target the Black Mage. Additionally, the Monster may not participate in the Monster Chain. Ghost Monsters are immune to this spell.



Invisible Cloak

Challenge: 18 **Range:** Caster
Normal Black Spell
This spell turns the caster completely invisible!

Effect: In a fight the spell lasts for one round, but the caster can make a new Smart roll against the spell's challenge number as a free action each round at the beginning of their turn to stay invisible. Monsters only roll half their Strong or Smart dice and never add Weapon dice when trying to take an Action against the invisible Black Mage. Instead of moving a Monster can roll Smart dice against this spell's challenge number to take Actions against the Black Mage as normal for the rest of this round.

Betray Friend

Challenge: 21 **Range:** Caster
Normal Black Spell
Protects Black Mages from harm by shifting that harm to their friends!

Effect: A Black Mage casts this spell on herself. The next time the Black Mage would lose a Core die she instead chooses another Friend to lose one for her.

Backfire

Challenge: 24 **Range:** Unlimited
Normal Black Spell
Destabilize the local magic fields!

Effect: The next time any Monster casts a spell there is a 50% chance that the spell is cast on a target of the Black Mage's choice within range of the caster. Monsters can lose 1 Smart die to ignore the effects of Backfire.

Explode

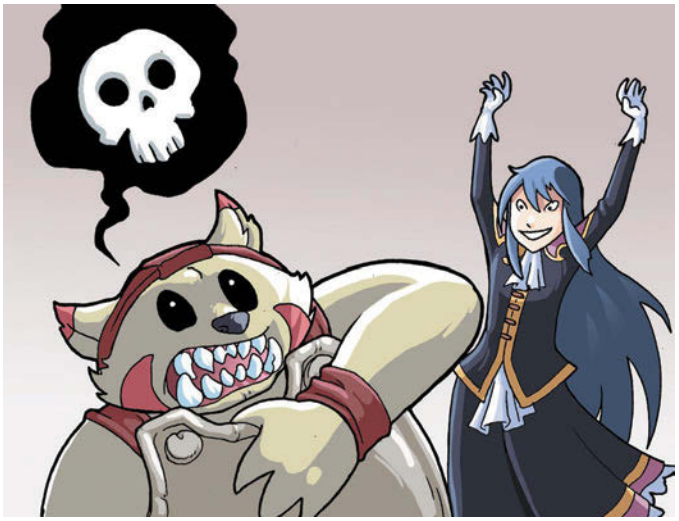
Challenge: 27 **Range:** 6 Spaces
Normal Black Spell
This spell makes things explode!

Effect: The Monster that this spell is cast on loses 2 Tough dice. Monsters and Friends on neighboring Action Board squares can roll Armor + Tough dice against a difficulty of 10 to avoid losing a Tough die.

Hurt All

Challenge: 30 **Range:** Unlimited
Normal Black Spell
Inflict pain on all of your enemies!

Effect: Black Mages use this spell to hurt a bunch of Monsters at the same time! All Monsters in the fight lose 1 Tough dice.



Death Curse

Challenge: 33 **Range:** 3 Spaces
Normal Black Spell
Black Mages use this spell to sentence a Monster to death!

Effect: Each round the Monster loses one Core dice of the Black Mage's choice.

Other Black Spells

These Black spells can be found as spell books and scrolls.

(Call) Speak of Snakes

Challenge: 15 **Range:** See Effect
Rare Black Spell
Summon a big pile of snakes!

Effect: Calls 1 to 3 Snakes. Roll a die to determine how many Snakes are placed on the Action Board. Place them anywhere on the board except in a space next to a Friend or Monster. The Snakes will not move but will immediately attack any Friend or Monster that moves into a neighboring space.

Snakes (Called Monster)
Duration: Until the end of the fight.
Core dice: Strong 1 Tough 1 Smart 1 Brave 1
Special Dice: Bite 2, Poison 1, Snakeskin 2

WHITE MAGE SPELLS

White Mages recieve a book of the 10 White Magic spells listed below when they choose their job. White Mage spells can also be found as scrolls. To cast a spell White Mages must hold their spell book or a scroll in their hand.

(Call) Imaginary Friend

Challenge: 6 Range: 1 Space
Normal White Spell

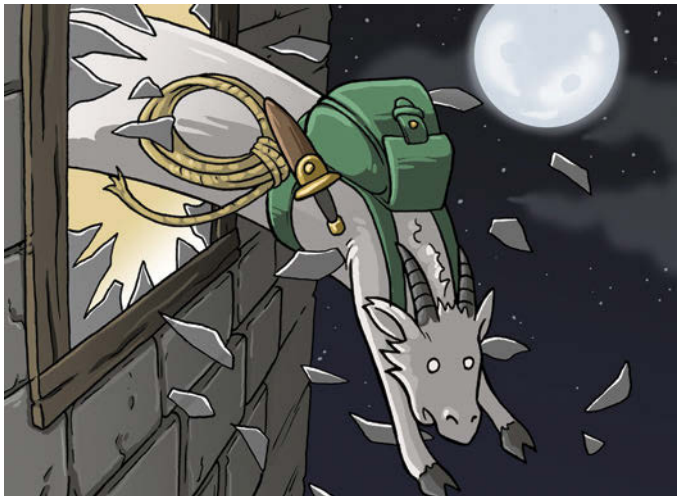
Effect: Calls a three foot tall creature formed from the White Mages imagination.

Imaginary Friend (Called Monster)
Duration: 5 rounds
Core dice: Strong 1 Tough 1 Smart 1 Brave 3
Special Dice: +1 Tease, +2 Break, +1 Mageproof

Refresh

Challenge: 9 Range: Unlimited
Normal White Spell
White Mages use this spell to heal hurt Friends.

Effect: Restores 1 Core dice to the caster or any Friend. This Spell can be cast on Ghost Friends to restore lost Tough dice only.



(Call) Escape Goat

Challenge: 12 Range: 3 Spaces
Normal White Spell

Effect: Often summoned by White Mages in dire need, this somewhat intelligent but fairly ordinary goat will chew through ropes, lead you up a treacherous path or drag you to safety. On his back he carries a pack that contains a small knife, a jar of oil, matches, a sturdy rope, a lock pick kit, sewing needle and thread and three silver coins. In a pinch you can also eat the goat.

Escape Goat (Called Monster)
Duration: 4 rounds
Core dice: Strong 2 Tough 2 Smart 1 Brave 4
Special Dice: +2 Hide and Sneak, +2 Backstab, +1 Disarm, +1 Snatch, +2 Bite, +1 Do things with Rope, +1 Lift, +2 Climb

Unicorn speed

Challenge: 15 Range: 1 Space
Normal White Spell
White Mages channel the spirits of noble Unicorns to grant their friends speed and grace.

Effect: Target rolls 1 extra die on all Actions as long as they have used a Move during their current turn. Lasts until the target is interrupted, fails to Move during their turn or the Fight ends.

(Call) Horde of Sheep

Challenge: 18 Range: 2 Spaces
Normal White Spell

Effect: Calls a horde of rampaging sheep that tear through the Monsters in front of them before vanishing. The Horde of Sheep count as a single Monster.

Horde of Sheep (Called Monster)
Duration: 1 Round
Core dice: Strong 5 Tough 1 Smart 1 Brave 4
Special Dice: +1 Bite, +2 Charge (can be used on the turn the Sheep are called)

Friendship

Challenge: 21 Range: 5 Spaces
Normal White Spell
Cast this spell to turn an enemy into a friend!

Effect: Target is befriended and counts as defeated and is removed from the Action Board. Targets resist this spell by rolling all their remaining Core dice. This spell can not be used against Boss Monsters.

(Call) Serpent Oracle

Challenge: 24 Range: 2 Spaces
Normal White Spell

Effect: Calls a mysterious Serpent Oracle, who can cast spells and predict the future, but refuses to answer questions.

Serpent Oracle (Called Monster)
Duration: 3 rounds
Core dice: Strong 2 Tough 2 Smart 4 Brave 2
Stuff: Serpent Strike (Rank 1 Sword) +1 Strong
Special Dice: +2 Lie, +2 Mageproof, +1 Poison
Spells: Hurt, Blind, See the Future, Speak of Snakes

Bright Armor

Challenge: 27 Range: 3 Spaces
Normal White Spell
Use magic to create radiant armor powered by bravery!

Effect: Target gains 3 Armor dice and + 3 Mageproof Special dice. Target must succeed at a Brave roll against a challenge 15 at the beginning of each round or lose the effects of this spell.

Refresh All

Challenge: 30 Range: Unlimited
Normal White Spell
A lifesaving spell!

Effect: Caster and all Friends regain 1 Core die, or 1 Friend regains 2 Core dice.

(Call) War Hare

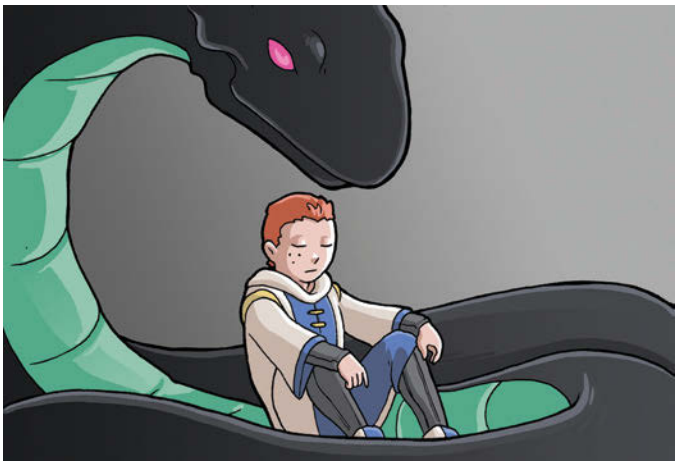
Challenge: 33 Range: 3
Normal White Spell

Effect: Calls a mighty War Hare. War Hares are huge beasts that can rip warriors to shreds and shrug off cannon fire.

War Hare (Called Monster)
Duration: 3 rounds
Core dice, Strong 5 Tough 4 Smart 4 Brave 4
Stuff: Bunny Claws (Rank 1 Axe) +2 Strong,
Hare Plate (Rank 1 Heavy Armor) +3 Armor
Special Dice: + 2 Mageproof , +1 Excuse Me!, +1 Huge

Other White Spells

These White spells can be found as spell books and scrolls.



See the Future

Challenge: 9 Range: 2 Spaces
Rare White Spell
Look into the future to see if you can change it.

Effect: This spell lets a Friend re-roll their next failed roll.

RED SPELLS

Red spells are commonly used by Monsters but can also be found as spell books and scrolls. Friends who already have the ability to cast spells can cast red spells, and must hold a spell book or a scroll in their hand to do so.

Torch Dagger

Challenge: 6 **Range:** 5 Spaces
Rare Red Spell
Conjure a dagger made from magical fire!

Effect: Cast on a Friend: Their successful attacks cause Fire for the rest of the fight. Cast on an enemy: They must drop their held weapons or catch Fire.

Sympathy

Challenge: 9 **Range:** 5 Spaces
Rare Red Spell
Red Mages use magic to temporarily change minds.

Effect: Targets successful Actions count as successes for the Monster Chain instead of the Action Chain. If possible the target must always choose a Monster to follow their Action. Reverse the effects of this spell if cast by a Friend.

Mud Coffin

Challenge: 12 **Range:** 3 Spaces
Rare Red Spell
Shape a suit of armor that is as much a trap as protection.

Effect: Target gains +2 Armor dice but can not Move until they have lost either a Tough die or Armor die. A target can only be under the effects of 1 Mud Coffin spell at a time. Last till end of fight.

Ghost Kiss

Challenge: 15 **Range:** 1 Space
Rare Red Spell
Reach through the divide between the worlds of the living and the dead.

Effect: Target Ghost loses a Core die of casters choice. Ghost Monsters and Ghost Friends can cast this spell on living targets.

Raptor Dive

Challenge: 18 **Range:** 1 Space
Rare Red Spell
Cast this spell to propel yourself into combat!

Effect: Target gains +2 Strong and +2 Jump Special dice. This spell lasts until the target fails an attack roll or until the end of the Fight.

(Call) Wild Totem

Challenge: 21 **Range:** 1 Space
Rare Red Spell
Summon a magical totem to help manage your pain.

Effect: Calls a Totem. While the Totem is on the Action Board the caster and all friendly Monsters or Friends can choose which type of Core die to lose when they are forced to lose a Core die from an attack or spell. The Totem can not take turns.

Wild Totem (Called Monster)
Duration: Until end of fight
Core dice: Strong 0 Tough 1 Smart 0 Brave 0
Stuff: Damage Ward (Heavy Armor) +3 Armor

Money Punch

Challenge: 24 **Range:** 3 Spaces
Rare Red Spell
This magic transforms pesky weapons and items into valuable coins! Who would object?

Effect: Target Friend loses 1 Item and increases their Coin Level by one. When resisting this spell the target will roll extra dice equal to the Rank of the Item that they would lose.

Anger

Challenge: 27 **Range:** 5 Space
Rare Red Spell
Cast a spell to make your enemies furious!

Effect: Target cannot use Special dice until end of fight. Target can roll Smart against a of challenge 21 at the beginning of every round to cancel the effect of this spell.

Bend Space

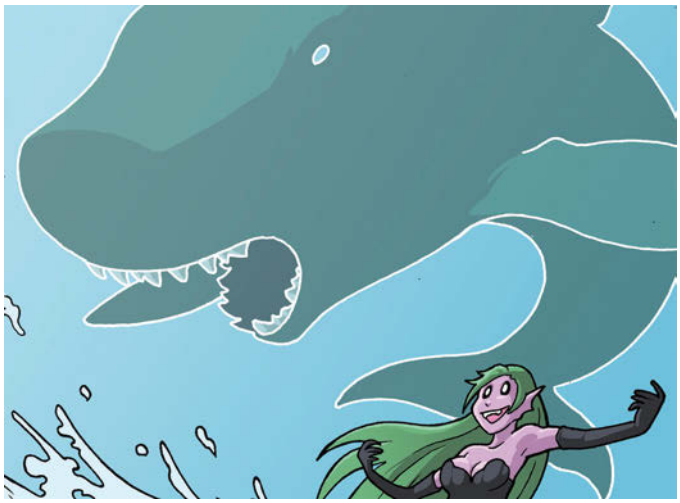
Challenge: 30 **Range:** Unlimited
Rare Red Spell
Reshuffle reality to push a fight in your favor!

Effect: Move every Friend and Monster in the fight one at a time to any open locations on the Action Board. Each target may roll to resist when they are chosen to move. Caster also Banks an Action.

Apathy

Challenge: 33 **Range:** Unlimited
Rare Red Spell
This magic sucks away all enthusiasm for casting spells.

Effect: Black and White spells can't be cast for the rest of the fight.



Blue Magic

Deep Mages learn to cast the 10 Blue Magic spells listed below when they choose their job. Blue spells can also be found as spell books and scrolls. Friends who already have the ability to cast spells can cast Blue spells, and must hold a spell book or a scroll in their hand to do so.

Bubble

Challenge: 6 **Range:** 3
Rare Blue Spell
Cast a protective bubble.

Effect: Target rolls 1 less die when attacking. Attacks against target roll 1 less die. This spell ends when target successfully attacks or is successfully attacked. When this spell ends the square target is occupying becomes Water until end of fight.

Call the Deep

Challenge: 9 **Range:** 1
Rare Blue Spell
Summon a slimey extension of The Deep.

Effect: Turn 1 square into Water for the rest of the fight and summon a Giant Tentacle on that square.

Giant Tentacle (called monster)
Duration: 2 rounds
Core dice: Strong 3 Tough 2 Smart 1 Brave 0
Special dice: + 1 Huge, +3 Tentacle!, +1 Reach

Fish Geyser

Challenge: 12 **Range:** 1
Rare Blue Spell
Unleash the power of fish!

Effect: Move target up to 3 spaces on the Action Board. Target can't move during their turn this round. If target has already taken a turn this round the caster gains a random Fish instead.

(Call) Ghost Shark

Challenge: 15 **Range:** 1
Rare Blue Spell
Summon an enormous ghostly leviathan to consume the souls of your enemies.

Effect: Call the ghost of a shark to harass the living and eat the dead.

Ghost Shark (Called Monster)
Duration: 2 rounds (or 3 rounds if caster is a Ghost)
Core dice: Strong 2 Tough 0 Smart 4 Brave 4
Special dice: +2 Grateful dead, +2 Swim, +2 Bite
Spells: Ghost Kiss (Red spell)

Bean Whale Song

Challenge: 18 **Range:** 3
Rare Blue Spell
The magical song of the Bean Whale heals and revives.

Effect: All Friends in range may spend a Banked Action to regain 1 lost Core die. Friends with no Banked Actions gain a Banked Action.

(Call) Squidman assassin

Challenge: 21 **Range:** 1
Rare Blue Spell
Summon a deadly underwater killer.

Effect: Calls an elite assassin to punish the foes of the Deep.

Squidman assassin (Called Monster)
Duration: 4 rounds
Core dice: Strong 2 Tough 2 Smart 2 Brave 2
Special dice: +2 Trip, +2 Disarm, +2 Bullseye, +2 Swim, +2 Fireproof, +2 Lucky
Stuff: Sword (+2 Strong, +2 Brave)
Gun (+3 Strong)
Medium Armor (+2 Armor)

Ice trident

Challenge: 24 **Range:** 5
Rare Blue Spell
This magical attack slows enemies with the crippling power of cold!

Effect: If cast on a Friend for the rest of the Fight their successful attacks will cause their targets to be unable to move during their turn. If cast on a Monster they must drop held weapons or lose their next Action and all Banked Actions.

Wind and rain

Challenge: 27 **Range:** Unlimited
Rare Blue Spell
Flood the field of combat!

Effect: All squares on the Action Board not occupied by a Friend or Monster become water until end of fight.

Drown

Challenge: 30 **Range:** 3
Rare Blue Spell
Fill the lungs and throat of your enemies.

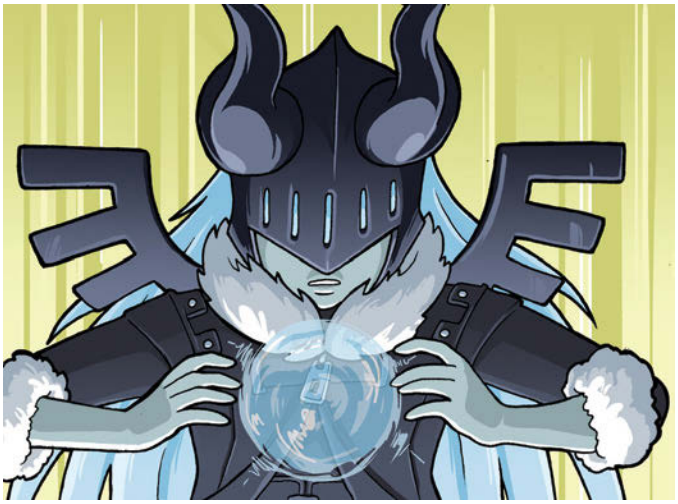
Effect: Target on a water square of the Action Board loses 1 Strong, Smart and Brave die.

(Call) Mermaid Heroine

Challenge: 33 **Range:**1
Rare Blue Spell
Great heroes of The Deep await your call to battle.

Effect: Call a legendary Mermaid Heroine to conquer the battlefield

Mermaid Heroine (Called Monster)
Duration: 4 rounds
Core dice: Strong 3 Tough 3 Smart 3 Brave 3
Special dice: +3 Good Plan, +3 Do things with rope, +3 Negotiate, +3 Scare
Spells: Can cast all Blue spells
Stuff: Polearm (Strong 2, Smart 2, Reach 1)
Heavy Armor (+3 Armor)



PRAYER SPELLS

Prayer spells are White Magic spells. Drudge Angels learn to cast the 5 White Magic spells listed below when they choose their job. Drudge Angels can add Good! dice to their rolls to cast Prayer Spells.

Tears of Heaven

Challenge: 9 **Range:** Unlimited
Rare White Spell
Shed a tear for your enemies.

Effect: Target cannot interrupt for the rest of the Fight. The caster Banks an Action whether this spell was successfully cast or not.

Combat Insight

Challenge: 12 **Range:** 3 Spaces
Rare White Spell
Protect yourself!

Effect: Target cannot be affected by Disarm, Snatch or Break during this fight. This spell lasts until the Target or Caster becomes a Ghost.

Harsh Comfort

Challenge: 15 **Range:** 3 Spaces
Rare White Spell
Heal wounds.... at a cost!

Effect: Target restores 1 Tough die, but loses 2 Core dice. This loss can be any combination of Strong, Smart or Brave dice. This spell can not be cast on a Target that already has their maximum number of Tough dice.

Stigmata

Challenge: 18 **Range:** Caster
Rare White Spell
Bleed to show your faith!

Effect: The caster rolls 1 extra Strong and Brave die for each Tough die she has lost this fight. This spell can not be cast unless the caster has lost at least one Tough die during this fight. Lasts until the end of the fight.

Second Life

Challenge: 21 **Range:** Unlimited
Rare White Spell
May your second life be better than your first!

Effect: Cast on a Friend who has returned from the Ghost World. They will roll 1 extra Strong, Tough and Smart die, but two less Brave dice, for the rest of the Adventure. This spell can be cast as a Ghost Friend.

WRATH SPELLS

Wrath spells are Black Magic spells. Drudge Angels learn to cast the 5 Black Magic spells listed below when they choose their job. Drudge Angels can add Evil! dice to their rolls to cast Wrath Spells.

Hell's Reach

Challenge: 9 **Range:** Caster
Rare Black Spell
Sharpen your spear!

Effect: The bonus Core dice provided by the caster's Polearm or Dagger are doubled. Lasts until the end of the Fight, the caster fails an attack. or is disarmed.

Harsh Justice

Challenge: 12 **Range:** Unlimited
Rare Black Spell
Cut down your enemies!

Effect: All Monsters will roll one less Armor die this round. If this spell is successful the caster can Immideately Bank an Action. If this spell fails the caster will lose all Banked Actions.

Blinding Rage

Challenge: 15 **Range:** 1 Space
Rare Black Spell
Vent your rage!

Effect: Target Monster and caster lose a Tough die. The caster may immediately make an attack against the Monster this spell targeted if it is still alive.

Leviathan Gaze

Challenge: 18 **Range:** 5 Spaces
Rare Black Spell
Silence a Monster!

Effect: The Monster cannot speak, participate in the Monster Chain or cast spells during its next turn.

Army of the Dead

Challenge: 21 **Range:** Unlimited
Rare Black Spell
Sacrifice yourself to summon the Armies of Ghost World to wreak vengeance on your enemies!

Effect: All Monsters in the fight lose 1 Strong or Tough die (Monster's choice) and may not take any Actions for the rest of this round. The caster loses all of her Tough dice and Banked Actions. Monsters may choose to resist this spell by rolling Brave dice.

GHOST KEEPER CALLS

Ghost Keeper Calls are Red Magic Spells. Ghost Keepers learn the 3 Red Magic Spells listed below when they choose their Job.

(Call) Ghostly Presence

Cost: 2 Ghosts in Jars
Rare Red Spell
Call a minor spirit to protect you in battle.

Ghostly Presence (Called Ghost Monster)
Duration: 5 rounds
Core dice: Strong 1 Tough 0 Smart 1 Brave 3
Special dice: +2 Tease, +2 Bite

(Call) Ghost Lord

Cost: 4 Ghosts in Jars
Rare Red Spell
Call a major wraith to fight at your side.

Ghost Lord (Called Ghost Monster)
Duration: 5 rounds
Core dice: Strong 2 Tough 0 Smart 3 Brave 4
Special dice: +2 Stubborn, +2 Mageproof, +2 Sixth Sense
Stuff: Ghostly Royal Lance (+2 Strong, Reach 1)

(Call) Dead Hero

Cost: 6 Ghosts in Jars
Rare Red Spell
Call a departed hero to save the day.

Dead Hero (Called Ghost Monster)
Duration: 5 rounds
Core dice: Strong 3 Tough 0 Smart 3 Brave 4
Special dice: +1 Inspiring Presence, +3 Run, +1 Trample, +2 Grateful Dead
Stuff: Departed Warhare (+3 Armor), Grave Bow (+3 Strong)

GOAT SPELLS

Goat Spells are Red Magic spells. These spells can only be cast by Goats. These spells do not require the caster to speak or hold a Spell Book or Scroll, although if the caster did not begin their life as a Goat a Goat Spell Book or Scroll of Goat Spells must be among their equipment to cast these spells.

Excuse Goat

Challenge: 9 Range: Caster
Rare Goat Spell
(random goat noises)

Effect: Goats are rude. Cast this spell instead of making an Interrupt roll. If the spell is successful your Interrupt is an automatic success.

Baaaaack from the dead

Challenge: 12 Range: 1 Space
Rare Goat Spell
(random goat noises)

Effect: Focus all of your Goatly might to summon a Friend back from the Ghost World. Restore 1 Tough die to a Ghost Friend.

Garygygoat

Challenge: 16 Range: Caster
Rare Goat Spell
(random goat noises)

Effect: Summon the wisdom of a the wisest of all goats to advise your friends! All Friends within 1 square of caster on the Action Board will reroll the next roll they fail this turn. Cast this spell on yourself to return to your original non-goat form.

MERMAID SPELLS

Mermaid spells are Blue Magic spells. All Mermaids can cast Mermaid Magic spells. Mermaid spells can also be found as spell books and scrolls. Friends who already have the ability to cast spells can cast Mermaid spells, and must hold a spell book or a scroll in their hand to do so. The Challenge number for Mermaid spells doubles after the first time the spell is cast each Adventure unless the caster is standing in water.

Legs

Challenge: 9 Range: Caster
Rare Mermaid Spell
Grow a pair of land legs!

Effect: The Mermaid's beautiful tail is transformed into a stubby pair of land legs. The Mermaid's Swim Special dice become Run special dice for the duration of this spell. The spell lasts until dismissed. Land dwelling casters can use this spell in reverse to turn their horrible legs into stunning Mermaid tails and gain 2 Swim Special dice.

Ocean Fresh

Challenge: 9 Range: Caster
Rare Mermaid Spell
Bring the delicious taste of the ocean to every meal!

Effect: Target Food item is now a Fish of the caster's choice (see the Fishing table for types of fish). Consuming this Food item will provide +1 Brave for the rest of the round in addition to any other effects.

Mermaid Fashion

Challenge: 9 Range: Caster
Rare Mermaid Spell
Summon a set of fashionable clothes suitable for surface socializing.

Effect: Create a Rank 1 Clothing Item. This clothing item counts as Fancy Clothes (see page 128). This clothing item vanishes at the end of the Adventure.

Pure Heart

Challenge: 22 Range: Caster
Rare Mermaid Spell
Everyone knows mermaids are well known for their pure hearts!

Effect: Roll one extra die the next time you roll on any non-Treasure or Loot table.

MATH SPELLS

Math spells are not associated with a color of magic. Goblins refer to Math spells as formulas and equations. Reciting these spells bends the fragile fabric of reality in Yeld and can have dangerous and unpredictable effects. Math spells can be found as spell books and scrolls. Friends who already have the ability to cast spells can cast Math spells, and must hold a book or a scroll in their hand to do so.

Square Root

Challenge: 9 Range: 3 Squares
Rare Math Spell
Use the power of math to summon powerful square roots to bind a monster to the ground!

Effect: Target is unable to use their Move during their next turn.

Pie

Challenge: 12 Range: Action Board
Rare Math Spell
This spell robs Pirates of their strength and cunning, temporarily reducing them to regular rats!

Effect: All Pi-rats on the Action Board become "Regular Rats". Pi-rats cannot resist this spell when it is cast, but may roll Smart dice against a Challenge of 5 at the beginning of each turn to return to their normal form.

Regular Rat (Called Rat Monster)
Just a regular rat.
Core dice: Strong 1 Tough 1 Smart 1 Brave 2
Special Dice: +1 Bite

Game Theory

Challenge: 15 Range: Any Monster
Rare Math Spell
"My success depends on your success."

Effect: Cast on a Monster. The Monster will gain 1 extra die on rolls. Each time the Monster makes a successful roll the caster gains 1 extra die to add to their next Action. Lasts until Monster fails a roll.

MASTERY SPELLS

Mastery Spells can only be earned by completing Mastery Quests (found on page 50).

Bright Sword

Challenge: 15 Range: 3 spaces
Legendary White Spell
Ignites a weapon in a brilliant light.

Effect: Target Gains +3 Holy Warrior and +1 Reach Special dice until the end of the fight. Target must succeed at a Brave roll against a Challenge of 15 at the beginning of each round or lose the effects of this spell.

(Call) Nohsis

Challenge: 27 Range: 1 Space
Legendary White Spell

Effect: Call on the restless bones of the late Dragon Nohsis. If your cause is worthy, she may assist you for a price. When the duration of this Spell ends the caster loses all Tough dice and becomes a Ghost.

Nohsis the Dragon (Called Monster)
Duration: 3 rounds
Core dice: Strong 5 Tough 5 Smart 4 Brave 2
Special Dice: +3 Bite, +3 Mageproof, +1 Firebreath, +1 Reach, +1 Huge, +1 Monster Weapon

Shadow Burst

Challenge: 24 Range: 3 Spaces
Legendary Black Spell
Unleash the energies of the shadow realm upon your enemies.

Effect: Target loses 1 of each Core Die. All Friends and Monsters suffer the Darkness effect for the remainder of the Fight. This spell cannot be cast if the Darkness effect is already being used this fight.

Free Door

Challenge: 30 Range: 1 Space
Legendary Black spell
Summons a freestanding magical door that takes the caster to their favorite inn.

Effect: Create a portal to your Home Inn from anywhere in Yeld. The portal will remain open for 1 day or until the Friends return through it. Only the caster and their Friends can use the portal.

JUNK HOUND MODIFICATIONS

The special modifications that Junk Hounds build into their tools aren't magical, but to anyone who isn't as imaginative and ingenious as a Junk Hound they might as well be!

Activating a Modification takes an Action during a Fight. The Junk Hound must spend 1 Junk and roll their Smart and Strong dice on the Modification's table.

Tectonic slammer

All Monsters in a straight line on the Action Board starting from the Junk Hounds square lose a Tough die. Monsters roll armor against this attack.

Tectonic slammer table: Roll for number of squares affected.

- 8 or more: 3 squares in a straight line starting from Junk Hound

- 16 or more: 5 squares in a straight line starting from Junk Hound

- 24 or more: 7 squares in a straight line starting from Junk Hound

Welder's wife

The Junk Hound sets ablaze a Monster within 2 squares on the Action Board. Monsters can resist by rolling Smart and the Fireproof Special die.

Welder's wife table: Roll to determine the effect on target Monster.

- 8 or more: Monster catches Fire

- 16 or more: Monster catches Fire and drops held Gear and Weapons

- 24 (or more): Monster and any other Monsters within 1 square catch Fire and drop held Gear and Weapons

Pogo hammer

The Junk Hound moves a number of squares on the Action Board, then causes all Monsters within 1 square to lose a Tough die. Monsters resist by rolling Brave and the Run Special die.

Pogo Hammer table: Roll to determine the number of squares the Junk Hound may move.

- 8 or more: 1 square

- 16 or more: 2 squares

- 24 or more: 3 squares

Can opener

The Junk hound eviscerates the armor of a Monster within 1 square. Monsters resist by rolling Strong and the Lift Special die.

Can opener table: Roll to determine armor lost.

- 8 or more: 1 armor die

- 16 or more: 2 armor dice

- 24 or more: 3 armor dice

Monster magnet

Move all Monsters on the Action Board toward the Junk Hound. Monsters resist by rolling Tough and Jump Special die.

Monster magnet table: Roll to determines the number of squares Monsters are moved.

- 8 or more: 2 squares

- 16 or more: 4 squares

- 24 or more: 6 squares

Hero cannon

Moves a Friend within 1 square across the Action Board. A Friend moved by Hero cannon Banks an Action.

Hero cannon table: Roll to determines the number of squares the Friend moves.

- 8 or more: 2 squares

- 16 or more: 3 squares

- 24 or more: 4 squares

Junk Hound Contraptions

Before a Junk Hound takes an Action they may deploy a Contraption onto the Action Board. When a Junk Hound deploys a Contraption it is placed on a square next to them and remains there until all of its charges have been used, the Contraption is destroyed or the Fight ends. Contraptions have 3 charges and 1 Tough die. Contraptions take up a Food Item slot.

Vending Machine

A Friend who starts or ends their Action on the same square as the Vending Machine may spend 1 charge to gain a random Food Item (Hot Sausage, Berry Pie, Sushi or Jerky).

Electric Fence

Any Monster that moves within 1 square of the Electric Fences must spend 1 charge and catch Fire. Has no effect on Monsters who are already on Fire.

Ghost Beacon

Ghost Monsters within 2 Squares of the Ghost Beacon spend a charge and lose their Action. A Ghost Friend making a Restore roll must spend 1 charge and roll an extra die on their roll.

Battlescope

Spell casting Friends on the same square as the Battlescope may spend a charge to increase the range of their spells by 1 square for the rest of the round. Alternatively, any Friend on same square as the Battlescope can spend 1 charge to add an extra die to any ranged attack.

TREASURE!
COOL!
WHAT'D WE GET?
A SWORD!
AN AWESOME SWORD!
OH WOW!
I'M GOING TO KILL SO MANY MONSTERS WITH THAT SWORD!
UHH...
ACTUALLY...
I FOUND IT!
IT'S MINE!
WHAT!?
YOU DON'T EVEN USE SWORDS!
MAYBE I'LL BE A VAMPIRE WHEN I'M OLDER.
BUT...!
YOU GOT THE LAST TREASURE!
IT'S MY TURN!
I GOT THIS STUPID CAT HAT!
WHAT AM I GOING TO DO WITH THAT?
I WANTED THAT CAT HAT AND YOU SAID NO!
IT WAS MY TURN FOR TREASURE!
WELL NOW IT'S MY TURN!
I'M GOING TO SELL THIS SWORD FOR SOOOOOOO MANY COINS!
AND BUY MY OWN CAT HAT!

PART 6: THE STUFF GUIDE

This part of the book is all about the cool stuff we'll find as we travel Yeld. In this chapter we'll learn all about Weapons and Armor. We'll see how Shops and Coins work to allow you to buy Weapons, Armor, Fishing Poles, Clothes, Food and all kinds of other neat stuff. You'll also find a selection of Rare, Exotic, Cursed and Forbidden treasures that you may come across in your adventures! Weapons, Armor, Gear, Food, Clothes and any other items are collectively called Stuff!

Weapons

Using a sword or bow takes a certain amount of practice and skill. When the Friends first come to the land of Yeld they won't know how to use the weapons they find. Friends will be able to swing around a sword or axe, but without the proper training it won't be any more effective than a big stick! Eventually the Friends will each take on a Heroic Job and learn how to use certain weapon types. Any Friend can pick up any weapon and use it, but unless that weapon is on their Job's weapon list they won't gain any Core dice from using it (they can still benefit from the weapon's Special dice, if it has any)!

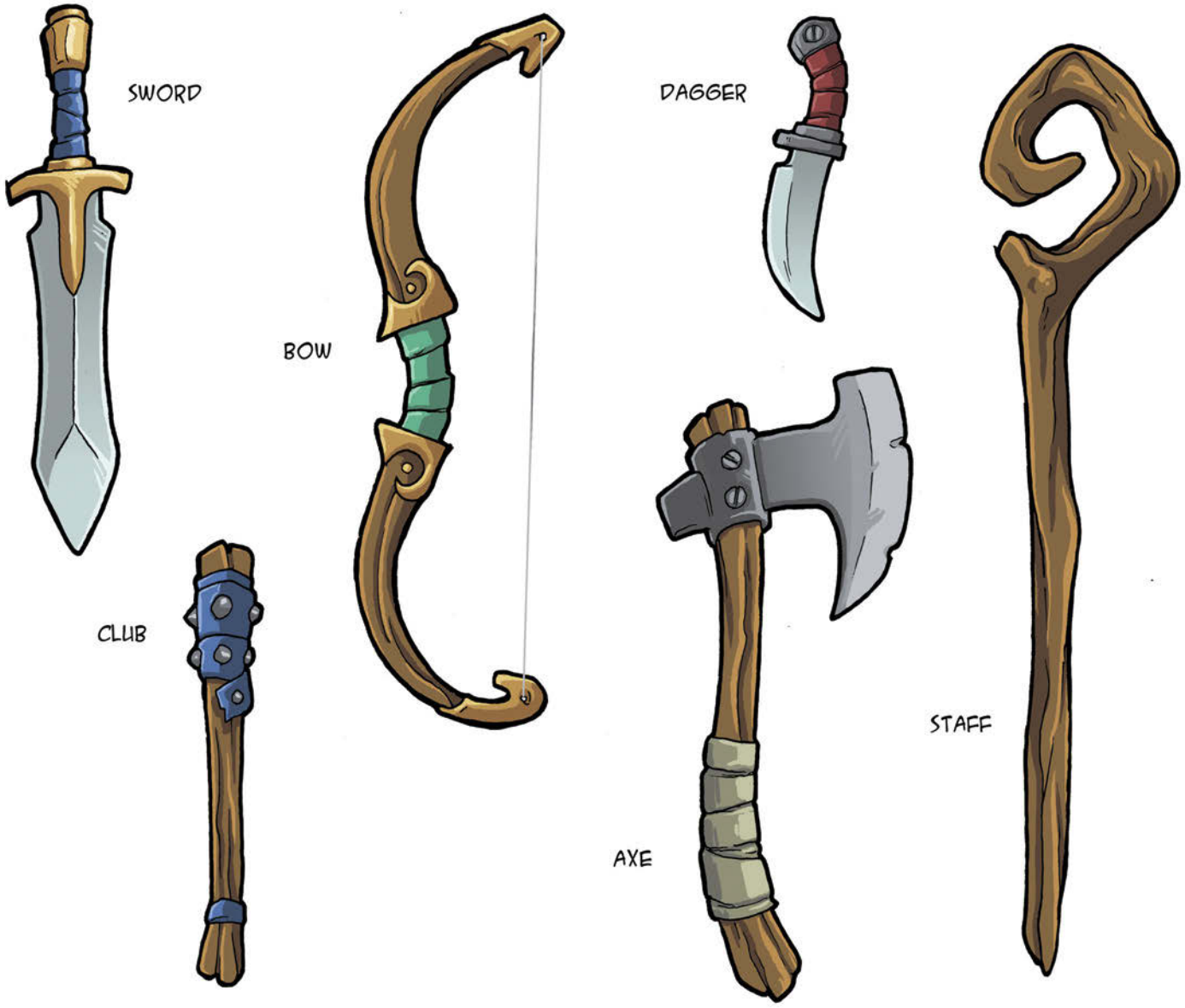
Weapon dice: Each weapon grants Weapon dice. These are Strong, Smart, Brave and (rarely) Tough dice that you can add to your Friends Core dice as long as they are holding the weapon in hand. Some weapons also grant Special dice. Special dice given by a weapon can be used even if the Special dice is from another Job's list or the Monster Special dice list.

Holding weapons: Friends only gain the benefit of a weapon's dice if they are holding the weapon in their hand. Most Friends will gather a collection of weapons and items during their Adventures, but at the beginning of each Fight they'll have to decide which they'll be holding in each hand. If a Friend wishes to draw a new weapon or item during a Fight or pick up a dropped weapon they'll have to spend an Action to do so, sheathing or storing any weapon or item they were holding in that hand as part of the same Action.

Holding a two-handed weapon: Some weapons, like Axes and Staffs, require two hands to hold when attacking. It is not possible to attack with these weapons while holding them in one had. However, holding these weapons in one hand does allow a Friend to benefit from the dice they provide. For example:

Naomi the Black Mages needs to hold her Spell Book in her had to cast spells. She decides to hold her staff in her other hand. She won't be able to attack with her staff (unless she spends an Action to put away her Spell Book) but she will benefit from the +2 Smart dice provided by the staff, which will help her cast her spells.

Holding a Weapon in each hand: A Friend who chooses to hold a Weapon in each hand can decide which weapon to use at the beginning of each round. During that round the Friend will only benefit from the dice provided by that Weapon. If the Friend is able to take a second Action during a round they can choose to switch to their other weapon.



Weapon types

There are 13 types of weapons: Swords, Daggers, Clubs, Axes, Staffs, Bows, Brooms, Polearms, Stakes, Knuckles, Guns, Whips and Torches. Melee weapons like swords can attack any neighboring space on the Action Board. Ranged and thrown weapons can attack any space on the Action Board that they have line of sight to (See page 19).

Swords: Swords give extra Strong and Brave dice. Swords are melee weapons.

Daggers: Daggers give extra Brave dice. Daggers are melee and thrown weapons. If a Dagger is thrown it cannot be used again during that Fight.

Clubs: Clubs give extra Strong dice. Clubs also give Break Special dice! Clubs are less powerful than axes, but you can use them in one hand! Clubs are melee weapons.

Axes: Axes give extra Strong dice. Axes are more powerful than Clubs but must be used two-handed! Axes are melee weapons.

Staffs: Staffs give extra Smart dice. Mages prefer staffs for casting spells in fights! Staffs are two-handed weapons, but a mage who wants to cast a spell can still benefit from the Staff's extra Smart dice if she holds it in one hand. Staffs are melee weapons.

Bows: Bows give extra Strong and Brave dice. Bows come with plenty of arrows, so Friends and Monsters never need to worry about running out. Bows are two-handed ranged weapons.

Brooms: Brooms are special weapons used only by Witches that give Strong and Fly dice. Brooms are melee weapons. There are no Rank 0 Brooms.

Polearms: Polearms are used by Drudge Angels and some Monsters. There are no Rank 0 or 1 Polearms. Polearms usually give a combination of Core dice and the Reach Special die. Polearms are melee weapons that can be used to attack short distances.

Stakes: Stakes are created by Vampire Hunters and give Strong dice. There are no Rank 0 or 1 Stakes. Stakes are melee weapons.

Knuckles: Knuckles give extra Strong and Poison dice! There are no Rank 0 or 1 Knuckles. Knuckles are melee weapons.

Guns: Guns are dangerous weapons sometimes used by Monsters. Guns provide Strong dice but can only be fired if the user spends 1 Match. Guns are ranged weapons. There are no Rank 0 or 1 Guns.

Whips: Whips allow for quick attacks at short distances and provide Smart and Brave dice. There are no Rank 0 or 1 Whips.

Torches: Torches are melee weapons that provide Strong dice and cause Fire. If a Torch suffers the effects of the Break Special Die it is permanently destroyed. All Friends can use Torches, regardless of Job. There are only Rank 1 Torches.

Weapon Ranks

Weapons come in 5 ranks, new ranks becoming available as Friends defeat Hunters of Yeld and gather their keys.

Rank 0 Weapons are meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Sometimes these are the weapons the Friends carry with them from home, like baseball bats and pocket knives. Rank 0 Weapons provide a single Strong, Smart or Brave die, but never Special dice.

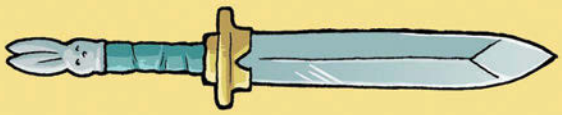
Rank 1 Weapons are acquired when the Friends first take their Heroic Job, and can be found, won or bought from that point on. Rank 1 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 2 Weapons can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 3 Weapons can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Weapons provide a mix of Core and Special dice depending on the weapon type.

Rank 4 Weapons can be obtained after the Friends defeat 6 Hunters. Rank 4 Weapons are rare and hard to find. Don't expect to see many of them!

Example weapon:



Rabbit Sword
A beginners sword inspired by the legendary Luck Bunny!
Rare Rank 1 Sword
Benefits: +1 Strong, +1 Brave +1 Jump
Cost: Can be crafted for Some Coins and a Sword of any rank

Weapon specific Special dice:

Here's a list of Special dice commonly found on weapons:

Big Weapon: Roll +1 Strong dice when attacking with this weapon. Monsters who lose Core dice from this attack can be moved up to 1 square on the Action Board.

At the beginning of each Round that a Friend is holding this weapon roll Core Strong dice against a Challenge of 15. If the roll fails the Friend is unable to lift the weapon and must Bank their Action instead. Friends can add Lift Special dice to this roll. (Weapons only) (Solo) (Combat)

Fly: Add to Tough when rolling to resist damage from non-ranged weapons. (Brooms only) (Bonus)

Reach: This weapon can be used to attack Monsters two squares away on the Action Board. (Weapons only)

Armor

Friends wear armor to protect themselves from attacks. While some Armor comes as full suits of mail or impressive sets of plate, often Friends will find Armor that is simply a single studded glove, a sturdy pair of leather boots or a rusty helmet.

Friends can only wear a single Armor item at a time. Each Armor item takes up one of 4 slots: Head, Chest, Arms and Legs (these slots are shared with Clothes items)

Armor comes in 4 types: Light, Medium, Heavy and God Armor. Each Armor type requires a certain number of Tough dice to wear it. So tougher Friends can wear heavier armor!

Light Armor requires 1 Core Tough dice and gives +1 Armor dice

Medium Armor requires 2 Core Tough dice and gives +2 Armor dice

Heavy Armor requires 3 Core Tough dice and gives +3 Armor dice

God Armor requires 4 Core Tough dice and gives +4 Armor dice

Armor Ranks

Armor types come in 5 ranks, new ranks becoming available as Friends defeat Hunter of Yeld and gather their Keys.

Rank 0 Armor is meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Often this armor is actually heavy coats, soccer shin guards or other items Friends bring to Yeld from our world. Rank 0 Armor provides a single Armor die, but never Special dice.

Rank 1 Armor can be found, won or bought when the Friends first take their Heroic Job. Rank 1 Armor provides only Armor dice.

Rank 2 Armor can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Armor provides Armor dice as well as a single Special die.

Rank 3 Armor can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Armor provides Armor dice as well as 2 Special dice.

Rank 4 Armor can be attained after the Friends defeat 6 Hunters. Rank 4 Armor provides Armor dice as well as 3 Special dice

Example armor:

Ancient Horn helmet
An old but reliable helm.
Normal Rank 3 Medium Armor (Head)
Benefits: +2 Armor, +1 Headbutt, +1 Charge
Cost: Can be bought from any merchant for Some Coins

Shields

Shield can be used by any Friend or Monster and give +1 Armor dice. Shields can be used with other pieces of armor. You'll need a free hand to use a shield.

Shield Ranks

Shields come in 5 ranks, new ranks becoming available as Friends defeat Hunter of Yeld and gather their Keys.

Rank 0 Shields are meant for Friends newly arrived in Yeld who have not yet accepted their role as Heros. Friends often use trashcan lids, Captain America toy shields or other items from our world as shields. Rank 0 shields provide 1 Armor die, but never Special dice.

Rank 1 Shields can be found, won or bought when the Friends first take their Heroic Job. Rank 1 Shields provide a single Armor die.

Rank 2 Shields can be found, won or bought after the Friends defeat 2 Hunters of Yeld. Rank 2 Shields provide a single Armor dice as well as +1 Shield Bash or +1 Big Shield Special die.

Rank 3 Shields can be found, won or bought after the Friends defeat 5 Hunters of Yeld. Rank 3 Shields provide a single Armor dice as well as +2 Shield Bash or +1 Big Shield Special dice (or a combination of those benefits).

Rank 4 Shields can be attained after the Friends defeat 6 Hunters. Rank 4 Shields provide a single Armor dice as well as +3 Shield Bash or +1 Big Shield Special dice (or a combination of those benefits).

Example Shield:

Slate Shield
A heavy sheet of slate, mined by Fairies and fitted for war.
Normal Rank 2 Shield
Benefits: +1 Armor, +2 Shield Bash
Cost: Can be bought from any merchant for Some Coins

Shield specific Special dice:

Here's a list of Special dice commonly found on shields:

Big Shield: Roll +1 Armor dice when defending with this Shield.

At the beginning of each Round that a Friend is holding this shield roll Core Strong dice against a Challenge of 15. If the roll fails the Friend is unable to lift the shield and must Bank their Action instead. Friends can add Lift Special dice to this roll. (Shields only) (Solo) (Combat)

Shield Bash: Roll with Strong dice as a free attack against a Monster after successfully using Armor dice to defend against its attack. If your Shield Bash attack is successful the Monster will be forced back 1 Square on the Action Board. You must have a Shield in hand to use this Special die. (Combat)

Clothes Items

Clothes give Friends Special dice or increase the number of Food items they can carry. Because they are tailored for certain climates and weather or adhere to strict seasonal fashion trends clothes items only provide their benefits during certain seasons. Each Clothes item takes up one of 4 slots: Head, Chest, Arms or Legs (these slots are shared with Armor). Friends can wear up to 4 clothes items.

Clothes items come in 3 ranks:

Rank 1 Clothes can be found after Friends take on Heroic Jobs. They provide 1 Special die or allow Friends to carry 1 extra Food item during a single season.

Rank 2 Clothes can be found after Friends defeat 2 Hunters of Yeld. They provide 1 Special dice or allow Friends to carry 1 extra Food item during 2 seasons.

Rank 3 Clothes can be found after Friends defeat 5 Hunters of Yeld. They provide 1 Special dice or allow Friends to carry 1 extra Food item during 3 seasons.

Example Clothes item:

Rockhopper Gloves
These sturdy gloves always find the best nook or crevice.
Normal Rank 1 Clothes item (Arms)
Benefits: +1 Climb during Spring and Summer
Cost: Can be bought from any merchant for Some Coins.

Food items

Food items include any item that can be consumed to grant Friends a bonus on their next die roll or some other benefit. A single Food item can be consumed at any time, including right before a Friend takes an Action or defends against an attack or spell. Each Food item can only be used once. Each Friend can carry one Food item.

Food items are rank 0 and can be found or purchased once Friends arrive in Yeld.

The 4 most common Food items:

Berry Pie	+1 Tough on your next roll
Hot Sausage	+1 Strong on your next roll
Jerky	+1 Brave on your next roll
Sushi	+1 Smart on your next roll

Gear Items

Gear items provide benefits while a Friend holds them in hand. A Friend can carry up to 3 Gear Items, but can only hold two at a time (one in each hand). All Spell Books and Scrolls are Rank 1 Gear Items. Other Gear items provide Special dice, Restore Rolls or Banked Actions.

Rank 1 Gear items can be found after Friends take on Heroic Jobs. They provide 1 Special die, 1 extra Restore Roll each Adventure or allow a Friend to use 1 Free Banked Action each Adventure.

Rank 2 Gear items can be found after Friends defeat 2 Hunters of Yeld. They provide 2 Special dice, 2 extra Restore Rolls each Adventure or allow a Friend to use 2 Free Banked Actions each Adventure (or a combination of those benefits).

Rank 3 Gear items can be found after Friends defeat 3 Hunters of Yeld. They provide 3 Special dice, 3 extra Restore Rolls each Adventure or allow a Friend to use 3 Free Banked Actions each Adventure (or a combination of those benefits).

Example Gear item:

Blazing Lantern
The magical flame of this lantern burns bright.
Normal Rank 2 Gear Item
Benefits: +1 See in the dark, +1 Banked Action at the start of the Adventure.
Cost: Lots of Coins

THE STUFF GUIDE 2: ALL THE STUFF!

This section of the book is about all the cool stuff your Friends can buy in shops or find as Loot and Treasure. All Weapons, Armor, Items and Loot are collectively referred to as Stuff, and all Stuff has a profile that explains what it is, what it does and what it costs.

Buying Stuff with Coins

Each time a Friend makes a purchase their Coin Level is reduced by 1. For example, if a Friend has Tons of Coins and buys a sword that costs Some Coins, they'll be left with Lots of Coins. A purchase will only ever reduce your Coin Level by 1. If a Friend has Tons of Coins and buys something that costs Lots of Coins they'll still be left with Lots of Coins. (Find out more about Coin Levels on page 31)

However, the Game Master can decide that a purchase is just too small to impact a Friend's Coin Level. This is at the Game Master's discretion, but sometimes it means you'll end up with a cheap Food item or Normal Weapon for free!

Stuff Availability:

Friends will be able to find most normal stuff in shops around Yeld. More uncommon and powerful items can only be found as Treasure, bought at Exotic Merchants or created by Master Crafters!

Normal Items, Armor and Weapons can be purchased from any shop in Yeld.

Rare Items, Armor and Weapons can be crafted by a Master Crafter of the appropriate Rank.

Exotic Items, Armor and Weapons can only be purchased from Special Merchants.

Legendary Items, Armor and Weapons have their own unique cost listed in their profile.

Shops

There are three types of shops that Friends can visit:

Town Shops: Town Shops can be found in almost every village, castle and city. Some Town Shops are small carts or travelling merchants, while others are well stocked stores with tall shelves packed full of handy goods. A Town Shop never stocks anything fancy, but will always carry all the basic goods and gear a hero could want. You can buy all Normal Stuff in any Town Shop.

Master Crafters: Master Crafters of Yeld produce the rarest weapons, clothes, armor and gear in all the land. The shops of these artisans are extremely hard to find and require the Heroes to take on a special quest in order to use their services.

At each new Rank the Heroes will have to complete a special quest in order to gain access to a new Master Crafter. Once the quest is completed, the Heroes may purchase any Rare Stuff of their current Rank from the new Master Crafter. This quest can be requested by the players at any time after gaining a new rank and it will be up to the GM to decide where the Master Crafter's shop is located and what the Heroes must do in order to acquire their services.

Once the Heroes have access to a Master Crafter they will be able to purchase any Rare items of the appropriate Rank from them directly or order Rare items through the mail by using the Letter Writing Special Die and consulting the table below. Make sure to give your order to the Postman and include the item's cost!

Mail Order Items

(Roll Letter Writing with Smart)

- 10 or more, 6 days to deliver item
- 18 or more, 4 days to deliver item
- 24 or more, 2 days to deliver item

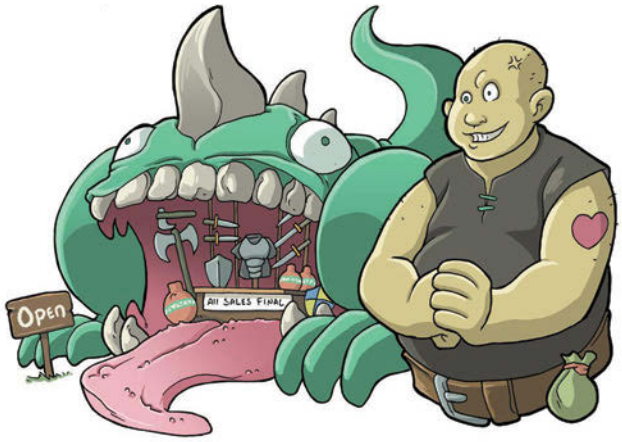
Exotic Shops: Some Shops are so strange, so hard to find or so bizarre that just visiting them is almost an adventure in itself! Exotic Shops stock the strangest and most valuable goods, all at the steepest of prices. You can buy a specific selection of Exotic Items at each Exotic Shop. Many Exotic Shops also stock Common and Rare Items.

Here's a list of Exotic Shops:

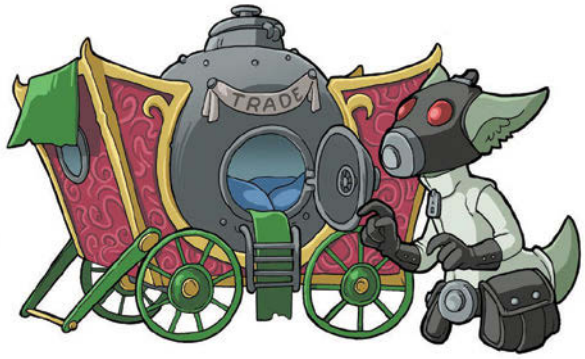
The Sushi Kid: This strange merchant may be an agent of The Deep, but the Friends will find him always eager to sell them the freshest sushi. In addition to tasty snacks the Sushi Kid offers a wide selection of strange goods and weapons. Find the Sushi Kid on any Holiday or during any Adventure where a successful Cooking or Fishing roll was made.

The Ghost Merchant: Even when visiting the Ghost World this shop can be difficult to find. Ghost Friends who are lucky enough to stumble on this spectral shopkeeper can purchase special items only available in the Ghost World. Ghost Friends can find the Ghost Merchant by searching for Ghost Loot or using a Ghost Whistle.

The Sweater Shop: Sweaters are common in Yeld, but only one shop sells enchanted winter wear and magical patterns. Friends can find the Sweater Shop open in the Winter in the city of Kavault.



Mad Marvin's Mobile Monster Mouth Market: If you see an enormous monster traveling the roads of Yeld don't be too frightened, it may just be the home of one of Yeld's strangest shops. Mad Marvin has made this Monster's cavernous mouth the home of his traveling store, and those brave enough to step inside will find some of the strangest items in all the land available at outrageously reasonable prices! Mad Marvin's shop can only be found by Friends who search for it by winning a Challenge roll of 25 using the "I know about Monsters" Special die.



Goblin Vendors: Goblin Knives and Caravans are home to special vendors that stock items from far away lands and worlds. Their inventory may even include goods from our own world! Goblin vendors are wary of dealing with new customers and won't trade with you unless you present a Goblin Trading Permit.

Normal Weapons

Normal Weapons are the most basic of all weapons and are always available from shops in every town.

Swords **Price: Lots of Coins**
The weapon of choice for kings and soldiers.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Brave
Rank 2	+2 Strong, +2 Brave
Rank 3	+3 Strong, +3 Brave

Axes **Price: Lots of Coins**
For those who value strength over all.

Rank 0	+1 Strong
Rank 1	+2 Strong
Rank 2	+3 Strong
Rank 3	+4 Strong

Bows **Price: Lots of Coins**
The traditional weapon of hunters and shepherds.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Brave
Rank 2	+2 Strong, +2 Brave
Rank 3	+3 Strong, +3 Brave

Daggers **Price: Lots of Coins**
A tool of robbers, killers and spies.

Rank 0	+1 Brave
Rank 1	+2 Brave
Rank 2	+3 Brave
Rank 3	+4 Brave

Clubs **Price: Some Coins**
Sometimes a blunt weapon is better than a blade.

Rank 0	+1 Strong
Rank 1	+1 Strong, +1 Break
Rank 2	+2 Strong, +2 Break
Rank 3	+3 Strong, +3 Break

Staffs **Price: Some of Coins**
The wisdom of ancient forests linger in these weapons.

Rank 0	+1 Smart
Rank 1	+2 Smart
Rank 2	+3 Smart
Rank 3	+4 Smart

Brooms **Price: Some Coins**
Magic for Witches, mundane for everyone else.

Rank 1	+1 Strong, +1 Fly
Rank 2	+2 Strong, +2 Fly
Rank 3	+3 Strong, +3 Fly

Extra benefit: Only Witches can make use of the Broom's Fly Special dice.

Polearms Price: Lots of Coins
A weapon for warriors who like to keep their enemies at a distance.

Rank 2	+1 Strong, +1 Smart, +1 Reach
Rank 3	+2 Strong, +2 Smart, +1 Reach
Rank 4	+3 Strong, +3 Smart, +1 Reach

Stakes Price: -
For killing vampires.

Rank 1	+1 Strong
Rank 2	+2 Strong
Rank 3	+3 Strong
Rank 4	+4 Strong

Extra benefit: Stakes are made by Vampire Hunters and cannot be bought.

Knuckles Price: Lots of Coins
When a bare fist isn't enough.

Rank2	+2 Strong, +1 Poison
Rank3	+3 Strong, +1 Poison

Guns Price: Unavailable to children
Strong but slow.

Rank 2	+2 Strong
Rank 3	+3 Strong

Whips Price: Lots of Coins
For attacks that sting!

Rank 2	+1 Smart, +1 Brave, +1 Reach
Rank 3	+2 Smart, +2 Brave, +1 Reach
Rank 4	+3 Smart, +2 Brave, +1 Reach

Torches Price: Some Coins
For bringing fire and light into the darkness.

Rank 0	+1 Strong, causes Fire

Normal Armor and Shields

Normal armor and shields are basic equipment and are always available from shops in every town.

Light Armor Price: Some Coins
Soft armor for those who would rather not fight.

Rank 0	+1 Armor
Rank 1	+1 Armor
Rank 2	+2 Armor, 1 Special die
Rank 3	+3 Armor, 2 Special dice

Medium Armor Price: Lots of Coins
Flexible armor for nimble fighters.

Rank 1	+2 Armor
Rank 2	+2 Armor, 1 Special die
Rank 3	+2 Armor, 2 Special dice

Heavy Armor Price: Lots of Coins
Solid protection for serious warriors.

Rank 1	+3 Armor
Rank 2	+3 Armor, 1 Special die
Rank 3	+3 Armor, 2 Special dice

God Armor Price: Tons of Coins
Ultimate defense.

Rank 1	+4 Armor
Rank 2	+4 Armor, 1 Special die
Rank 3	+4 Armor, 2 Special dice
Rank 4	+4 Armor, 3 Special dice

Shields Price: Some Coins
A reliable tool for defense.

Rank 0	+1 Armor
Rank 1	+1 Armor
Rank 2	+1 Armor, +1 Shield Bash or Big Shield
Rank 3	+1 Armor, +2 Shield Bash or Big Shield

Stuff Profiles

All Stuff has a profile that tells you what it is, how to use it and how much it costs. The profile includes the following information:

Stuff name: Every sword, hat and cake has a unique name. The people of Yeld are craftsmen who take pride in naming their creations, even if sometimes coming up with good names is difficult!

Type: Is the Stuff a Weapon (and if so what kind), Armor, Gear, Clothes, Food or Loot?

Rank: All Stuff has a Rank, and Friends must meet that Rank in order to use that Stuff. Friends have access to Rank 0 Stuff when they arrive in Yeld, and can acquire Rank 1 Stuff once they take on Heroic Jobs. Rank 2, 3 and 4 can be unlocked by defeating Hunters of Yeld and taking their Keys.

Availability: Stuff's Availability indicates which Shops and Treasure tables it can be found in.

Slot: Does this Clothing or Armor take up a Head, Chest, Arms or Legs slot?

Description: Every bit of Stuff has a story.

Benefits: All Stuff provides benefits, often in the form of extra dice. Some Rare, Exotic and Legendary Stuff provides Monster Special dice, found in the Monster Guide. on page 176.

Extra benefits: Some Stuff has benefits that are unusual or need additional explanation.

Cost: Most Stuff costs Coins, but some Stuff has unique and unsusual costs or requires trading in a similar item.

Rank 0 Home items

These special items represent Stuff from our world Friends might bring with them through the door to Yeld.

Slingshot

Not a name brand slingshot but still pretty good.
Normal Rank 0 Weapon (Two Hands)
Benefits: +1 Reach!
Cost: Given to a Friend when creating a character before their first Adventure.

Baseball Bat

The Grand Slamatron 3000 is the best baseball bat 15 bucks can buy!
Normal Rank 0 Weapon (Two Hands)
Benefits: +1 Strong!
Cost: Given to a Friend when creating a character before their first Adventure.

Pocket Knife

If you flick it really fast you can make the blade whip out by itself!
Normal Rank 0 Weapon (One Hand)
Benefits: +1 Scare!
Cost: Given to a Friend when creating a character before their first Adventure.

Leather Belt

There's no better choice when looking to give someone a whoopin'!
Normal Rank 0 Weapon (One Hand)
Benefits: +1 Fight Dirty!
Cost: Given to a Friend when creating a character before their first Adventure.

Flash Light

Easy to use, with batteries fresh out of the box!
Normal Rank 0 Weapon (One Hand)
Benefits: +1 See in the Dark!
Cost: Given to a Friend when creating a character before their first Adventure.

School Books

Something about math maybe? Who reads these things anyway?
Normal Rank 0 Shield (One Hand)
Benefits: +1 Armor Die. If this item would be affected by the Break! Special Die it is permanently destroyed.
Cost: Given to a Friend when creating a character before their first Adventure.

Rank 1 Normal Gear

Magic Compass

A compass that points toward the nearest source of magical energy. A handy tool for any adventurer!
Normal Rank 1 Gear
Benefits: +1 Smell Magic!
Cost: Can be bought from any merchant for Some Coins

Fairy Coin

A copper coin with a small rune inscribed on both sides. It always lands on Tails.
Normal rank 1 Gear
Benefits: +1 Banked Action at the start of each adventure!
Cost: Can be bought from any merchant for Some Coins

First Aid Kit
A simple white box with a leather handle. Great for helping the wounded!
Normal rank 1 Gear
Benefits: **+1 First Aid!**
Cost: **Can be bought from any merchant for Some Coins**

Black and White Spell Books
A book of magic transcribed by a skilled mage.
Normal Rank 1 Gear
Benefits: **Holding a Spell Book in hand allows Friends and Monsters who can use magic to cast spells.**
Cost: **Black and White Spell Books can be bought from any merchant for Some Coins**

Fishing Pole
A simple pole for catching fish. Comes with bait.
Normal Rank 1 Gear
Benefits: **Allows user to fish using the Fishing Special die**
Cost: **Can be bought from any merchant for Some Coins**

Yo-Yo
A popular toy among the children of Yeld. You can find one in just about any color!
Normal Rank 1 Gear
Benefits: **+1 Play!**
Cost: **Can be bought from any merchant for Some Coins**

Travel Pillow
A small pillow curved to fit snuggly around your neck. Great for long boat trips or Ghost Train rides!
Normal Rank 1 Gear
Benefits: **+1 Nap!**
Cost: **Can be bought from any merchant for Some Coins**

Three String Guitar
The Three String Guitar is the favorite instrument for traveling musicians across Yeld. It is said that even the Princess loved to play once in a blue moon.
Normal Rank 1 Gear
Benefits: **+1 Perform!**
Cost: **Can be bought from any merchant for Some Coins**

Monster Whistle
A whistle whose shrill sounds can only be heard by the Monsters of Yeld. A foreigner could get themselves in a lot of trouble with something like this!
Normal Rank 1 Gear
Benefits: **+1 Tease!**
Cost: **Can be bought from any merchant for Some Coins**

Spell Scrolls
Individual spells written on fragile paper, rolled up and sealed with wax.
Normal Rank 1 Gear
Benefits: **Holding a Spell Scroll in hand allows a Friend or Monster who can use magic to cast spells. Spell Scrolls are single use items and lose their magic after successfully cast, even if their effects are resisted.**
Cost: **Black, White and Red Spell Scrolls can be bought from any merchant for Some, Lots or Tons of Coins, depending on the spell.**

Rank 2 Normal Gear

Goat Hook
A climbing hook designed by goat engineers! Even with this handy tool, goats are still far superior climbers.
Normal Rank 2 Gear
Benefits: **+1 Climb! +1 Do Things With Rope!**
Cost: **Can be bought from any merchant for Lots of Coins**

Charcoal Feather
A simple magic ward that has been used since ancient times. If well taken care of these feathers can last a lifetime.
Normal Rank 2 Gear
Benefits: **+1 Red Magic Protection +1 Black Magic Protection**
Cost: **Can be bought from any merchant for Lots of Coins**

Glimpsing Globe
A magical reflecting globe that can show you potential futures. Very useful if you know what to look for.
Normal Rank 2 Gear
Benefits: **+2 Banked Actions at the start of each Adventure!**
Cost: **Can be bought from any merchant for Lots of Coins**

Monster Leaf
A massive leaf that when swung can propel the user several feet into the air! Not great for landing though.
Normal Rank 2 Gear
Benefits: +2 Jump
Cost: Can be bought from any merchant for Lots of Coins

Flint Spitter
A small glass bottle filled with a strange purple liquid. When the cap of the bottle is removed the liquid turns to sparks that dance through the air!
Normal Rank 2 Gear
Benefits: +1 Firebug, +1 See in the dark
Cost: Can be bought from any merchant for Lots of Coins

Muffle Bell
A bell that when rang silences everything in a small area for a few seconds.
Normal Rank 2 Gear
Benefits: +2 Hide and Sneak
Cost: Can be bought from any merchant for Lots of Coins

Professional Fishing Pole
A custom made pole for serious fishermen.
Normal Rank 2 Gear
Benefits: Allows user to fish using the Fishing Special die
Extra benefits: If your fishing roll produced only a single fish make another fishing roll.
Cost: Can be bought from any merchant for Some Coins

Skelematon Key
A key carved from the bones of a Skelematon. The key fits almost any locks, especially if you force it!
Normal Rank 2 Gear
Benefits: +1 Pick Locks, +1 Banked Action at the start of each Adventure!
Cost: Can be bought from any merchant for Lots of Coins

Rank 3 Normal Gear

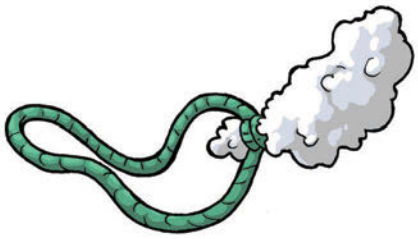
Magic Spyglass
An Enchanted scope used by sharpshooters across the magical land.
Normal Rank 3 Gear
Benefits: +2 Bull's Eye, +1 Trick Shot
Extra Benefit: This Gear does no take up a Hand slot.
Cost: Can be bought from any merchant for Tons of Coins

Master's Badge
A bronze cast badge given to skilled warriors.
Normal Rank 3 Gear
Benefits: +2 Fight Dirty, +1 Break
Cost: Can be bought from any merchant for Tons of Coins

Hero Banner
A banner that displays the Heroic Job of its wielder for all to see!
Normal Rank 3 Gear
Benefits: +2 Good Plan, +1 Excuse Me!
Cost: Can be bought from any merchant for Tons of Coins

Enchanted Tambourine
The tambourine was first made popular by the dancers of Pirate Bay but has since become a staple in almost every Inn across Yeld.
Normal Rank 3 Gear
Benefits: +1 Perform, +2 Banked Actions at the start of each adventure!
Cost: Can be bought from any merchant for Tons of Coins

Oracle Pouch
A small pouch filled with an assortment of odd plants and insect parts. Though considered very strange, no one can argue with its fantastic results.
Normal Rank 3 Gear
Benefits: +1 White Magic Protection, +1 Black Magic Protection, +1 Fireproof
Cost: Can be bought from any merchant for Tons of Coins



Sheep Tail Charm
A simple charm that harnesses the power of Yeld's most mysterious animal: the Sheep!
Normal Rank 3 Gear
Benefits: +2 Charge, +1 Headbutt
Cost: Can be bought from any merchant for Tons of Coins

Royal Olive Branch
A branch taken from a royal olive tree. Displaying one sends a message of peace to all who see it.
Normal Rank 3 Gear
Benefits: +2 Negotiate, +1 Banked Action at the start of each adventure!
Cost: Can be bought from any merchant for Tons of Coins

Rank 1 Normal Clothes

Simple Suspenders
Suspenders are the most common clothing item in Yeld for the simple fact that they fit well over most body types. Go ahead and get your own!
Normal Rank 1 Clothes (Chest)
Benefits: +1 Lift during Fall
Cost: Can be bought from any merchant for Some Coins

Worker's Shirt
A common shirt worn by most villagers. Its sturdy fabric makes it great for dirty jobs and other forms of wear and tear.
Normal Rank 1 Clothes (Chest)
Benefits: Do Things With Rope during Spring
Cost: Can be bought from any merchant for Some Coins

Swim Trunks
Simple swimming trunks made from a slick fabric. The trunks display a sheep and beach theme that all the kids are wearing these days.
Normal Rank 1 Clothes (Legs)
Benefits: +1 Swim during Summer
Cost: Can be bought from any merchant for Some Coins

Knitted Cap
A cozy cap that cradles the brain. No need to wear a helmet too!
Normal Rank 1 Clothes (Head)
Benefits: +1 Headbutt during Winter
Cost: Can be bought from any merchant for Some Coins

Rain Boots
These boots were made for puddle jumpin' and that's just what they'll do.
Normal Rank 1 Clothes (Legs)
Benefits: +1 Jump during Fall
Cost: Can be bought from any merchant for Some Coins

Snow Mittens
Thick red mittens made from sheep's wool! The fluffy insides protect the wearer's hands from the cold and the occasional broken finger.
Normal Rank 1 Clothes (Hands)
Benefits: +1 Karate Chop during Winter
Cost: Can be bought from any merchant for Some Coins

Eye Patch
A Monster with an eye patch is inherently scary. Anyone who is missing an eye but still wants to fight is probably pretty tough!
Normal Rank 1 Clothes
Benefits: +1 Scare during Summer
Cost: Can be bought from any merchant for Some Coins

Broken Shackles
Prison shackles broken by magic! Thieves who don't want to be associated with the Crimson Ministry often wear these.
Normal Rank 1 Clothes (Hands)
Benefits: +1 Snatch during Spring
Cost: Can be bought from any merchant for Some Coin

Rank 2 Normal Clothes

Dance Pants
Pants worn by Pirate Bay Dancers! The billowing fabric allows for great flexibility and gives the impression of waves crashing on a beach when its wearer dances.
Normal Rank 2 Clothes (Legs)
Benefits: +1 Perform during Spring and Summer
Cost: Can be bought from any merchant for Lots of Coins

Business Hat
An elegant hat that shows you mean business! A common item for bankers and tax collectors.
Normal Rank 2 Clothes (Head)
Benefits: +1 Negotiate during Fall and Winter
Cost: Can be bought from any merchant for Lots of Coins

Pretend Peg Leg
This handy fake leg is perfect for fooling your enemies or filling out your sick pirate cosplay!
Normal Rank 2 Clothes (Legs)
Benefits: +1 Trip during Summer and Fall
Cost: Can be bought from any merchant for Lots of Coins

Flight Goggles
These Goblin designed goggles protect the wearer's eyes from rain and wind while traveling at super fast speeds!
Normal Rank 2 Clothes (Head)
Benefits: +1 Run during Winter and Spring
Cost: Can be bought from any merchant for Lots of Coins

Servant's Gloves
Elegant black gloves worn by teachers and servants of the royal house. Every child in Yeld knows to be silent when a Servant's Glove is raised by their teacher.
Normal Rank 2 Clothes (Hands)
Benefits: +1 Excuse Me! during Spring and Summer
Cost: Can be bought from any merchant for Lots of Coins

Beauty Bracelet
These enchanted wrist rings give the illusion of beauty to the wearer. They won't help your terrible personality though.
Normal Rank 2 Clothes (Hands)
Benefits: +1 Lie during Summer and Fall
Cost: Can be bought from any merchant for Lots of Coins

Dashing Waistcoat
Want to use your enemies envy against them? Show off this sweet coat and watch every Monster you see gasp at your awesome fashion sense!
Normal Rank 2 Clothes (Chest)
Benefits: +1 Tease during Fall and Winter
Cost: Can be bought from any merchant for Lots of Coins

Sailor's Sash
This ocean-blue sash stinks of salt water and adventure, perfect for a hero!
Normal Rank 2 Clothes (Chest)
Benefits: +1 Fight Dirty during Spring and Summer
Cost: Can be bought from any merchant for Lots of Coins

Rank 3 Normal Clothes

Princess Skirt
A skirt made famous by a bratty princess long ago. They say that when she threw a tantrum, her cries could be heard all across the magical land.
Normal Rank 3 Clothes (Legs)
Benefits: +1 Cry! During Spring, Summer and Fall
Cost: Can be bought from any merchant for Tons of Coins

Knee High Battle Boots
Battle Boots are the perfect combination of style and protection! There is nothing wrong with looking good on the battlefield!
Normal Rank 3 Clothes (Legs)
Benefits: +1 Pain Train during Winter, Spring and Summer
Cost: Can be bought from any merchant for Tons of Coins

Smarty Glasses
These reading glasses are great for deciphering Squid Writings and Fairy Runes!
Normal Rank 3 Clothes (Head)
Benefits: +1 Languages during Spring, Summer and Fall
Cost: Can be bought from any merchant for Tons of Coins

Black Bandanna
A black bandanna for blending into the shadows! Despite its lack of magical properties people swear by its ability to camouflage its wearer.
Normal Rank 3 Clothes (Head)
Benefits: +1 Hide and Sneak during Fall, Winter and Spring
Cost: Can be bought from any merchant for Tons of Coins

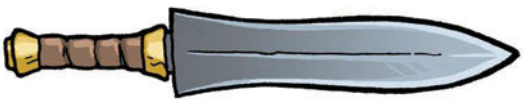
Doctor's Gloves
These skin tight, all white gloves were made famous by the ancient scholars who practiced the first true medicine.
Normal Rank 3 Clothes (Hands)
Benefits: +1 First Aid during Winter, Spring and Summer
Cost: Can be bought from any merchant for Tons of Coins

Pirate Hook
What's scarier than someone with a hook hand who doesn't actually need it?
Normal Rank 3 Clothes (Hands)
Benefits: +1 Steal during Summer, Fall and Winter
Cost: Can be bought from any merchant for Tons of Coins

Noble Jacket
A jacket worn by someone looking to impress!
Normal Rank 3 Clothes (Chest)
Benefits: +1 Trade during Spring, Summer and Fall
Cost: Can be bought from any merchant for Tons of Coins

Classy Cape
A classy look for a classy hero! Great for catching weapons!
Normal Rank 3 Clothes (Chest)
Benefits: +1 Disarm during Fall, Winter and Spring
Cost: Can be bought from any merchant for Tons of Coins

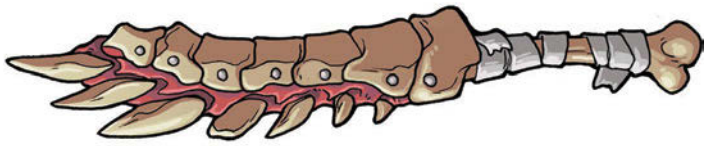
Rank 1 Rare Swords



Squire's Sword
A sword designed for knights in training! A perfect fit for young heroes due to its small size and fancy sheath.
Rare Rank 1 Sword
Benefits: +1 Strong, +1 Brave +1 Good Plan
Cost: Can be crafted for Some Coins and a Sword of any rank

Basket Hilted Sabre
A lightweight sword favored by duelists and thieves! The sabre is the weapon of choice among the Crimson Ministry, Yeld's most notorious group of criminals.
Rare Rank 1 Sword
Benefits: +1 Strong, +1 Brave, +1 Disarm
Cost: Can be crafted for Some Coins and a Sword of any rank

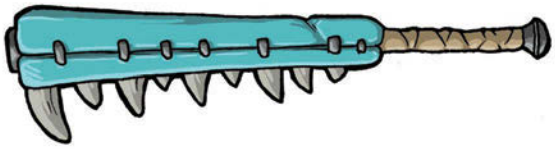
Explorer's Half Sword
An ancient design dating back to the first Freelancer Guild! A must have for any daring adventurer willing to risk their life for fame and fortune.
Rare Rank 1 Sword
Benefits: +1 Strong, +1 Brave, +1 Gamble
Cost: Can be crafted for Some Coins and a Sword of any rank



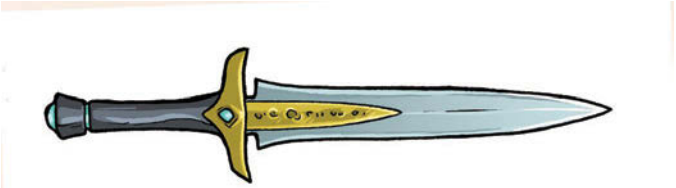
Big Bone Sword
A sword carved from the bones of a giant beast! The merchants claim it's made out of dragon bones. They're probably lying.
Rare Rank 1 Sword (two-handed)
Benefits: +1 Strong, +1 Brave, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Sword of any rank

Rank 2 Rare Swords

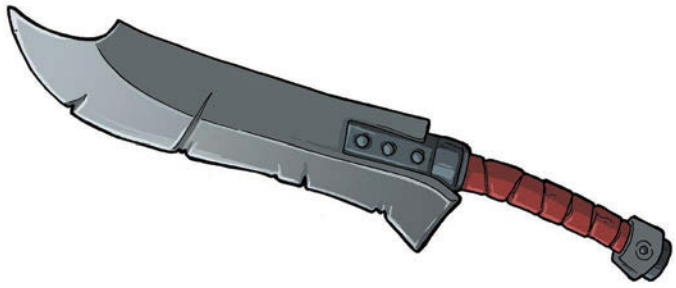
Savage Blade
A sword fit for a Monster! This rigid stone blade reeks of desperation and is wielded best by those who rely on instinct over training.
Rare Rank 2 Sword
Benefits: +2 Strong, +2 Brave, +1 Last One Standing
Cost: Can be crafted for Lots of Coins and a Sword of any rank



Sharktooth Machete
A wooden bat with a shark tooth blades on one side! A favored weapon of the squidman corsairs that ravage Yeld's Coastal towns and fishing villages.
Rare Rank 2 Sword
Benefits: +2 Strong, +2 Brave, +1 Fight Dirty
Cost: Can be crafted for Lots of Coins and a Sword of any rank



Knight's Sword
A sword designed for a knight of the Old Kings! The Knights of Yeld took an oath to protect the King's People and would only draw their weapons as a last resort.
Rare Rank 2 Sword
Benefits: +2 Strong, +2 Brave, +1 Negotiate
Cost: Can be crafted for Lots of Coins and a Sword of any rank



Fairy Forged Greatsword
A sword designed by the ancient Fairy Forgemasters! A fairy who dies of old age is buried with their family's sword, which must later be dug up by a decedent and reforged to restore their honor.
Rare Rank 2 Sword (two-handed)
Benefits: +2 Strong, +2 Brave, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Sword of any rank

Rank 3 Rare Swords

Valiant Longsword
A sword made famous by a legendary Princess! Originally designed to be wielded on horseback, this weapon is best used at high speeds for maximum impact.
Rare Rank 3 Sword
Benefits: +3 Strong, +3 Brave, +1 Charge
Cost: Can be crafted for Tons of Coins and a Sword of any rank

Captain's Cutlass
A favorite among fairy naval officers! The close quarters of ship to ship combat make this sword ideal for any sailor worth their salt.
Rare Rank 3 Sword
Benefits: +3 Strong, +3 Brave, +1 Snatch
Cost: Can be crafted for Tons of Coins and a Sword of any rank

Jeweled Rapier
A sword fit for nobility! Though very high quality, This gaudy blade's only real claim to fame is the envy it elicits from the less fortunate citizens of Yeld.
Rare Rank 3 Sword
Benefits: +3 Strong, +3 Brave, +1 Tease
Cost: Can be crafted for Tons of Coins and a Sword of any rank

Vampire's Claymore
A sword worthy of Dragul himself! This monstrous weapon crushes more than it cuts but gets the job done nonetheless.
Rare Rank 3 Sword (two-handed)
Benefits: +3 Strong, +3 Brave +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Sword of any rank

Rank 1 Rare Clubs

Shiny Scepter
An ornamental weapon for a young noble! This club was designed for ceremony but built to take a beating.
Rare Rank 1 Club
Benefits: +1 Strong, +1 Break, +1 Perform
Cost: Can be crafted for Some Coins and a Club of any rank

Bandit's Baton
A wooden bat used by common bandits! A simple and easy to use weapon designed for ill-intent.
Rare Rank 1 Club
Benefits: +1 Strong, +1 Break, +1 Fight Dirty
Cost: Can be crafted for Some Coins and a Club of any Rank

Mountain Pick
A climbing tool that doubles as a weapon! It will make you so good at climbing that even the goats will be jealous.
Rare Rank 1 Club
Benefits: +1 Strong, +1 Break, +1 Climb
Cost: Can be crafted for Some Coins and a Club of any rank

Big Bone Hammer
A Hammer carved from the bones of a giant beast! Though unruly, this club delivers a powerful punch if the wielder possesses the strength.
Rare Rank 1 Club (two-handed)
Benefits: +1 Strong, +1 Break, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Club of any rank

Rank 2 Rare Clubs

Quality Smithing Hammer
A high quality tool among crafters! This hammer is perfect for those looking to work in the Ancient Fairy Forge.
Rare Rank 2 Club
Benefits: +2 Strong, +2 Break, +1 Fireproof
Cost: Can be crafted for Lots of Coins and a Club of any rank

Skull Mace
A serpent skull connected to a spiny handle! This ancient fairy weapon was used by the Serpent Temple guards long ago.
Rare Rank 2 Club
Benefits: +2 Strong, +2 Break, +1 Headbutt
Cost: Can be crafted for Lots of Coins and a Club of any rank

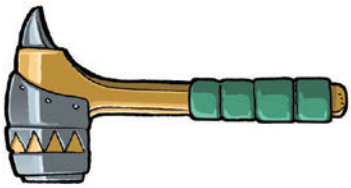
Spiky Club
A metal rod with a spiky ball on top! This gruesome weapon will make even the most battle hardened fairy think twice before picking a fight.
Rare Rank 2 Club
Benefits: +2 Strong, +2 Break, +1 Scare
Cost: Can be crafted for Lots of Coins and a Club of any rank

Fairy Forged Maul
A club designed by the ancient Fairy Forgemasters! This weapon was a sign of a fairie's skill as a forgemaster and rarely made it onto the battlefield.
Rare Rank 2 Club
Benefits: +2 Strong, +2 Break, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Club of any rank

Rank 3 Rare Clubs

Thorn Cudgel
A wooden club covered in vicious thorns! Often used by members of the Wolf Tribe when fighting more humanoid foes, this weapon makes squishier lifeforms wince from its prickly visage.
Rare Rank 3 Club
Benefits: +3 Strong, +3 Break, +1 Disarm
Cost: Can be crafted for Tons of Coins and a Club of any rank

Mystic Scepter
The weapon of choice for the scholars of old! A tool crafted by the first mages of Yeld to help hone their mystical powers.
Rare Rank 3 Club
Benefits: +3 Strong, +3 Break, +1 Smell Magic
Cost: Can be crafted for Tons of Coins and a Club of any rank



Shatter Hammer
A single headed hammer with a sharp spike on the opposite end! Great for pummeling your enemies in quick succession.
Rare Rank 3 Club
Benefits: +3 Strong, +3 Break, +1 Pain Train
Cost: Can be crafted for Tons of Coins and a Club of any rank

Vampire's Greatclub
A club worthy of Dragul himself! This massive weapon can break down anything from towering shields to castle walls.
Rare Rank 3 Club (two-handed)
Benefits: +3 Strong, +3 Break, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Club of any rank

Rank 1 Rare Staffs

Vaulter's Pole
A long wooden pole with great flexibility! Designed to cross over howligator infested moats or serpent filled pit falls.
Rare Rank 1 Staff
Benefits: +2 Smart, +1 Jump
Cost: Can be crafted for Some Coins and a Staff of any rank

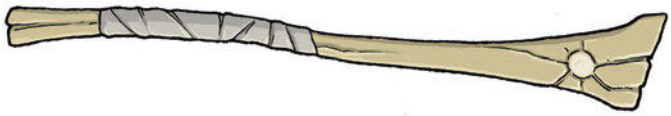
Wood Hook Staff
A staff common among shepherds and farmers! The hook carved at the top of the staff allows the user to lead stray animals back to their homes or keep wild ones at bay.
Rare Rank 1 Staff
Benefits: +2 Smart, +1 Trip
Cost: Can be crafted for Some Coins and a Staff of any rank

Bell Stave
A slim wooden branch adorned with several golden bells! The gentle rhythm produced by the bells was designed to lull savage beasts into compliance.
Rare Rank 1 Staff
Benefits: +2 Smart, +1 Excuse Me!
Cost: Can be crafted for Some Coins and a Staff of any rank

Big Bone Staff
A staff carved from the bones of a giant beast! Though often considered too big to be used by a mage, its inherent magic properties make it a tempting weapon of choice.
Rare Rank 1 Staff
Benefits: +2 Smart, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Staff of any rank

Rank 2 Rare Staffs

Lamplighter Pole
A ceremonial staff made famous by the Shepherds of old! Legends say that Shepherds would travel the old roads of Yeld, lighting magical lamps capable of warding off evil shadows and wild magic.
Rare Rank 2 Staff
Benefits: +3 Smart, +1 Firebug
Cost: Can be crafted for Lots of Coins and a Staff of any rank



Daybringer Staff
A staff marked by a white sun carving! Often associated with the scholars who first studied white magic.
Rare Rank 2 Staff
Benefits: **+3 Smart, +1 Black Magic Protection**
Cost: **Can be crafted for Lots of Coins and a Staff of any rank**

Nightbringer Staff
A staff marked by a black moon carving! Often associated with the scholars who first studied black magic.
Rare Rank 2 Staff
Benefits: **+3 Smart, +1 White Magic Protection**
Cost: **Can be crafted for Lots of Coins and a Staff of any rank**

Fairy Totem
An ancient fairy ritual weapon! These totems were built to protect fairy villages from the many ghosts that haunt Yeld.
Rare Rank 2 Staff
Benefits: **+3 Smart, +1 Big Weapon**
Cost: **Can be crafted for Lots of Coins and a Staff of any rank**

Rank 3 Rare Staffs

Boulder-Gem Cane
A wooden cane tipped with a precious jewel! The jewel was mined from the meteor that resides at the center of Bouldertown. Its very nature enlightens the wielder to the magic that surrounds them.
Rare Rank 3 Staff
Benefits: **+4 Smart, +1 I know about magic!**
Cost: **Can be crafted for Tons of Coins and a Staff of any rank**

Oracle's Staff
A staff carved into the shape of intertwining snakes! A symbol of the great Serpent God who slumbers below Yeld's surface.
Rare Rank 3 Staff
Benefits: **+4 Smart, +1 Languages**
Cost: **Can be crafted for Tons of Coins and a Staff of any rank**

Tamer's Stave
A stave designed to diffuse magic! This tool was used by the first Witch Hunters to weaken a Witchs power before setting them on fire.
Rare Rank 3 Staff
Benefits: **+4 Smart, +1 Red Magic Protection**
Cost: **Can be crafted for Tons of Coins and a Staff of any rank**

Vampire's War Rod
A staff worthy of Dragul himself! This six foot long steel rod acts like a magical magnet.
Rare Rank 3 Staff
Benefits: **+4 Smart, +1 Big Weapon**
Cost: **Can be crafted for Tons of Coins and a Staff of any rank**

Rank 1 Rare Daggers

Throwing Star
A circular blade designed for throwing! Though originally made famous by soul thieves, the throwing star has become a common choice for criminals of all shapes and sizes.
Rare Rank 1 Dagger
Benefits: **+2 Brave, +1 Bullseye**
Cost: **Can be crafted for Some Coins and a Dagger of any rank**

Utility Knife
A simple blade that folds into the handle! Great for cutting rope or stabbing Monsters.
Rare Rank 1 Dagger
Benefits: **+2 Brave, +1 Do things with rope**
Cost: **Can be crafted for Some Coins and a Dagger of any rank**

Thieve's Tool
A sharp dagger molded into the shape of a key! A good thief never leaves home without it!
Rare Rank 1 Dagger
Benefits: **+2 Brave, +1 Pick Locks**
Cost: **Can be crafted for Some Coins and a Dagger of any rank**

Big Bone Cleaver
A dagger carved from the bones of a giant beast! Don't let its size fool you. It may be huge but the merchant swears it's not a sword or an axe. Promise!
Rare Rank 1 Dagger (two-handed)
Benefits: +2 Brave, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Dagger of any rank

Rank 2 Rare Daggers

Kangaroo Spike
A sharp length of metal with one end wrapped in leather. Good for stabbin' then hopping away quick.
Rare Rank 2 Dagger
Benefits: +3 Brave +1 Jump
Cost: Can be crafted for Lots of Coins and a Dagger of any rank

Fancy Switchblade
A quality knife with a concealed blade! It's scientifically proven that owning one of these makes you both cooler and scarier at the same time.
Rare Rank 2 Dagger
Benefits: +3 Brave, +1 Scare
Cost: Can be crafted for Lots of Coins and a Dagger of any rank

Ritual Dagger
A blade carved from stone for use in dark rituals! This weapon reeks of death and seems to bleed on its own sometimes.
Rare Rank 2 Dagger
Benefits: +3 Brave, +1 Grateful Dead
Cost: Can be crafted for Lots of Coins and a Dagger of any rank

Fairy Forged Dirk
A dagger designed by the ancient Fairy Forgemasters! Fairies are given this weapon on their 13th birthday as a right of passage into adulthood.
Rare Rank 2 Dagger (two-handed)
Benefits: +3 Brave, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Dagger of any rank

Bladed Boomerang
A metal boomerang with a sharpened edge! Great for throwing. Terrible for catching.
Rare Rank 2 Dagger
Benefits: +3 Brave, +1 Trick Shot
Cost: Can be crafted for Lots of Coins and a Dagger of any rank

Rank 3 Rare Daggers

Ruby Dagger
A masterfully crafted blade housed in a beautiful, silver sheath! This dagger is just asking to be stolen.
Rare Rank 3 Dagger
Benefits: +4 Brave, +1 Tease
Cost: Can be crafted for Tons of Coins and a Dagger of any rank

Wicked Shiv
A nasty knife designed by a mad man! This deadly dagger has more teeth than a pack of wolves.
Rare Rank 3 Dagger
Benefits: +4 Brave +1 Fight Dirty!
Cost: Can be crafted for Tons of Coins and a Dagger of any rank

Cunning Cleaver
A dagger designed by a vengeful chef! This clever weapon never leaves a job undone.
Rare Rank 3 Dagger
Benefits: +4 Brave, +1 Good Plan
Cost: Can be crafted for Tons of Coins and a Dagger of any rank

Vampire's Toothpick
Though a vampire would use it to clean teeth, a hero could use it to pierce hearts!
Rare Rank 3 Dagger (two-handed)
Benefits: +4 Brave +1 Big Weapon!
Cost: Can be crafted for Tons of Coins and a Dagger of any rank

Rank 1 Rare axes

Lumber Hatchet
A hatchet made for cutting wood! A common choice for Freelancers heading into dense forests or uncharted jungles.
Rare Rank 1 Axe
Benefits: +2 Strong, +1 I know about nature!
Cost: Can be crafted for Some Coins and a Axe of any rank

Felling Axe
A heavy axe used to cut down trees! Lumberjackals use larger versions of this weapon to chop down root gods.
Rare Rank 1 Axe
Benefits: +2 Strong, +1 Trip!
Cost: Can be crafted for Some Coins and a Axe of any rank

Steel Pickaxe
A well crafted steel mining pick with a wooden handle! These axes can often be found abandoned by their unlucky former owners in the caves of Tunnel Mummies.
Rare Rank 1 Axe
Benefits: +2 Strong, +1 Climb
Cost: Can be crafted for Some Coins and a Axe of any rank

Big Bone War Axe
An axe carved from the bone of a giant beast! A brutal weapon for a brutal hero.
Rare Rank 1 Axe
Benefits: +2 Strong +1 Big Weapon
Cost: Can be crafted for Some Coins and a Axe of any rank

Rank 2 Rare Axes

Splitting Maul
A large single bladed axe with a hammerhead on the back! This war axe was designed to break down doors and punish armor.
Rare Rank 2 Axe
Benefits: +3 Strong, +1 Break!
Cost: Can be crafted for Lots of Coins and a Axe of any rank

Battler Hatchet
An axe made for a bloodthirsty knight! This double bladed behemoth carves through Monsters like butter.
Rare Rank 2 Axe
Benefits: +3 Strong, +1 Pain Train
Cost: Can be crafted for Lots of Coins and a Axe of any rank

Bone Saw
The gruesome tool of a doctor! Though its original purpose was to help save lives its also quite capable of doing the exact opposite.
Rare Rank 2 Axe
Benefits: +3 Strong, +1 First Aid
Cost: Can be crafted for Lots of Coins and a Axe of any rank

Fairy Tomahawk
An axe designed by the ancient Fairy Forgemasters! This axe was one of the first weapons the fairies ever created and has been crafted the same way for 200 generations.
Rare Rank 2 Axe
Benefits: +3 Strong, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Axe of any rank

Rank 3 Rare Axes

Firefighter's Axe
An axe to beat up fires with! That fire won't even know what hit them and neither will anybody else.
Rare Rank 3 Axe
Benefits: +4 Strong, +1 Fireproof
Cost: Can be crafted for Tons of Coins and a Axe of any rank

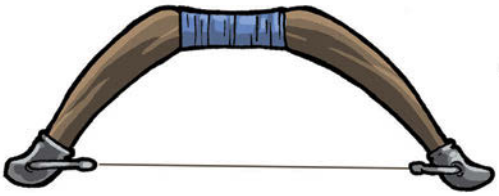
Stone Chopper
An axe made for moving mountains! The heavy blunt wedge that comprises the "blade" is a perfect tool for breaking and lifting rocks.
Rare Rank 3 Axe
Benefits: +4 Strong, +1 Lift
Cost: Can be crafted for Tons of Coins and a Axe of any rank

Breaching Hatchet
A goblin designed axe that became common after their arrival in Yeld. Given to goblin pilots in order to break out of cockpits in case of emergencies, this axe works well on almost any door or lock.
Rare Rank 3 Axe
Benefits: +4 Strong, +1 Pick Locks
Cost: Can be crafted for Tons of Coins and a Axe of any rank

Vampire's Greataxe
An axe worthy of Dragul himself! Vampires who use axes do so to symbolize that they have taken the life of another vampire.
Rare Rank 3 Axe
Benefits: +4 Strong, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Axe of any rank

Rank 1 Rare Bows

Whistler Bow
A shortbow that produces a loud whistling noise when fired! Used by scouts to send messages across a battlefield.
Rare Rank 1 Bow
Benefits: +1 Strong, +1 Brave, +1 Excuse me!
Cost: Can be crafted for Some Coins and a Bow of any rank



Shorty Bow
A small bow built for a small archer! This bow was designed to be smuggled easily under a cloak or robes.
Rare Rank 1 Bow
Benefits: +1 Strong, +1 Brave, +1 Hide and Sneak
Cost: Can be crafted for Some Coins and a Bow of any rank

Horizon Longbow
A bow designed for long ranges. The best archers in Yeld often start with this easy to use longbow.
Rare Rank 1 Bow
Benefits: +1 Strong, +1 Brave, +1 Sniper
Cost: Can be crafted for Some Coins and a Bow of any rank

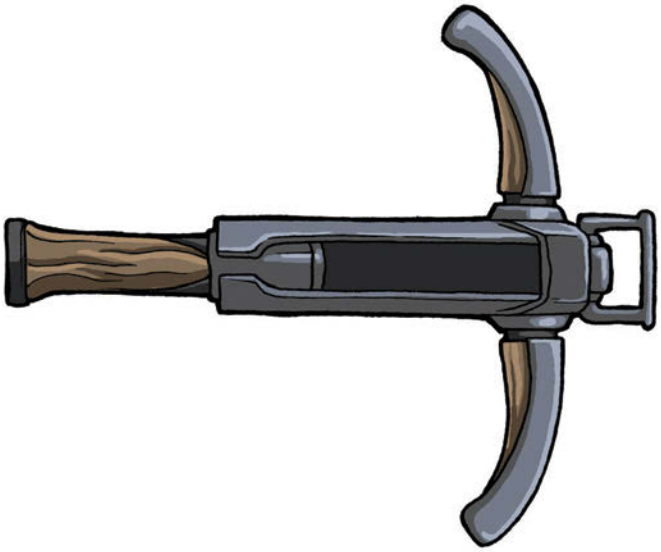
Big Bone Crossbow
A crossbow carved from the bones of a giant beast! The bolts of this massive weapon are fitted with feathers plucked from the elusive Gallows Finch.
Rare Rank 1 Bow
Benefits: +1 Strong, +1 Brave, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Bow of any rank

Rank 2 Rare Bows

Recurve Bow
A bow that curves outward for maximum power and speed! Good for bouncing arrows off of hard surfaces.
Rare Rank 2 Bow
Benefits: +2 Strong, +2 Brave, +1 Trick Shot
Cost: Can be crafted for Lots of Coins and a Bow of any rank

Bandito Bow
A bow favored by the Crimson Ministry! This quality weapon has become synonymous with thieves and criminals of all types.
Rare Rank 2 Bow
Benefits: +2 Strong, +2 Brave, +1 Steal
Cost: Can be crafted for Lots of Coins and a Bow of any rank

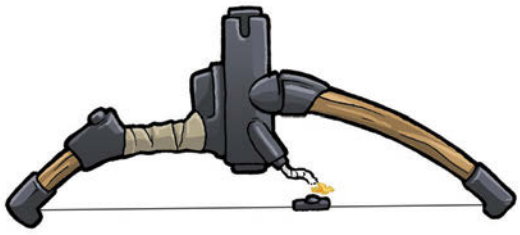
Bow Harp
A bow that doubles as a musical instrument! This bow is fitted with 3 additional strings that allow the wielder to play a tune even in the heat of battle.
Rare Rank 2 Bow
Benefits: +2 Strong, +2 Brave, +1 Perform
Cost: Can be crafted for Lots of Coins and a Bow of any rank



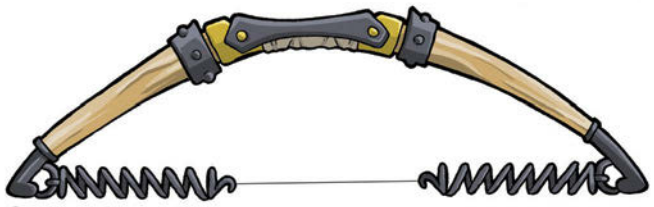
Fairy Crossbow
A crossbow crafted by the Fairy Forgemasters! A newer design built to accommodate firing from horseback, something the fairies had never done before returning to Yeld.
Rare Rank 2 Bow
Benefits: +2 Strong, +2 Brave, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Bow of any rank

Rank 3 Rare Bows

Compound Bow
A heavily mechanized bow designed for ease of use! Its levers are built to evenly distribute weight allowing even the weakest hero the power to shatter a sword.
Rare Rank 3 Bow
Benefits: +3 Strong +3 Brave +1 Break
Cost: Can be crafted for Tons of Coins and a Bow of any rank



Black Powder Shortbow
A mad man's attempt at bow making! This bow is designed to ignite the arrows as they are let loose, hopefully catching the target on fire and not the user.
Rare Rank 3 Bow
Benefits: +3 Strong, +3 Brave, +1 Bullseye
Cost: Can be crafted for Tons of Coins and a Bow of any rank

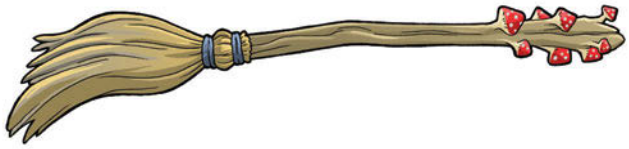


Spring Loaded Bow
A silly bow made with high tension springs! The powerful recoil of this bow can send a hero 10 feet into the air.
Rare Rank 3 Bow
Benefits: +3 Strong, +3 Brave, +1 Jump
Cost: Can be crafted for Tons of Coins and a Bow of any rank

Vampire's Arbalest
This weapon fires bolts so large they often stand taller than the archers themselves!
Rare Rank 3 Bow
Benefits: +3 Strong, +3 Brave, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Bow of any rank

Rank 1 Rare Brooms

Enchanted Mop
A mop with a personality! This weapon is great for avoiding all those people trying to set witches on fire.
Rare Rank 1 Broom
Benefits: +1 Strong, +1 Fly, +1 Fireproof
Cost: Can be crafted for Some Coins and a Broom of any rank

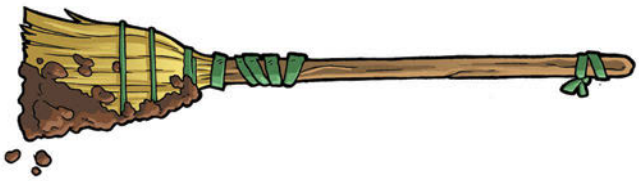


Mushroombroom
A broom styled after Mazy, the Witch of Salty Swamp! The mushrooms that grow across its handle produce a mild sedative that Mazy grew quite fond of in her old age.
Rare Rank 1 Broom
Benefits: +1 Strong, +1 Fly, +1 Nap!
Cost: Can be crafted for Some Coins and a Broom of any rank

Big Bone Broom
A broom with a handle carved from the bones of a giant beast! They say each of the broom's 100 bristles were plucked from the mustache of a giant walrus.
Rare Rank 1 Broom (two-handed)
Benefits: +1 Strong, +1 Fly, +1 Big Weapon
Cost: Can be crafted for Some Coins and a Broom of any rank

Rank 2 Rare Brooms

Giant's Paintbrush
A paintbrush made for a god! This massive weapon can paint across any surface, making it the perfect tool for any artist in training.
Rare Rank 2 Broom
Benefits: +2 Strong, +2 Fly, +1 Play
Cost: Can be crafted for Lots of Coins and a Broom of any rank



Stable Sweeper
This broom smells terrible! Really, it's just awful.
Rare Rank 2 Broom
Benefits: +2 Strong, +2 Fly, +1 Fight Dirty
Cost: Can be crafted for Lots of Coins and a Broom of any rank

Fairy War Rake
A broom crafted by ancient Fairy Forgemasters! Though it was never meant to be used for flying, witches find it surprisingly aerodynamic.
Rare Rank 2 Broom
Benefits: +2 Strong, +2 Fly, +1 Big
Cost: Can be crafted for Lots of Coins and a Broom of any rank

Rank 3 Rare Brooms

Gilded Broom
An elegant tool for a proper servant! This broom radiates authority of the cleanest kind.
Rare Rank 3 Broom
Benefits: +3 Strong, +3 Fly +1 Negotiate
Cost: Can be crafted for Tons of Coins and a Broom of any rank

Rune Carved Sweeper
A crude yet magical broom! Carved by a priest of the Root God and designed to clear the leaves from the holy garden itself.
Rare Rank 3 Broom
Benefits: +3 Strong, +3 Fly, +1 Smell Magic
Cost: Can be crafted for Tons of Coins and a Broom of any rank

Vampire's Feather Duster
A broom worthy of Dragul himself! Not that Dragul would ever need a feather duster but, if he did, it would probably be this one.
Rare Rank 3 Broom (two-handed)
Benefits: +3 Strong, +3 Fly, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Broom of any rank

Rank 2 Rare Polearms

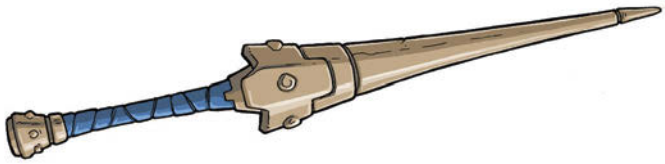
Crude Spear
A short wooden pole fitted with a sharpened stone on on end! A reminder of simpler times when courage was more important than steel.
Rare Rank 2 Polearm (two-handed)
Benefits: +1 Strong, +1 Smart, +1 Reach, +1 Last one standing
Cost: Can be crafted for Lots of Coins and a Polearm of any rank

Sailor's Harpoon
A polearm designed for aquatic combat! The chosen weapon among mermaid commanders.
Rare Rank 2 Polearm (two-handed)
Benefits: +1 Strong, +1 Smart, +1 Reach, +1 Swim
Cost: Can be crafted for Lots of Coins and a Polearm of any rank

Fairy Long Spear
A polearm crafted by the ancient Fairy Forgemasters! The weapon of choice for many fairy soldiers.
Rare Rank 2 Polearm (two-handed)
Benefits: +1 Strong, +1 Smart, +1 Reach, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Polearm of any rank

Rank 3 Rare Polearms

Golden Glaive
A shining polearm fit for a prince! This weapon inspires loyalty and builds character.
Rare Rank 3 Polearm (two-handed)
Benefits: +2 Strong, +2 Smart, +1 Reach. +1 Good Plan
Cost: Can be crafted for Tons of Coins and a Polearm of any rank



Knight's Lance
A polearm from a bygone era! Long ago during the Old Kings' rule knights would joust for honor and entertainment. Though the sport of jousting is dead, the spirit of those games lives on in this weapon.
Rare Rank 3 Polearm (two-handed)
Benefits: +2 Strong, +2 Smart, +1 Reach, +1 Charge
Cost: Can be crafted for Tons of Coins and a Polearm of any rank

Vampire's Pike
A polearm worthy of Dragul himself. If the Vampire Prince were not a swordsman he would have pursued the polearm as his weapon of choice.
Rare Rank 3 Polearm (two-handed)
Benefits: +2 Strong, +2 Smart, +1 Reach, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Polearm of any rank

Rank 2 Rare Knuckles

Dog Fists
Brass knuckles formed into the faces of a dog! These weighted knuckles are no laughing matter. Some would even prefer to fight a real dog over opponents with this weapon.
Rare Rank 2 Knuckles
Benefits: +2 Strong, +1 Poison, +1 Scare
Cost: Can be crafted for lots of Coins and Knuckles of any rank

Pugilist's Handwraps
Simple wraps designed to soften the wearers attacks! Though they may not be great for dispatching opponents, they certainly invoke a sense of sympathy. Or maybe that's pity?.
Rare Rank 2 Knuckles
Benefits: +2 Strong, +1 Poison, +1 Beg
Cost: Can be crafted for Lots of Coins and Knuckles of any rank

Fairy Face Busters
A pair of knuckles crafted by the ancient Fairy Forgemasters! A common weapon for town guards who have to break up a barroom brawl.
Rare Rank 2 Knuckles
Benefits: +2 Strong, +1 Poison, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and Knuckles of any rank

Rank 3 Rare Knuckles

Predator Claws
Bladed gauntlets designed after the deadly monsters of Yeld! These animalistic weapons can bring out the beast in any hero.
Rare Rank 3 Knuckles
Benefits: +3 Strong, +1 Poison, +1 Charge
Cost: Can be crafted for Tons of Coins and Knuckles of any rank

Vampire's Cestus
A pair of knuckles worthy of Dragul himself! They say an angry vampire can punch straight through a man. Who know what kind of damage they could inflict with a little extra weight behind their fists.
Rare Rank 3 Knuckles
Benefits: +3 Strong, ++1 Poison, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and Knuckles of any rank

Bloody Bronze Knuckles
Knuckles of a famous pitfighter! This weapon is said to grow in power with each drop of blood that touches it.
Rare Rank 3 Knuckles
Benefits: +3 Strong,, +1 Poison, +1 Pain Train
Cost: Can be crafted for Tons of Coins and Knuckles of any rank

Rank 2 Rare Guns

Silverstock Pistol
A gun with an enchanted silver stock! This magical weapon grows in power the further it is fired.
Rare Rank 2 Gun
Benefits: +2 Strong, +1 Sniper
Cost: Can be crafted for Lots of Coins and a Gun of any rank

Assassin's Pistol
A pistol designed for nefarious deeds! This weapon has been a standby for Yeld's deadliest mercenaries since the time of the First Kings.
Rare Rank 2 Gun
Benefits: +2 Strong, +1 Bullseye
Cost: Can be crafted for Lots of Coins and a Gun of any rank

Fairy Hand-Cannon
A gun crafted by the ancient Fairy Forgemasters! The hand-cannon has become a standard issue weapon for Dragul's fairy army.
Rare Rank 2 Gun (two-handed)
Benefits: +2 Strong, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Gun of any rank

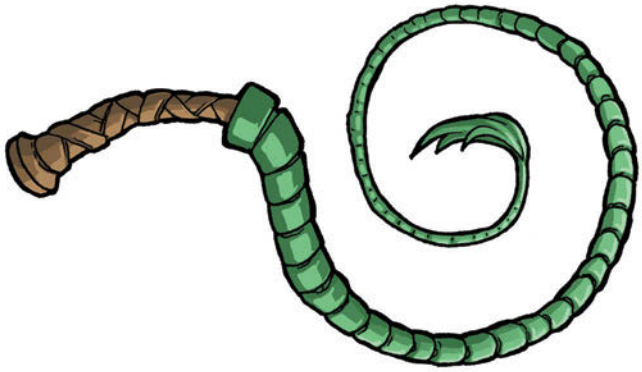
Rank 3 Rare Guns

Vanguard's Rifle
A gun fit for a knight! This heavy weapon was often the bane of squires who were forced to carry them into battle for their knight masters.
Rare Rank 3 Gun
Benefits: +3 Strong, +1 Negotiate
Cost: Can be crafted for Tons of Coins and a Gun of any rank

Clockwork Blunderbuss
A heavily mechanized gun for a more sophisticated user! Though it works well in theory, it tends to rely more on luck in actual practice.
Rare Rank 3 Gun
Benefits: +3 Strong, +1 Gamble
Cost: Can be crafted for Tons of Coins and a Gun of any rank

Vampire's Carbine
A gun worthy of Dragul himself! The bullets fired from this weapon are so massive they shake the earth on impact.
Rare Rank 3 Gun (two-handed)
Benefits: +3 Strong, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Gun of any rank

Rank 2 Rare Whips



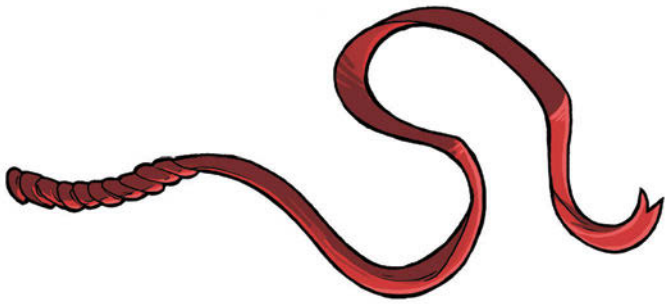
Summoner's Lash
An enchanted whip used to control summoned monsters! The enchantment protects the wielder from white magic, the most commonly used for summons.
Rare Rank 2 Whip
Benefits: +1 Smart, +1 Brave, +1 Reach, +1 White Magic Protection
Cost: Can be crafted for Lots of Coins and a Whip of any rank

Fairy Flail
A whip crafted by the ancient Fairy Forgemasters! This ball and chain weapon packs a punch when used by a skilled warrior.
Rare Rank 2 Whip (two-handed)
Benefits: +1 Smart, +1 Brave, +1 Reach, +1 Big Weapon
Cost: Can be crafted for Lots of Coins and a Whip of any rank

Horse Whip
A whip used for horseback riding! Don't worry, the weapon works on anybody who doesn't like getting whipped.
Rare Rank 2 Whip
Benefits: +2 Smart, +1 Reach, +1 Run
Cost: Can be crafted for Lots of Coins and a Whip of any rank

Rank 3 Rare Whips

Serpent's Tail
The scaly tail of a coiled serpent! This whip shifts in the wind as if it were still alive, moving in a pattern that is almost hypnotic.
Rare Rank 3 Whip
Benefits: +2 Smart, +2 Brave, +1 Reach, +1 Tease
Cost: Can be crafted for Tons of Coins and a Whip of any rank



Whisper Whip
A magical whip that dampens sound when cracked! A tool of the Crimson Ministry made famous during the Sundrowner bank heist.
Rare Rank 2 Whip
Benefits: +2 Smart, +2 Brave, +1 Reach, +1 Hide and Sneak
Cost: Can be crafted for Tons of Coins and a Whip of any rank

Vampire's Chains
A whip worthy of Dragul himself! These reinforced iron chains are weighted at the ends to inflict maximum damage.
Rare Rank 3 Whip (two-handed)
Benefits: +2 Smart, +2 Brave, +1 Reach, +1 Big Weapon
Cost: Can be crafted for Tons of Coins and a Whip of any rank

Rank 1 Rare Food

Oath Cakes
During the Princess Hunts many towns secretly made simple rations to aid the rebels fighting against the Prince. Even now these Oath Cakes are the favorite snacks of Oathbreakers all across Yeld.
Rare Rank 1 Food item
Benefits: Roll 2 extra dice on your next roll.
Cost: Can be acquired by rolling on the Oathbreaker Parade table.

Boulder Town Cheesecake
The most famous treat in all of Yeld, made only once a year and only by the land's greatest chefs!
Rare Rank 1 Food item
Benefits: Roll 1 extra die on all rolls until you fail a roll. Lasts until the end of Fight.
Cost: Can be acquired in Boulder Town on Chef's Day by paying Some Coins.

Fairy Beer
Thick and black and guaranteed to knock you on your butt!
Rare Rank 1 Food item
Benefits: Lose 1 Tough die, but roll 2 extra Brave dice for the rest of the Adventure.
Cost: Can be bought by Friends 10 or older from any merchant on Treaty Day for Lots of Coins.

Rank 1 Rare Gear

Night Glass
Mysterious black glass that when looked through reveals the magical ley lines that run throughout Yeld.
Rare Rank 1 Gear item
Benefits: **+1 See in the dark, +1 Black Magic Protection**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**

Yeldian Survival Guide
A handy guide for surviving the magical land! Its writing suggests its author was a foreigner, someone who also stepped through a door into Yeld.
Rare Rank 1 Gear item
Benefits: **+1 I know about monsters, +1 Restore Roll each Adventure**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**

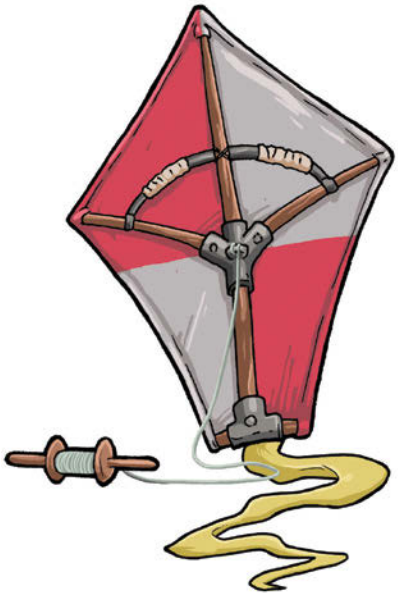
Rare Spell Scrolls
Individual spells written on fragile paper and rolled up and sealed with wax.
Rare Rank 2 Gear
Benefits: **Holding a Spell Scroll in hand allows a Friend or Monster who can use magic to cast the specific spell inscribed on the scroll. Spell Scrolls are single use items and lose their magic after successfully cast, even if their effects are resisted.**
Cost: **Black, White, Red, Blue, Goat, Mermaid and Math Spell Scrolls can be crafted for Some Coins and a Gear item of any rank.**

Rare Spell Books
Small handwritten books containing just a few rare spells.
Rare Rank 2 Gear
Benefits: **Holding a Spell Book in hand allows a Friend or Monster who can use magic to cast the specific spells inscribed in the book.**
Cost: **Rare Black, White, Red, Blue, Goat, Mermaid and Math Spells may be inscribed into a Spellbook by a Mastercrafter for Some Coins and a Gear item of any rank. Rare Spell Books found as Treasure are always added to any existing Rare Spell Book the Friend owns.**

Lucky Coin
An old coin no longer in circulation. The people of Yeld often carry one around to remind them of better times.
Rare Rank 1 Gear item
Benefits: **+1 Gamble, +1 Lucky**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**

Warding Papers
A magical ward hastily scribbled on parchment paper. The fairies used to paint these same wards on their fur before a battle.
Rare Rank 1 Gear item
Benefits: **+1 Red Magic Protection, +1 White Magic Protection**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**

Crimson Lock Picks
A small case of high quality lock picking tools. These ingeniously designed picks were originally crafted by Banneth, the leader of the Crimson Ministry and a Hunter of Yeld.
Rare Rank 1 Gear item
Benefits: **+2 Pick Locks**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**



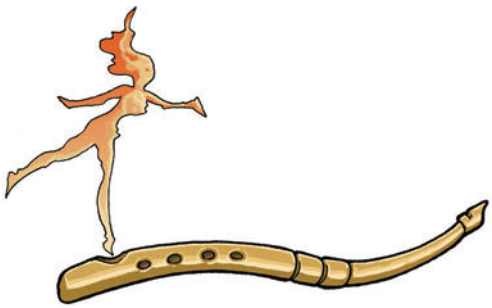
Battle Kite
A brilliant contraption from the kite flying city of Kavault. Perfectly engineered to harness the power of the wind to gain an aerial advantage.
Rare Rank 1 Gear item
Benefits: **+1 Jump, +1 Lift**
Cost: **Can be crafted for Some Coins and a Gear item of any rank**

Rank 2 Rare Gear

Hero's Badge
The official badge of a Yeldian hero! Once you have this badge even vampires will have to take you seriously.
Rare Rank 2 Gear item
Benefits: +2 Good Plan, +1 Restore Roll each Adventure
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Howling Horn
A horn that when blown produces the sound of a werewolf howl! A powerful tool that should never be abused.
Rare Rank 2 Gear item
Benefits: +2 Charge, +1 Banked Action at the start of each Adventure
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Secret Boulder Town Cheesecake Recipe
Passed down from chef to chef and kept secret for centuries. Just how did you get your hands on this?
Rare Rank 2 Gear item
Benefits: A Friend with this recipe and Cooking Special dice can spend one normal Food item and roll on the Cooking table to cook a single Boulder Town Cheesecake Food item. This roll replaces the normal once per Adventure cooking roll.
Cost: Can be crafted on Chef's Day in Boulder Town for Tons of Coins and a Food item of any rank



Flame Dancer Flute
A flute that when played can control fire! An ancient witch hunter trick, passed down from generation to generation.
Rare Rank 2 Gear item
Benefits: +1 Fire Proof, +1 Firebug, +1 Perform
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Enchanted Stopwatch
A wind up watch that has been cursed by the serpent god. Its ability to manipulate time is much sought after.
Rare Rank 2 Gear item
Benefits: +1 Excuse me!, +1 Run, +1 Banked Action at the start of each Adventure
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Royal Doll
A toy fit for a princess! Sometimes all you need is to remember what it's like to just be a kid.
Rare Rank 2 Gear item
Benefits: +1 First Aid, +1 Play, +1 Nap
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Magic Mirror
A simple mirror with a rusted rim. Said to contain a piece of an old witch soul.
Rare Rank 2 Gear item
Benefits: +2 Black Magic Protection, +1 Restore Roll each Adventure
Cost: Can be crafted for Lots of Coins and a Gear item of any rank

Rank 3 Rare Gear

Shatter Bell
A magical bell that sounds at such high frequency it can shatter armor like glass.
Rare Rank 3 Gear item
Benefits: +2 Break, +1 White Magic Protection
Extra benefit: As an Action ring the Bell to roll Strong and Break dice against all Friends and Monsters within 3 Squares on the Action Board.
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Book of One Thousand Prophecies
A book written by a mad Serpent Oracle. Its pages filled with events that have yet to pass.
Rare Rank 3 Gear item
Benefits: +2 Languages, +2 Banked Actions at the start of each Adventure
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Monster Heart
The beating heart of a Monster. The animal tribes of Yeld used to use these in ancient rituals of cleansing.
Rare Rank 3 Gear item
Benefits: +2 Red Magic Protection, +2 Restore Rolls each Adventure
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Fairy War Drum
A large drum used to set pace for marching soldiers. Its sound rouses the fighting spirit of all who hear it.
Rare Rank 3 Gear item
Benefits: +2 Perform
Extra benefit: Roll your Perform dice as if they were First Aid Special dice. Cannot be used in combination with First Aid Special dice.
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Old King's Banner
A flag belonging to the house of the Old King. A symbol of hope during Yeld's darkest times.
Rare Rank 3 Gear item
Benefits: +2 Negotiate, +2 Last One Standing
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Scream Box
A magical box that when opened shouts profanities at all who wander to close. Who would make such a thing?
Rare Rank 3 Gear item
Benefits: +2 Tease, +2 Scare
Cost: Can be crafted for Tons of Coins and a Gear item of any rank

Rank 1 Rare Clothes

Fairy Headband
A small stone rune connected on two sides by a strap. Worn by fairys during summer campaigns, the rune is said to possess the fighting spirit of the Fairy Tribes.
Rare Rank 1 Clothes item (head)
Benefits: +1 Pain Train, +1 Headbutt during Summer
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Hero's Half Gloves
Fingerless gloves designed to protect the hands from the cold while maintaining grip strength. A favorite of new heroes in Yeld.
Rare Rank 1 Clothes item (hands)
Benefits: +1 Do things with rope, +1 Lift during Fall
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Squid Boots
Boots designed to look like a squid! Even the laces feel like tentacles!
Rare Rank 1 Clothes item (legs)
Benefits: +1 Swim, +1 Food item slot during Spring
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Burglar Mask
A simple mask that covers the eyes and nose. Protect your identity while you break the law. It's the smart thing to do.
Rare Rank 1 Clothes item (head)
Benefits: +1 Steal, +1 Snatch during Fall
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Wanderer's Warm Robes
A simple set of robes denoting a traveler. The inside of these robes has five hidden pockets, perfect for outwitting a thief.
Rare Rank 1 Clothes item (chest)
Benefits: +1 Beg, +1 Food item slot during Winter
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Merchant's Coin Ring
A coin ring is a sign of wealth and status among merchants and keeps both sides of a trade honest by glowing red when magic is used nearby.
Rare Rank 1 Clothes item (hands)
Benefits: +1 Trade, +1 Smell Magic during Spring
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Snow Sprinter Cloak
A heavy fur coat meant for winter use. Great for keeping warm during a hike or while ice fishing.
Rare Rank 1 Clothes item (chest)
Benefits: +1 Fish, +1 Run during Winter
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Spelunker Trunks
This cute pair of shorts was designed by a goat for maximum climbing potential during the warm season.
Rare Rank 1 Clothes item (legs)
Benefits: +2 Climb during Summer
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Rank 2 Rare Clothes

Scholar's Silver Spectacles
A fancy pair of glasses designed to promote focus and the ability to look smarter than you actually are.
Rare Rank 2 Clothes item (head)
Benefits: +1 Letter Writing, +1 I know about grown ups! during Spring and Summer
Cost: Can be crafted for Some Coins and a Clothes item of any rank

Smithy Mittens
Looking to pull a sword from a smoldering forge or a pie from a blistering hot oven? Look no further! These mittens are used by blacksmiths and cooks alike for their quality and range of sizes.
Rare Rank 2 Clothes item (hands)
Benefits: +2 Fire Proof during Fall and Winter
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Tribal Skirt
Worn into battle by ancient fairies, this fur and leather skirt provided excellent range of motion while in a fight.
Rare Rank 2 Clothes item (legs)
Benefits: +1 Tease, +1 Run during Spring and Summer
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Soldier's Tunic
A simple lightweight tunic with an axe and sword emblem embroidered across the front. Commonly worn by small town guards during the warm seasons.
Rare Rank 2 Clothes item (chest)
Benefits: +1 I know about monsters!, +1 Food item slot during Summer and Fall
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Embroidered Cuffs
Elegantly crafted arm cuffs. Often worn by members of the animal tribes while attending end of the summer formal events.
Rare Rank 2 Clothes item (hands)
Benefits: +1 Sew, +1 Gamble during Summer and Fall
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Laboratory Coat
A long white coat worn by goblin doctors. The space age material used to make this coat is self sterilizing and perfect for keeping a workspace contamination free.
Rare Rank 2 Clothes item (chest)
Benefits: +1 First Aid, +1 Cook during Winter and Spring
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Fur-Lined Cargo Pantaloons
These fancy pants have more pockets than most kids can count. Don't forget which pocket your snacks are in though!
Rare Rank 2 Clothes item (legs)
Benefits: +2 Food item slots during Fall and Winter
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Shadow Scarf
A dark purple scarf knitted during the midnight hour in the rainiest parts of the year. Turns any words spoken by its wearer into a whisper.
Rare Rank 2 Clothes item (head)
Benefits: +1 Hide and Sneak, +1 Food item slot during Winter and Spring
Cost: Can be crafted for Lots of Coins and a Clothes item of any rank

Rank 3 Rare Clothes

Master's Bronze Belt
The belt of a famous martial artist! Not the original of course but a quality replica!
Rare Rank 3 Clothes item (legs)
Benefits: +1 Karate Chop, +1 Food item slot during Spring, Summer and Fall
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Oracle Robes
Heavy robes made famous by the Serpent Oracles of old. Their mystical properties protect the wearer from Yeld's most dangerous magics
Rare Rank 3 Clothes item (chest)
Benefits: +1 Black Magic Protection, +1 Red Magic Protection during Fall, Winter and Spring
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Captain's Hat
A tricorner hat fit for a seaworthy hero. Many pirate captains wear this type of hat as a symbol of authority.
Rare Rank 3 Clothes item (head)
Benefits: +1 Good Plan, +1 Food item slot during Summer, Fall and Winter
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Ring of a True Hero
These rings were given to the knight protectors of the last Princess long ago. Some of their power still resides inside, even after all these years.
Rare Rank 3 Clothes item (hands)
Benefits: +2 Last One Standing during Spring, Summer and Fall
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Dueling Gloves
Gloves made famous by old royalty. During the Old King's rule, knights and nobles would duel each other during seasonal festivals thrown by the King (there were no festivals in the Fall). The gloves worn by the winner of a duel would be auctioned off at the end of the festival, often to young nobles and squires.
Rare Rank 3 Clothes item (hands)
Benefits: +1 Excuse Me!, +1 Perform during Winter, Spring and Summer
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Funeral Sandals
Because the people of Yeld tend not to bury their dead, most funerals take place at bodies of water where the deceased can be set adrift. Because of this, sandals have become standard footwear while mourning the dead.
Rare Rank 3 Clothes item (legs)
Benefits: +2 Grateful Dead during Winter, Spring and Summer
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Prince Hood
A hood moddled after the eyeless helmet worn by the Prince. Those who wish to show their displeasure with Dragul will wear this to mock his power.
Rare Rank 3 Clothes item (head)
Benefits: +1 Lie, +1 Fight Dirty During Summer, Fall and Winter
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Baggy Trench Coat
An oversized wool coat perfect for sneaking snacks into events and onto the battlefield!
Rare Rank 3 Clothes item (chest)
Benefits: +2 Food item slots during Fall, Winter and Spring
Cost: Can be crafted for Tons of Coins and a Clothes item of any rank

Rank 1 Rare Armor & Shields

Seashell Bracers
Rock hard seashells tied to the forearms with seaweed! A simple piece of armor commonly worn by the soldier of The Deep.
Rare Rank 1 Medium Armor item (hands)
Benefits: +2 Armor, +1 Swim
Cost: Can be crafted for Some Coins and a Armor item of any rank

Spikey Pauldron
A large metal shoulder pad with several nasty spikes protruding outward. Though the spikes are merely decoration they will put the scare in even the most seasoned fighters.
Rare Rank 1 Heavy Armor item (chest)
Benefits: +3 Armor, +1 Scare
Cost: Can be crafted for Some Coins and a Armor item of any rank

Big Leather Boots
Nothing beats a pair of good boots when it comes to balancing protection with speed. They say a hero's stinky feet can be sniffed out from a mile away, so don't wear these boots for too long!
Rare Rank 1 Light Armor item (legs)
Benefits: +1 Armor, +1 Run
Cost: Can be crafted for Some Coins and a Armor item of any rank

Tooth and Skull Cap

Armor commonly worn by the Mauler clan of Toothfacers. Like most items made using bones, the tooth and skull cap holds latent ghost energies that can be harnessed by dead heroes.

Rare Rank 1 Light Armor item (head)
Benefits: +1 Armor, +1 Grateful Dead
Cost: Can be crafted for Some Coins and a Armor item of any rank

Boulder Shield

An iron shield painted with the crest of Boulder Town. Boulder Town is famous for training some of the toughest knights in Yeld and this large shield is one they often carry into battle.

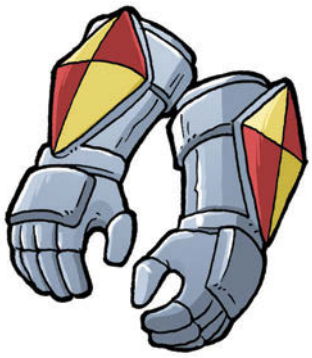
Rare Rank 1 Shield item
Benefits: +1 Armor, +1 Big Shield
Cost: Can be crafted for Some Coins and a Armor item of any rank

Ghost Oak Shield

A wooden shield made of Ghost Oak. The Ghost Oak Forests are notoriously magical places and items crafted from their trees will often keep some of that magic for many years after.

Rare Rank 1 Shield item
Benefits: +1 Armor, +1 Black Magic Protection
Cost: Can be crafted for Some Coins and a Armor item of any rank

Rank 2 Rare Armor& Shields



Kite Gauntlets

Gauntlets made in the forges of Kavault! The kite is the symbol of Yeld's largest city and is famous throughout the magical land.

Rare Rank 2 Light Armor item (hands)
Benefits: +1 Armor, +1 Jump, +1 Climb
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Trusty Chainmail Tunic

This armor has been tested on the battlefield and saved the life of its wearer at least once. If it can do it for them it can do it for you too!

Rare Rank 2 Medium Armor item (chest)
Benefits: +2 Armor, +2 Gamble
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Fairystone Helmet

Fairystone was a precious commodity before the fairies returned to Yeld. Its unique runes made it magic resistant in a way the ancient scholars could never understand. Armor made from this material is a common sight on Yeld's battlefields.

Rare Rank 2 Heavy Armor item (head)
Benefits: +3 Armor, +2 Red Magic Protection
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Ninja's Kneepads

No one in Yeld knows what a ninja is, but heroes from another world insist that the ninja's skill in stealth and assassination are unmatched even in the magical land.

Rare Rank 2 Medium Armor item (legs)
Benefits: +2 Armor, +2 Hide and Sneak
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Sunlight Buckler
A well crafted shield that shines under the light of the sun! They say the shield even shines in total darkness. Neat!
Rare Rank 2 Shield item
Benefits: +1 Armor, +1 Shield Bash, +2 See in the dark
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Black Iron Greatshield
The favored shield of Vampire Soldiers. This massive chunk of metal is almost too heavy for a full grown fairy!
Rare Rank 2 Shield item
Benefits: +1 Armor, +1 Shield Bash, +1 Big Shield
Cost: Can be crafted for Lots of Coins and a Armor item of any rank

Rank 3 Rare Armor & Shields

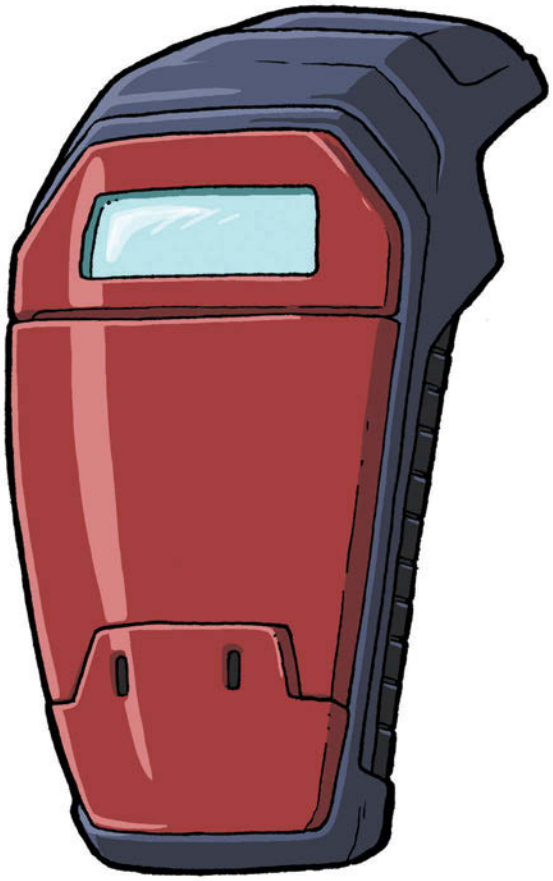
Crowface Helm
Crowface was the alias of a once famous Witch Hunter from long ago. Considered one of the first of her kind, many Witch Hunters since have worn her mask to show that they share the same burden she did.
Rare Rank 3 Medium Armor item (head)
Benefits: +2 Armor, +1 See in the dark, +2 Snatch
Cost: Can be crafted for Tons of Coins and a Armor item of any rank

Enchanted Fur Jacket
Enchanted furs are a common ware sold by the Animal Tribes. Their innate magical properties provide natural protection against most forms of attack and because of this, make for great armor.
Rare Rank 3 Light Armor item (chest)
Benefits: +1 Armor, +3 White Magic Protection
Cost: Can be crafted for Tons of Coins and a Armor item of any rank

Guardian Gauntlets
The gauntlets of a true protector! The gloves attached to these gauntlets are perfect for catching bladed edges in the heat of battle.
Rare Rank 3 Heavy Armor item (hands)
Benefits: +3 Armor, +2 Disarm, +1 Tease
Cost: Can be crafted for Tons of Coins and a Armor item of any rank

Cavalry Grieves
Worn by soldiers riding beasts into battle. this armor was designed to have the flexibility needed to mount and dismount while still providing good protection to its wearer.
Rare Rank 3 Heavy Armor item (legs)
Benefits: +3 Armor, +2 Trip, +1 Do things with rope
Cost: Can be crafted for Tons of Coins and a Armor item of any rank

Warrant Shield
The shield of a Warrant Mage! While not all warrant mages carry these shields many will for their utility in the line of duty.
Rare Rank 3 Shield item
Benefits: +1 Armor, +2 Shield Bash, +2 Pick Locks, +1 Negotiate
Cost: Can be crafted for Tons of Coins and a Armor item of any rank



Autumn Tower Shield

A shield made from loose panelling that fell off the Tower of Autumn. This material is like nothing else in Yeld and even the Goblins have struggled to replicate its strange and wonderful properties.

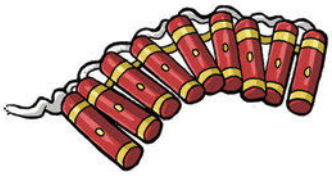
Rare Rank 3 Shield item

Benefits: +1 Armor,+2 Shield Bash, +1 Big Shield

Cost: Can be crafted for Tons of Coins and a Armor item of any rank

Holiday Stuff

These special items can only be acquired on Holidays



Goblin Firewroks

A dangerous explosive. Only sold to children.

Rare Rank 1 Gun (single use)

Benefits: +1 Strong, causes Fire

Extra benefit: Aim this weapon at the sky to set off the Goblin Firework. All Friends and Monsters must roll Smart against your attack roll. Friends and Monsters who fail this roll will be blinded and unable to use their Action this round.

Cost: Can be purchased during the Goblin Carnival Holiday for Lots of Coins.

Blue Wind Tabard

A festive blue tabard decorated with swirls of wind.

Rare Rank 1 Clothes item (chest)

Benefits: +1 Red Magic Protection

Extra benefit: This item can be worn over the top of another chest item.

Cost: Awarded to the Grand Marshall of the Blue Wind Parade or the 1st or 2nd place in the Kite Flying Contest during the Blue Wind Festival.

Fancy Clothes

A spectacularly lavish outfit for the fanciest occasions.

Rare Rank 1 Clothes item (head, chest, arms and legs)

Benefits: +1 Excuse Me!, +1 Negotiate, +1 Trade

Extra benefit: Wearing Fancy Clothes allows a Friend to enter the Pirate Bay Masquerade. While attending the Masquerade all Food items are free! Eat and drink to your heart's content!

Cost: Can be crafted for Tons of Coins and a Clothes item of any rank or created with the Mermaid Fashion spell.

Ghost Mask

A spooky mask sold by shops on the Day of the Dead holiday.
Rare Rank 1 Clothes item (head)
Benefits: +1 Grateful Dead
Extra benefit: Roll 1 extra die on a Restore roll once each game during Fall.
Cost: Can be purchased for Some Coins and a Restore roll or 1 Bone

Keymas Ornament

A simple key shaped ornament to hang from a hearth or door during Keymas.
Rare Rank 1 Gear/Food item
Benefits: Re-roll Loot and Treasure rolls for Monsters you defeated while holding this item during Winter.
Extra Benefit: Give this item to a Friend on the Keymas Holiday. They may use it as a Food item to gain a Reward die.
Cost: Can be purchased from shops in Madris in the week before the Keymas Holiday for Tons of Coins.

Witch Fire Mask

A frightening skull mask, wreathed in everburning flames.
Rare Rank 1 Clothes item (head)
Benefits: Witch Hunter's roll 1 extra die when attacking a Monster that has successfully cast a spell on another Friend this round.
Extra benefit: +1 See in the dark
Cost: Can be purchased from the Job Trainer on the Witch Fire Festival holiday for Tons of Coins and 1 Witch Hunter Mask.

Exotic Treasure

These Exotic items can only be found by rolling on the Heroic Treasure table.

Chocodile

A treat from another world!
Exotic Rank 1 Food item
Benefits: Roll 1 extra die on your next roll. If that roll is successful immediately take another Action. Roll 1 extra die on that Action as well. Both Actions contribute to the Action Chain.
Cost: Can be found by rolling on the Heroic Treasure table.

Convincing Fairy Costume

The best costume shop in all of Yeld used to sell a Fairy costume that was so realistic even real Fairies couldn't tell at a distance. Of course the Prince ordered all the costumes destroyed. This is the last one.
Exotic Rank 2 Light Armor (head, chest and legs)
Benefits: +2 Fatty Fat Fatty
Extra benefit: +1 on all rolls against Fairies. Fairies will not take Actions against you during the first round of a Fight until after you have taken an Action against a Fairy.
Cost: Can be found by rolling on the Heroic Treasure table.

Spooky dice

"I don't know if they actually bring good luck, but I'm sure they prevent bad luck."

Exotic Rank 1 Gear item

Benefits: Once per round re-roll a single die with a result of 1.

Cost: Can be found by rolling on the Heroic Treasure table.

The Luck Bunny's Hammer

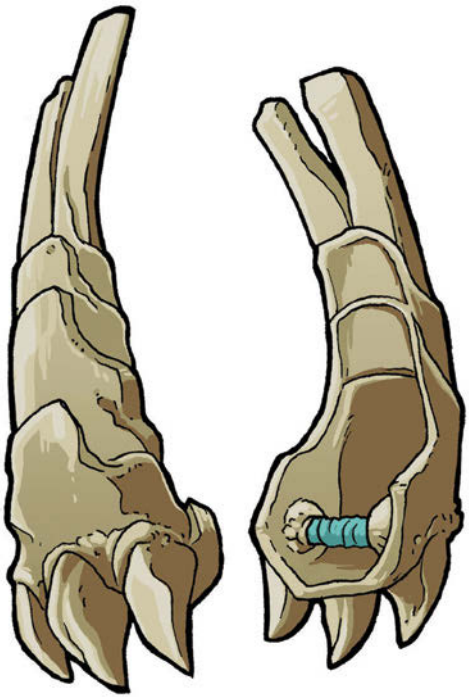
A simple wooden hammer with a child's carving depicting the Luck Bunny, the very first "Imaginary Friend" ever called by a White Mage.

Exotic Rank 2 Club

Benefits: +2 Strong, +2 Luck

Extra benefit: Called Imaginary Friends roll 1 Extra Armor and Tease die.

Cost: Can be found by rolling on the Heroic Treasure table.



Fossilized Howligator Fists

When Yeld was still new and raw there were Howligators so large that even dragons feared them. Countless centuries later all that's left of these monstrous creatures is their gigantic fossilized claws, each nearly the size of a young hero!

Exotic Rank 2 Knuckles

Benefits: +1 Strong. +1 Big Weapon

Extra benefit: Immediately after making and attack with this weapon that caused the target to lose a Tough die spend a Banked Action to make a new attack. Roll 4 extra Strong dice on a that attack.

Cost: Can be found by rolling on the Heroic Treasure table.

Cloak of Sad Truths

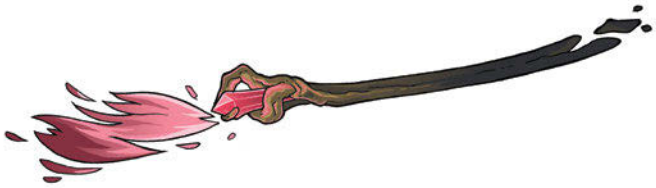
No matter how much they may want it, some heroes realize they will never go home. By resigning themselves to their fate they gain a certain strength.

Exotic Rank 2 Clothes item (chest)

Benefits: +1 Strong, +1 Smart

Extra benefit: This Friend can never go home. This Friend can not use Restore rolls except as a Ghost.

Cost: Can be found by rolling on the Heroic Treasure table.



Red Tornado

"The ancient witches didn't waste time with curses and elixirs. The old witches split reality open and devoured the energies that spilled out from those wounds. We can be those witches again!"

Exotic Rank 2 Broom

Benefits: +2 Smart, + 2 Fly

Extra benefit: While holding this weapon a Witch can cast spells from the Red Magic spell list. A Witch can cast each spell a number of times per Adventure equal to her Core Smart dice.

Cost: Can be found by rolling on the Heroic Treasure table.

Quantum Dagger

"How it works is that you throw it at a guy, and if it hits all of the sudden there you are! Right next to him! I mean, I don't ACTUALLY know how it works at all. Goblins made it, so you tell me!"

Exotic Rank 2 Dagger

Benefits: +3 Brave

Extra benefit: If a thrown attack with this weapon is successful immediately move to any square on the Action Board next to the target. You can spend an Action to pick up this weapon as long as you are within 1 square of the target.

Cost: Can be found by rolling on the Heroic Treasure table.

Meagan's Magical Magnet Mittens

We always thought Meagan had a magnetic personality. Turns out it was just her mittens.

Exotic Rank 2 Clothing item (hands)

Benefits: +2 Sticky Hands

Extra benefit: Thrown weapons return to you at the end of the next round.

Cost: Can be found by rolling on the Heroic Treasure table.

War Winner

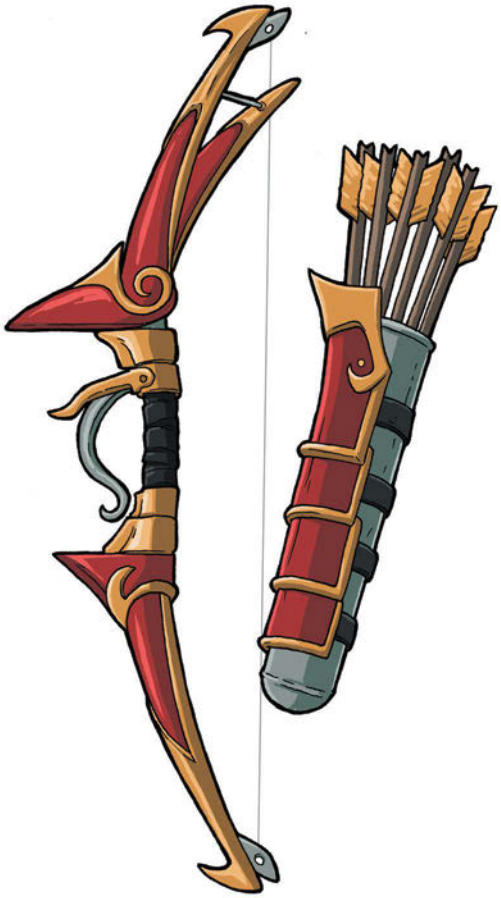
"As the battle entered its 2nd day he only seemed stronger. His strength grew while his enemie's wanned. By the 4th day even his Hunters couldn't keep pace, and it seemed like he was larger and more ferocious. The horns on his helmet grew as well, curving toward the sky. By the 10th day we knew that he wasn't a man. Whatever he called himself, this foreign "Prince" was a monster. If only the King could see the truth."

Exotic Rank 3 Axe (one-handed)

Benefits: +4 Strong

Extra benefit: Starting at the 3rd round of a Fight roll 1 extra die on attacks. Starting at the 7th round of a Fight roll 2 extra dice on attacks.

Cost: Can be found by rolling on the Heroic Treasure table.



Kerrigor's Comet

For a brief time the Prince's chief lieutenant fancied himself a bow man. Kerrigor commissioned a weapon of supremely destructive force, artillery in the form of a bow and a quiver of potent arrows. In the end it simply wasn't enough. Kerrigor prefered to wreak havoc on a closer and more personal scale.

Exotic Rank 2 Bow

Benefits: +2 Strong, +1 Break

Extra benefit: Attacks made with Break Special dice also cause the target to lose a Tough die. Attacks with this weapon cause Fire.

Cost: Can be found by rolling on the Heroic Treasure table.

The Leviathan Spiral

A trophy from Dragul's long, bloody campaign against the Leviathan Queen and her knights. This golden spiral once powered a towering Leviathan Knight, and when you touch it you can still feel its immense energy.

Legendary Rank 3 Polearm

Benefits: +2 Strong, +2 Tough, +1 Reach, +1 Big Weapon

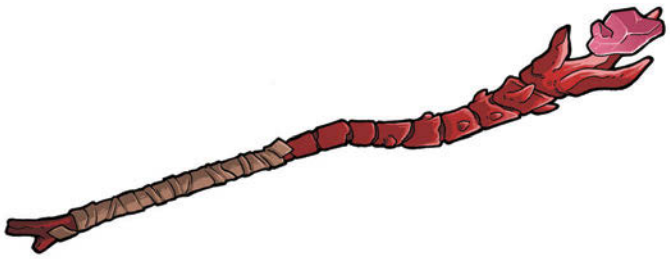
Extra benefits: Roll 2 extra dice when attacking Monsters with the Gigantic or Mighty title or the Huge Special die.

Cost: Can be found by rolling on the Heroic Treasure table.

The Black Casket

"He fought bravely until death finally took him. After the battle the White Mages looked for his ghost, but it was nowhere to be found."

Exotic Rank 3 Heavy Armor (head and chest)
Benefits: +4 Armor
Extra benefit: When an attack would cause you to lose a Tough die you can choose to lose a Brave die instead.
Cost: Can be found by rolling on the Heroic Treasure table.



Spine of the Leviathan Queen

"He thinks he is a prince. He thinks he can wage war on our lands. We will show him that his power means nothing to us. We will show him that it was a mistake to ever come to our world."

Exotic Rank 4 Staff
Benefits: +5 Smart, +1 Big Weapon
Extra benefit: Cast a spell that automatically succeeds. The target is not allowed to resist and must suffer the results of the spell. You can never cast that spell again.
Cost: Can be found by rolling on the Heroic Treasure table.

Calamity Angel

This is not revenge. This is justice.

Exotic Rank 4 Polearm
Benefits: +3 Strong, + 2 Brave, +1 Reach, + 2 Fly
Extra benefit: Add Fly dice to your next attack roll after successfully using Fly dice to defend against an attack.
Cost: Can be found by rolling on the Heroic Treasure table.

Sushi Kid's Exotic items

These Exotic items are only available from the Sushi Kid.

Bento Box

A master crafted wooden box containing two compartments meant to carry food. It's so sturdy you could even use it as a shield!

Exotic Rank 1 Shield item
Benefits: +1 Armor, +1 Fish Face, +1 Food item slot
Cost: Can be purchased from the Sushi Kid for 4 Food or Fish items and Some Coins.

Shiny Clam Necklace

This necklace holds the blessing of The Deep within its shell, keeping the wearer's items safe even in dangerous summer storms.

Exotic Rank 1 Clothes item (head)
Benefits: +1 Slimy, +1 Sticky Hands during Summer
Cost: Can be purchased from the Sushi Kid for 3 Food or Fish items and Some Coins

The Lake Lord's Fishing Net

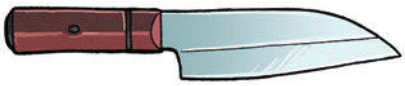
The Lake Lord is one of the Sushi Kid's favorite stories. This special net is based on the famous one from that story!

Exotic Rank 2 Gear item
Benefits: +1 Fish, +1 Do things with rope
Extra benefits: You may go Fishing one additional time each Adventure. Counts as a Fishing Pole
Cost: Can be purchased from the Sushi Kid for 5 Food or Fish items and Lots of Coins

Lost Manual of the Squid Fist Style

A dirty old manual depicting a Squidman performing hand to hand combat techniques. The Sushi Kid swears up and down that it's the "Real Deal"!

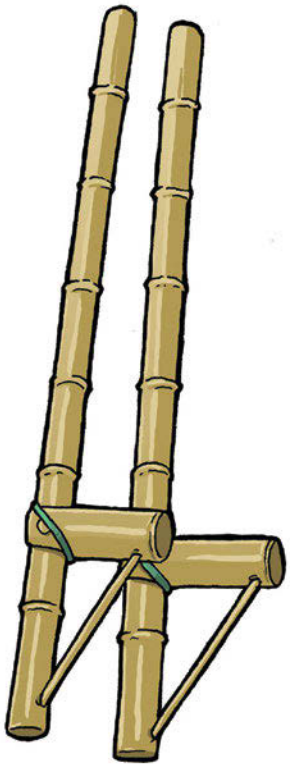
Exotic Rank 1 Gear item
Benefits: +2 Tentacle
Cost: Can be purchased from the Sushi Kid for 4 Food or Fish items and Some Coins



Super Sushi Knife

This high quality knife was crafted by the Sushi Kid himself! Used for filleting fish and monsters alike.

Exotic Rank 1 Dagger
Benefits: +1 Brave, +1 Cook
Extra benefits: You may Cook one additional time each Adventure, but must choose to Cook Sushi.
Cost: Can be purchased from the Sushi Kid for 5 Food or Fish items and Some Coins



Fishmonger's Stilts

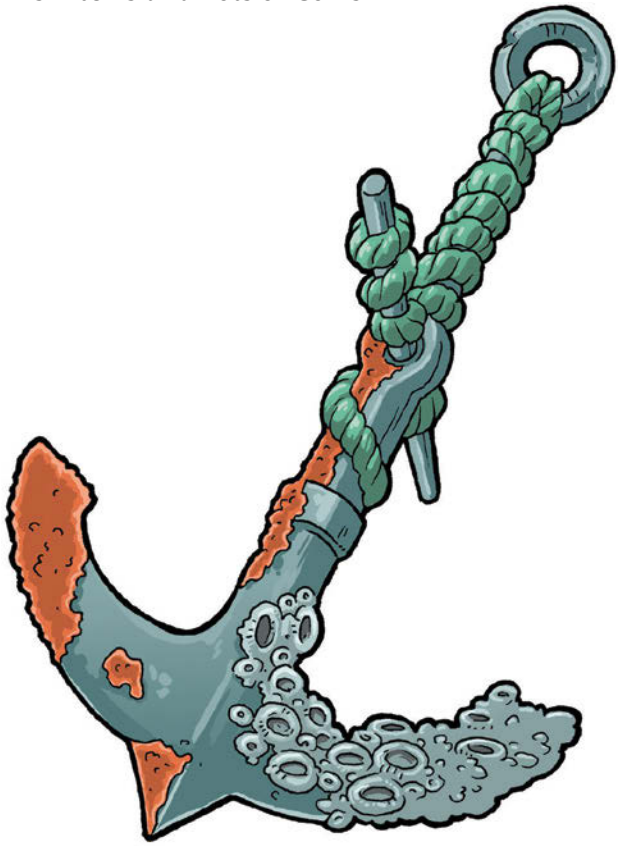
These long wooden stilts are great for navigating high spring waters or kicking hungry howligators away from your catch!

Exotic Rank 2 Clothes item (legs)
Benefits: +1 Huge during Spring and Summer
Cost: Can be purchased from the Sushi Kid for 3 Food or Fish items and Lots of coins

Scaly Fin Tunic

A tunic worn by soldiers of The Deep. The Sushi Kid knows the giant crab who makes all the Armor for The Deep and he's going to keep bringing it up every time you see him.

Exotic Rank 2 Light Armor (chest)
Benefits: +1 Armor, +1 Snake Skin
Cost: Can be purchased from the Sushi Kid for 3 Food or Fish items and Lots of Coins



Sea Chantey Anchor

An old rusted anchor enchanted to be a quarter of its normal weight and wielded as a weapon. Those strong enough to lift it will find the anchor to be a powerful addition to their arsenal.

Exotic Rank 2 Club (two-handed)
Benefits: +2 Strong, +2 Break, +1 Big Weapon, +1 Stubborn
Cost: Can be purchased from the Sushi Kid for 4 Food or Fish items and Lots of Coins

Golden Needle

A sewing needle cast in the fires of the ancient Fairy Forge. They say a similar needle was used by old witches to create the first Toothfacers long ago.

Exotic Rank 2 Gear item

Benefits: +1 Sew, +1 First Aid

Extra benefits: You may Sew one additional time each Adventure

Cost: Can be purchased from the Sushi Kid for 5 Food or Fish items and Lots of Coins

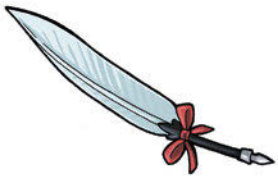
Tide Rider

An enchanted surfboard designed by a sailor witch! The Sushi Kid doesn't know how it works but is happy to sell it to any witch who has the proper skills.

Exotic Rank 3 Broom

Benefits: +3 Strong, +3 Fly, +1 Deathwish, +2 Swim

Cost: Can be purchased from the Sushi Kid for 6 food or fish items or 1 Swim Special die and Tons of Coins



Poet's Quill

A living quill brought to life by the spirit of an ancient poet! The perfect letters this quill produces are a sight to behold.

Exotic Rank 2 Gear item

Benefits: +1 Letter Writing, +1 Perform

Extra benefits: You may write a letter one additional time each Adventure

Cost: Can be purchased from the Sushi Kid for 5 Food or Fish items and Lots of Coins

Deep Mirror

This magical hand mirror absorbs all light that touches it and sends it down into the darkest parts of the ocean. Its magical nature tends to disrupt spells being cast near it.

Exotic Rank 3 Shield

Benefits: +1 Armor, +1 Big Shield, +2 Mageproof +2 Fireproof

Cost: Can be purchased from the Sushi Kid for 5 Food or Fish items and Tons of Coins

Sweater Shop Exotic items

These Exotic items are only available from the Sweater Shop. The Sweater Shop accepts Wool as payment. Shepherds and White Mages can generate 1 Wool by choosing not to cast the Call Flock or Call Horde of Sheep spells for an entire Adventure.

Fancy Doily

This ornamental mat makes any food look fancy!

Exotic Rank 1 Gear item

Benefits: Any Food item you consume also provides +1 Excuse me! Special dice on your next Interrupt roll.

Cost: Can be purchased from the Sweater Shop for 1 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Winter Sweater for Clever Children

A well made thick wool sweater sized just for young heroes!
Exotic Rank 1 Clothes item (chest)
Benefits: Add 1 die to all Challenge rolls during Winter.
Extra benefits: You must wear this Sweater for the entire Adventure to gain its benefits.
Cost: Can be purchased from the Sweater Shop for 2 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Flock Master Sweater

A traditional sweater for tradition minded shepherds.
Exotic Rank 2 Clothes item (chest)
Benefits: Your Flock gains +1 Armor and +1 Mageproof
Extra benefits: You must wear this Sweater for the entire Adventure to gain its benefits.
Cost: Can be purchased from the Sweater Shop for 3 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Keymas Sweater

A handsome gift for a friendly Monster.
Exotic Rank 1 Gear item
Benefits: Give this item to a Monster at the beginning of a Fight. That Monster cannot take an Action against you until you take an Action against it. If that Monster is the last Monster standing it will surrender. This item is lost after it is used. You can't take back a gift!
Extra benefits: This item cannot be used on Boss Monsters.
Cost: Can be purchased from the Sweater Shop on the Keymas holiday for 1 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Sleepy Sweater

A plush sweater with a thick hood and long sleeves, perfect for curling up in front of a warm fireplace in a quiet inn.
Exotic Rank 1 Clothes item (chest)
Benefits: Recover 2 dice when sleeping at an Inn.
Extra benefits: You must wear this Sweater for the entire Adventure to gain its benefits.
Cost: Can be purchased from the Sweater Shop for 1 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Golden Sweater
This finely knitted sweater attracts wealth.
Exotic Rank 2 Clothes item (chest)
Benefits: Add or subtract 1 from any Treasure roll.
Extra benefits: You must wear this Sweater for the entire Adventure to gain its benefits.
Cost: Can be purchased from the Sweater Shop for 2 Wool and Some Coins or 1 Clothes item of any rank and Lots of Coins.

Hero's Scarf Pattern
A special pattern for knitting a Hero's Scarf.
Exotic Rank 1 Gear item
Benefits: Roll on the Sewing table and spend 1 Wool. On a result of 24 or more create a Hero's Scarf Clothes item (see below).
Cost: Can be purchased by Friends with the Sew Special die from the Sweater Shop for 1 Wool and Some Coins.

Hero's Scarf
A fitting scarf for a young hero, made by a friend.
Exotic Rank 2 Clothes item (head)
Benefits: +1 Smart die on one roll this Adventure.
Extra benefits: Wearing all 4 Hero Clothing items allows you to add 1 to the result of every die roll you make. You must wear this Scarf for the entire Adventure to gain its benefits.
Cost: Can be crafted by any Friend with the Sew Special die and a Hero's Scarf Pattern for the cost of 1 Wool.

Hero's Suspenders Pattern
A special pattern for knitting a Hero's Suspenders.
Exotic Rank 1 Gear item
Benefits: Roll on the Sewing table and spend 1 Wool. On a result of 24 or more create a Hero's Suspenders Clothes item (see below).
Cost: Can be purchased by Friends with the Sew Special die from the Sweater Shop for 1 Wool and Some Coins.

Hero's Suspenders
Sturdy suspenders for a young hero, made by a friend.
Exotic Rank 2 Clothes item (chest)
Benefits: +1 Brave die on one roll this Adventure.
Extra benefits: Wearing all 4 Hero Clothing items allows you to add 1 to the result of every die roll you make. You must wear these Suspenders for the entire Adventure to gain its benefits.
Cost: Can be crafted by any Friend with the Sew Special die and a Hero's Suspenders Pattern for the cost of 1 Wool.

Hero's Mittens Pattern
A special pattern for knitting a Hero's Mittens.
Exotic Rank 1 Gear item
Benefits: Roll on the Sewing table and spend 1 Wool. On a result of 24 or more create a Hero's Mittens Clothes item (see below).
Cost: Can be purchased by Friends with the Sew Special die from the Sweater Shop for 1 Wool and Some Coins.

Hero's Mittens
Thick Mittens for a young hero, made by a friend.
Exotic Rank 2 Clothes item (hands)
Benefits: +1 Strong die on one roll this Adventure.
Extra benefits: Wearing all 4 Hero Clothing items allows you to add 1 to the result of every die roll you make. You must wear these Mittens for the entire Adventure to gain its benefits.
Cost: Can be crafted by any Friend with the Sew Special die and a Hero's Mittens Pattern for the cost of 1 Wool.

Hero's Socks Pattern
A special pattern for knitting a Hero's Sock.
Exotic Rank 1 Gear item
Benefits: Roll on the Sewing table and spend 1 Wool. On a result of 24 or more create a Hero's Socks Clothes item (see below).
Cost: Can be purchased by Friends with the Sew Special die from the Sweater Shop for 1 Wool and Some Coins.

Hero's Socks
Warm Socks for a young hero, made by a friend.
Exotic Rank 2 Clothes item (legs)
Benefits: +1 Tough die on one roll this Adventure.
Extra benefits: Wearing all 4 Hero Clothing items allows you to add 1 to the result of every die roll you make. You must wear these Socks for the entire Adventure to gain its benefits.
Cost: Can be crafted by any Friend with the Sew Special die and a Hero's Socks Pattern for the cost of 1 Wool.

Ghost Merchant's Exotic items
These Exotic items are only available from the Ghost Merchant.

Bat Staff
A long black staff adorned with a black bat. Its very presence is frighting to both the living and the dead.
Exotic Rank 1 Staff
Benefits: +1 Smart +1 Brave +2 Scare
Cost: Can be purchased from the Ghost Merchant for 2 Bones or Restore rolls and Some Coins

Mummy Wraps
The same magical wraps used by tunnel mummies works well as armor for young heroes. The Ghost Merchant is the only one selling this item in all of Yeld!
Exotic Rank 1 Light Armor (head)
Benefits: +1 Armor, +1 Magic Masochist
Cost: Can be purchased from the Ghost Merchant for 2 Bones or Restore rolls and Some Coins

Shadow Stories
A book of scary stories with illustrations so haunting they could keep a ghost up all night!
Exotic Rank 1 Gear item
Benefits: +1 Cold Hearted, +1 Hide and Sneak
Cost: Can be purchased from the Ghost Merchant for 2 Bones or Restore rolls and Some Coins

Gloves of the Gravekeeper
These well made leather gloves were worn by fairy gravekeepers long ago. Now, with so few bodies being buried anymore the demand for such clothing has fallen to an all time low.
Exotic Rank 1 Clothes item (hands)
Benefits: +1 Grateful Dead, +1 Snatch while any Friend is a Ghost
Cost: Can be purchased from the Ghost Merchant for 2 Bones or Restore rolls and Some Coins

Crypt Waker Cloak
A cloak worn by the buried dead. The cloak is said to help spirits escape the tunnels below Yeld and find their eternal resting place.
Exotic Rank 2 Clothes item (chest)
Benefits: +1 Sixth Sense during Fall and Winter
Extra benefits: +1 Fly while you are a Ghost
Cost: Can be purchased from the Ghost Merchant for 3 Bones or Restore rolls and Lots of Coins

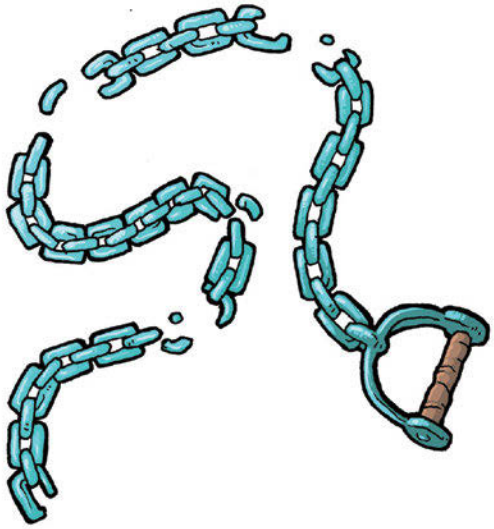
Ghost Cake
A pasty green slice of cake on a tiny plate made of bone. Tastes like nothing.
Exotic Rank 1 Food item
Benefits: Roll 1 extra die on all Ghost Actions for the rest of a Fight, or autopass a Restore Roll as a Ghost Friend to gain 1 Tough die.
Cost: Can be acquired from the Ghost Loot table or purchased from the Ghost Merchant for 1 Bone or Restore Roll.

Ghost Cake Recipe
A slip of paper with spooky drawings of spiders and skulls. Is this supposed to be a recipe?
Rare Rank 1 Gear item
Benefits: A Friend with this recipe and Cooking Special dice can spend a Restore roll and roll on the Cooking table to cook Ghost Cake instead of normal Food items.
Cost: Can be acquired from the Ghost Loot table or purchased from the Ghost Merchant for 3 Bones or 3 Restore rolls.

Ghost Moon Goggles
Once every hundred years the Ghost Moon shines on Yeld and illuminates the magical ley lines running throughout the land. These goggles harness the power of that moon to allow the wearer to see the ley lines during any cloudless night.
Exotic Rank 2 Clothes item (head)
Benefits: +2 See in the dark, +2 Smell Magic during the last 10 days of each season
Cost: Can be purchased from the Ghost Merchant for 3 Bones or Restore rolls and Lots of Coins

Haunted Lantern
A lantern haunted by the spirit of a hero. Even in death a true hero keeps others safe from the unknown.
Exotic Rank 2 Gear item
Benefits: +1 Restore Rolls each Adventure
Extra benefits: Can be used as a Torch.
Cost: Can be purchased from the Ghost Merchant for 3 Bones or Restore rolls and Lots of Coins

Ectoplasmic Mop
A mop designed especially for cleaning the remains of a ghost from the living world. Witches have praised this mop for being a perfect substitute for their normal flying brooms.
Exotic Rank 2 Broom
Benefits: +2 Strong, +2 Fly
Extra benefits: Ghosts that target you with Ghost Actions gain a Witch Curse (see the Witch Job ability on page 47)
Cost: Can be purchased from the Ghost Merchant for 3 Bones or Restore rolls and Lots of Coins



Spectral Chains
A long ghostly chain made from Witch Iron. No living creature can escape once wrapped in this magical whip.
Exotic Rank 2 Whip
Benefits: +2 Smart, +1 Reach, +1 Big Weapon
Extra benefits: Counts as Rope when capturing a Monster.
Cost: Can be purchased from the Ghost Merchant for 3 Bones or Restore rolls and Lots of Coins

Soul Severer
An axe once wielded by an ancient Soul Thief. This weapon grows more powerful every time it claims a life.
Exotic Rank 3 Axe
Benefits: +3 Strong
Extra benefits: Bank an Action each time the Friends generate Restless Dead. This Weapon can be used by a Friend with the Soul Thief Job.
Cost: Can be purchased from the Ghost Merchant for 6 Bones or 3 Restore rolls and Tons of Coins

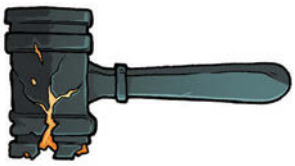
Haunted Sword of a Dead Knight

The knight who once wielded this sword died without honor and now must spend one thousand years trapped inside it.

Exotic Rank 3 Sword

Benefits: +3 Strong, +3 Brave, +1 Possessed

Cost: Can be purchased from the Ghost Merchant for 4 Bones or Restore rolls and Tons of Coins



Gavel of the Darned

A relic of a bygone age, when Ghostkeepers kept Yeld safe from the dead and Old Witches still plagued the magical land.

Exotic Rank 3 Club

Benefits: +3 Strong, +3 Break, +1 Carnivorous,

Cost: Can be purchased from the Ghost Merchant for 4 Bones or Restore rolls and Tons of Coins

Mad Marvin's Exotic items

These Exotic items are only available from Mad Marvin's Monster Mouth Shop

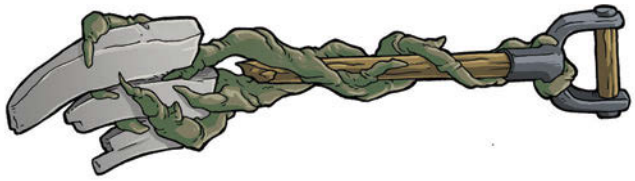
Pocket Fire

A small drawstring sack made from the stomach lining of a dragon. When opened the sack produces a large fireball that flies wildly into the air!

Exotic Rank 1 Gear

Benefits: +1 Firebreath

Cost: Can be purchased from Mad Marvin for 1 Reward die and Some Coins



Root God's Shovel

The gift from a Root God to a Rooter. This shovel is used to hack away at roots so they can be easily eaten.

Exotic Rank 1 Club

Benefits: +1 Strong, +1 Smart, +1 Break, +1 Lift

Cost: Can be purchased from Mad Marvin for 1 Reward die and Some Coins

Toothfacer Saw

A mighty axe with a blade made from razor sharp teeth. The Mauler Clan of Toothfacers is infamous for using these brutal weapons.

Exotic Rank 2 Axe

Benefits: +2 Strong, +1 Trample

Cost: Can be purchased from Mad Marvin for 1 Reward die and Lots of Coins

Fairy Fur Bracers

Armor made from the fur of a fairy. Tough and lightweight, this armor provides great protection but at the cost of every fairy hating you.

Exotic Rank 1 Light Armor (hands)

Benefits: +1 Armor, +1 Fatty Fat Fatty

Extra benefits: Roll 1 less die on all non-fight rolls involving Fairies.

Cost: Can be purchased from Mad Marvin for 1 Reward die and some coins

Serpent Fang Cestus

This hand to hand weapon was wielded by Serpent Oracles long ago. Its venomous coating makes it one of Yeld's deadliest weapons.

Exotic Rank 2 Knuckles

Benefits: +1 Strong, +1 Brave, +1 Poison, +1 Acid Spit,

Cost: Can be purchased from Mad Marvin for 1 Reward die and Lots of Coins

Ancient Explorer's Crossbow

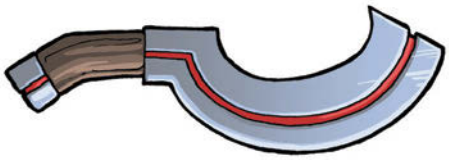
A weapon of the First Kings! This ancient design has survived the test of time and found use in a world being dominated by magic and guns.

Exotic Rank 3 Bow

Benefits: +3 Strong, +3 Brave, +1 Food item slot, +1 Restore Roll each Adventure

Cost: Can be purchased from Mad Marvin for 1 Reward die and Tons of Coins

Monster Skull
A large skull fused to a metal handle. Commonly made out of howligator skulls these obtuse shields have special properties!
Exotic Rank 2 Shield
Benefits: **+1 Armor, +1 Snake Eyes, +1 Lick**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Lots of Coins**



Menace Hook
A weapon wielded by elite Crimson Ministers. Its curved blade disguises its long reach and many fall victim to its deceptive power.
Exotic Rank 2 Dagger
Benefits: **+3 Brave, +2 Jinx**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Lots of Coins**

Beast Hide Sabatons
This armor was often worn by the King's People before their truce with the Animal Tribes.
Exotic Rank 3 Heavy Armor (legs)
Benefits: **+3 Armor**
Extra benefits: **Negotiate, Scare and Do things with rope Special dice cannot be used against you.**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Tons of Coins**

Giant's Wand
This wand belonged to an ancient scholar who was known for his impressive size. The "Giant Mage" as he was called could cast spells that engulfed entire towns and forests.
Exotic Rank 3 Staff
Benefits: **+4 Smart, +1 Huge, +1 Big Weapon, +1 Mageproof**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Tons of Coins**

Tears of the Mountain
A pistol crafted for the Princess of Yeld by the Seamstress of Pirate bay as a token of friendship. Though the Princess disappeared before she could receive this gift, its true owner will always be known to the people of Yeld.
Exotic Rank 3 Gun
Benefits: **+3 Strong, +1 Firebug**
Extra benefits: **Bank an Action any time a Friend or Monster catches Fire during a Fight. A Friend who purchased this weapon can use it as if Gun were listed in their Job's weapon list.**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Tons of Coins**

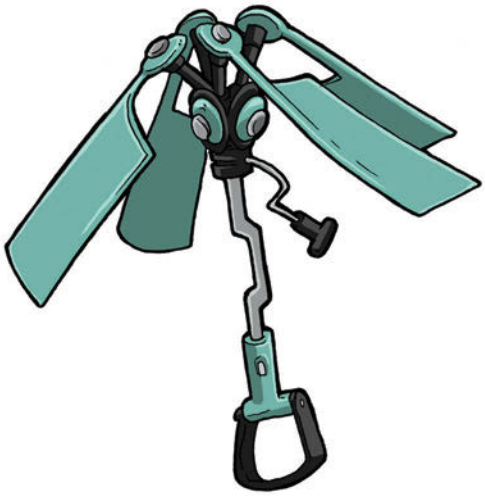
Spider Fang Long Sword
Fang swords were made famous by an ancient Fairy warchief whose legend states that he defeated the Spider God in a duel to the death. Each of the Spider God's fangs were made into swords and passed down from generation to generation. How did Marvin get one?
Exotic Rank 3 Sword
Benefits: **+3 Strong, +3 Brave, +1 Reach, +1 Poison**
Cost: **Can be purchased from Mad Marvin for 1 Reward die and Tons of Coin**

Goblin Trader's Exotic items
These exotic items can only be purchased from Special Goblin Merchants.

Emergency Shock Kit
A Goblin made defibrillator. If it doesn't shock the life into someone it will at least shock the life out of someone else!
Exotic Rank 1 Gear item
Benefits: **+2 First Aid, +1 Restore roll each Adventure**
Cost: **Can be purchased from Special Goblin Merchants For 2 Junk and Some Coins**

Owner's Manual
A strange three thousand page book. Find answers to just about any question if you spend enough time reading!
Exotic Rank 1 Gear item
Benefits: **+2 Lucky**
Cost: **Can be purchased from Special Goblin Merchants For 2 Junk and Some Coins**

Goblin Space Helmet
An airtight helmet made from unbreakable glass. The Goblins claim they had to use these when traveling to Yeld from their home world.
Exotic Rank 1 Clothes item (head)
Benefits: +1 Hard
Cost: Can be purchased from Special Goblin Merchants For 2 Junk and Some Coins



Goblin Wobblicopter
This umbrella-looking contraption allows the user to fly for brief periods of time! It seems to work well but you get the feeling you're not the first person to own this flying death trap.
Exotic Rank 2 Gear item
Benefits: +2 Fly, +1 Food item slot
Cost: Can be purchased from Special Goblin Merchants For 3 Junk and Lots of Coins

Steam Screamer Drill
A steam powered drill connected to a long pole. The Steam Screamer is a great tool for a Goblin looking to do a little excavating!
Exotic Rank 2 Polearm
Benefits: +1 Strong, +1 Smart, +1 Reach +1 Break
Extra benefits: Defenders roll 1 less Armor die against attacks made using this weapon.
Cost: Can be purchased from Special Goblin Merchants For 2 Junk and Lots of Coins

Spring-Trigger Boots
These clever boots have springs hidden inside the soles. When triggered the springs send the wearer ten feet into the air!
Exotic Rank 2 Clothes item (legs)
Benefits: +1 Run, +1 Jump during Spring and summer.
Extra benefits: You may move diagonally when using a Banked Action to Move.
Cost: Can be purchased from Special Goblin Merchants For 3 Junk and Lots of Coins

Experimental Forcefield
This strange device emits a mysterious energy field capable of deflecting both physical and magical attacks.
Exotic Rank 2 Shield
Benefits: +1 Armor, +3 Spell Deflection
Cost: Can be purchased from Special Goblin Merchants For 3 Junk and Lots of Coins

Mirage Projector
Originally used to hide their ships from prying eyes, the Mirage Projector has been repurposed as a tool of war to confuse and flank enemies.
Exotic Rank 2 Gear item
Benefits: +1 Multiply
Cost: Can be purchased from Special Goblin Merchants For 3 Junk and Lots of Coins

Rocketfingers
Rocket propelled fist weapons designed to obliterate everything in their path, including the user!
Exotic Rank 3 Knuckles
Benefits: +2 Strong, +2 Brave, +3 Charge, +1 Exploder
Cost: Can be purchased from Special Goblin Merchants For 4 Junk and Tons of Coins

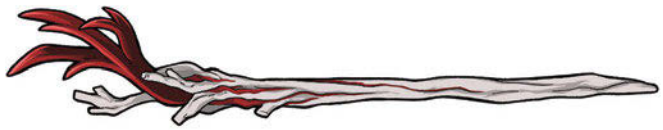
Lightning Rod
A metal stake with strange electrical properties. Goblin ships are covered from top to bottom with similar rods.
Exotic Rank 3 Dagger
Benefits: +4 Brave
Extra benefits: Roll an extra die when making an attack with this weapon for every Armor die the target of the attack would roll against it. This weapon always causes the target to lose Brave dice instead of Tough dice.
Cost: Can be purchased from Special Goblin Merchants For 4 Junk and Tons of Coins

Goblin Space Suit
An airtight body suit made of space age materials. The Goblins claim they had to use these when traveling to Yeld from their home world.
Exotic Rank 3 Medium Armor (head and chest)
Benefits: +2 Armor
Extra benefits: Can not be affected by the Break Special die.
Cost: Can be purchased from Special Goblin Merchants For 4 Junk and Tons of Coins

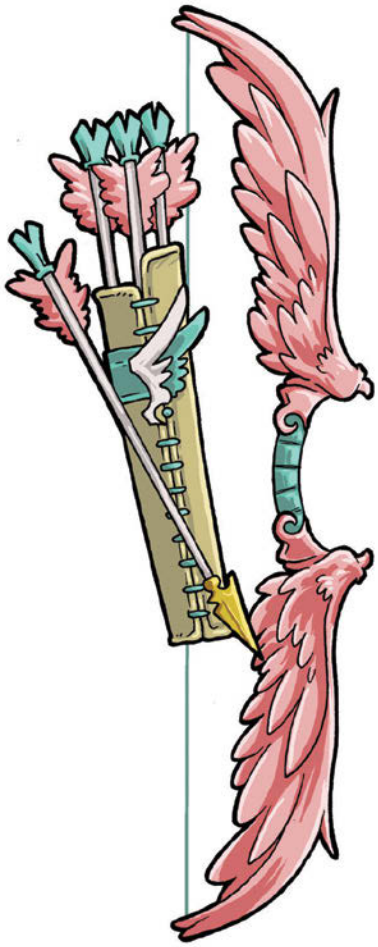
Goblin Ray Gun
An otherworldly weapon brought to Yeld by the Goblins. The ray gun fires invisible waves of energy that cook targets from the inside out!
Exotic Rank 3 Gun
Benefits: +1 Strong, +1 Acid Spit, +2 Trick Shot
Extra benefits: This Gun does not require you to spend Matches to use it.
Cost: Can be purchased from Special Goblin Merchants For 4 Junk and Tons of Coins

Legendary items
Each of these Legendary items can only be acquired by meeting their unique costs.

Elixir of the Gods
This special potion is served in a golden chalice by Dragul himself to the winner of the annual Black Opera.
Legendary Rank 1 Food
Benefits: Permanently gain 1 Core die of your choice.
Extra Benefits: You must successfully defend your title at the next year's Black Opera or lose a Core dice permanently
Cost: Can be earned by winning the Black Opera



Staff of Desolation and Winter
The Staff of Desolation and Winter is one of the most powerful items found within Yeld. Created by dipping a Ghost Oak branch in the blood of the Tree Prince and chanting an ancient fairy spell.
Legendary Rank 2 Staff
Benefits: +2 Smart, +1 Brave
Extra benefits: If you backfire when casting a spell the spell automatically succeeds. Opponents can still try to resist the spell.
Cost: Can be earned by killing the Tree Prince and spending 2 Evil! dice.



Dreamer's Bow and the Slumberer's Arrow
A gift from the Princess of Yeld to a famous Shepherd she admired greatly. Some say the two were young lovers and that the bow represents their dream of one day being together. Others believe the bow was meant to kill Dragul and that the Princess knew of the Vampire Prince's treacherous ways long before he claimed Yeld for his own.
Legendary Rank 2 Bow
Benefits: +2 Strong, +2 Brave, +1 Charge
Extra benefits: Double the dice provided by this weapon during your Fight after paying coins to sleep at an Inn.
Cost: Can be earned by spending 2 Good! dice after paying to sleep at an Inn on 15 seperate days.

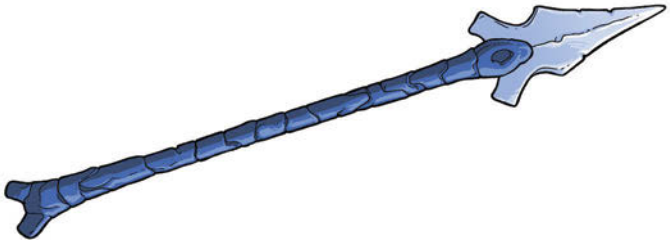
Dragul's Destiny

A magical axe forged by one of the first Oathbreakers. The Oathbreaker poured her hopes and dreams into making this weapon which causes it glow with a white heat when near any Vampire.

Legendary Rank 3 Axe (One Hand)

Benefits: +3 Strong, +2 Brave, +3 Holy Warrior, +1 Reach

Cost: Can be earned by visiting the Oathbreaker Sanctuary at Storm Mountain, spending any combination of four Relic Shards or Good! dice and permanently losing one Restore roll.



The Lonesome Ocean

The Lonesome Ocean was crafted from the bones of the great dragon Nohsis. When Nohsis was slain by Dragul she fell into the ocean and sank all the way down to the domain of The Deep. The Deep mourned for the loss of Yeld's last female dragon and created a weapon from her bones that is feared by both the living and the dead.

Legendary Rank 3 Polearm

Benefits: +2 Strong, +1 Tough, +1 Smart, +1 Brave, +1 Reach, +1 Big Weapon, +2 Mageproof

Extra benefits: A Friend holding this weapon can use it as if Polearms were listed among their Job Weapons.

Cost: Can be earned by visiting the bones of Nohsis in her shrine under the sea and spending 1 Good! and 1 Evil! die. This weapon can only be earned by a Friend who has died during Fights and become a Ghost at least 15 times.

The Heart's Key

A legendary dagger used by an ancient Soul Thief hero. The Heart's Key allows its wielder to control the body of anyone whose blood touches the blade.

Legendary Rank 2 Dagger

Benefits: +1 Brave, +1 Smart, +3 Voodoo Doll

Cost: Can be earned by visiting the Job Trainer and spending 2 Evil! dice after achieving a killing blow (an attack the reduces a target to 0 Tough dice) on 15 Monsters.

Queen's Thorn

The royal sword of the Old Kings. The Queen's Thorn became the symbol of a unified Yeld after the second great Witch Hunt and can only be wielded by a true king or queen. After the Old King's death, the sword was cast into an ancient fairy warding stone and hidden in the walls of the royal castle. Although the castle has since crumbled, the sword remains waiting for the next true ruler of Yeld.

Legendary Rank 3 Sword

Benefits: +3 Strong, +3 Brave, +1 Restore Roll each Adventure, +1 Banked Action each Adventure

Extra benefit: The Friend who earns this sword does not become a Monster on their 13th birthday. A Friend holding this weapon can use it as if Swords were listed among their Job Weapons.

Cost: Can be earned during the King's Feast holiday at the Sutherland Castle by spending 1 Good! and 1 Evil! die and rolling all of your Core dice against a challenge of 30. If the roll fails you may try again during next year's King's Feast. Friends with Monster Jobs cannot attempt to earn this weapon.

Postmaster's Boots

The Postmaster of Yeld is a title passed down from generation to generation and is bequeathed to only the most heroic letter carrier in all the land. The boots of the Postmaster are said to be blessed by a Serpent Oracle, allowing the wearer to slow down the world around them and reach their destinations on time.

Legendary Rank 2 Gear (Legs)

Benefits: +1 Brave during Spring and Summer

Cost: Can be earned by sending 15 letters using the Letter Writing Special Die and spending 2 Good! dice

The Kiss of a Princess

A single statue remains intact in the ruins of Castle Sutherland. This lonely statue is the last known depiction of the lost Princess and holds the hopes and dreams of every citizen who wishes for her safe return. It is said that if one would bow before the statue and say a prayer they would be granted a magical protection strong enough to ward off Dragul himself.

Legendary Rank 3 Medium Armor (head)

Benefits: +2 Armor, +3 Mageproof

Extra benefits: This Armor is immune to the Break Special die. This Armor cannot be removed once earned but is destroyed if the owner gains an Evil! die.

Cost: Can be earned by spending 3 Good! dice at the Princess Statue in the ruins of Sutherland Castle.

Witch Blood

It was a single vial of old Witch blood that lead to the creation of Black Magic. One drop of this viscous, midnight-black oil would infuse a caster with immeasurable power for short periods of time. Now Witch Blood is all but gone from Yeld and only a single source remains.

Legendary Rank 3 Gear

Benefits: Always roll on the Major Magical Disaster Table instead of the Minor Magical Dsiaster Table.

Extra benefits: There is no limit to the number of times you may cast a spell each Adventure.

Cost: Can be earned by defeating the Hunter in Darkness and spending 2 Evil! dice.

Royal Family Garb

Robes belonging to a member of the royal family. This was the first commission the Seamstress of Pirate Bay ever took and is considered her best work by far.

Legendary Rank 2 Clothes item (Chest)

Benefits: +1 Smart during Fall and Winter

Extra benefits: This item is considered to be Fancy Clothes.

Cost: Can be earned after defeating 3 Hunters of Yeld and spending 2 Good! dice.

Loot

Semi valuable items are known as Loot. Loot is often found after defeating monsters, completing chores, visiting the Ghost Realm or discovering treasure. Some Loot is commonly traded in parts of Yeld, and certain Jobs may find look like Junk or Bones handy.

Bones: Currency in the Ghost World and sometimes sought after in Yeld.

Rope: Spend to capture a Monster or gain +1 dice to jumping, climbing or lifting challenges.

Matches: Spend to gain +1 See in the dark Special die for 1 Round. Required for firing Guns.

Junk: Currency in the Goblin Knives. Used by Junk Hounds.

Treasure Map Piece: Spend 5 of these to roll on the Heroic Treasure table.

Power Crystal Shard: Spend 3 of these to reassign 1 Core die. You cannot reassign Core dice from Jobs.

Ancient Fairy Rebirth Rune: Spend 3 of these to change your birthday on the Yeld calendar. This does not make you younger.

Retirement Ticket: Visit the Job Trainer and spend this ticket to switch your Job for free!

Ghost Train Papers: If all Friends are Ghosts spend this to travel to any map square in Yeld in 1 day instead of returning to your Home Inn.

Goblin Trading Permit: Spend at a Goblin Knife or Caravan to initiate trade with Special Goblin Merchants.

Ghost Whistle: Spend while in the Ghost World to summon the Ghost Merchant

Serpent Oracle Bell: Spend this bell to automatically succeed at a failed Effort or Skill Challenge roll.

Fake Elixir of the Gods: Spend to gain an extra Core die of your choice for 1 Adventure.

Relic Shard: Spend a Relic Shard to restore a Weapon dice to a Weapon that has lost a Core dice.

THE STUFF GUIDE 3: ALL THE TABLES!

Here's all the game's tables. Instructions for rolling are listed with each table. Some results will require you to roll on an additional table.

Loot table

Friends roll on the Loot Table after defeating Monsters that drop Loot!

(Roll 2 dice and apply result)

2: Junk, Bones or Rope
3: Bones, Rope or Matches
4: Rope, Matches or Junk
5: Matches, Junk or Bones
6: Fish (roll on the Fishing table)
7: Some Coins
8: Some Coins
9: Random Food item (Hot Sausage, Sushi, Jerky or Berry Pie)
10: Torch
11: Treasure Map Piece
12: Roll on the Treasure table

Treasure table

Friends roll on the Treasure table after defating Monsters that drop Treasure. Friends can also spend a Reward die to roll on the Treasure table.

(Roll 2 dice and apply result)

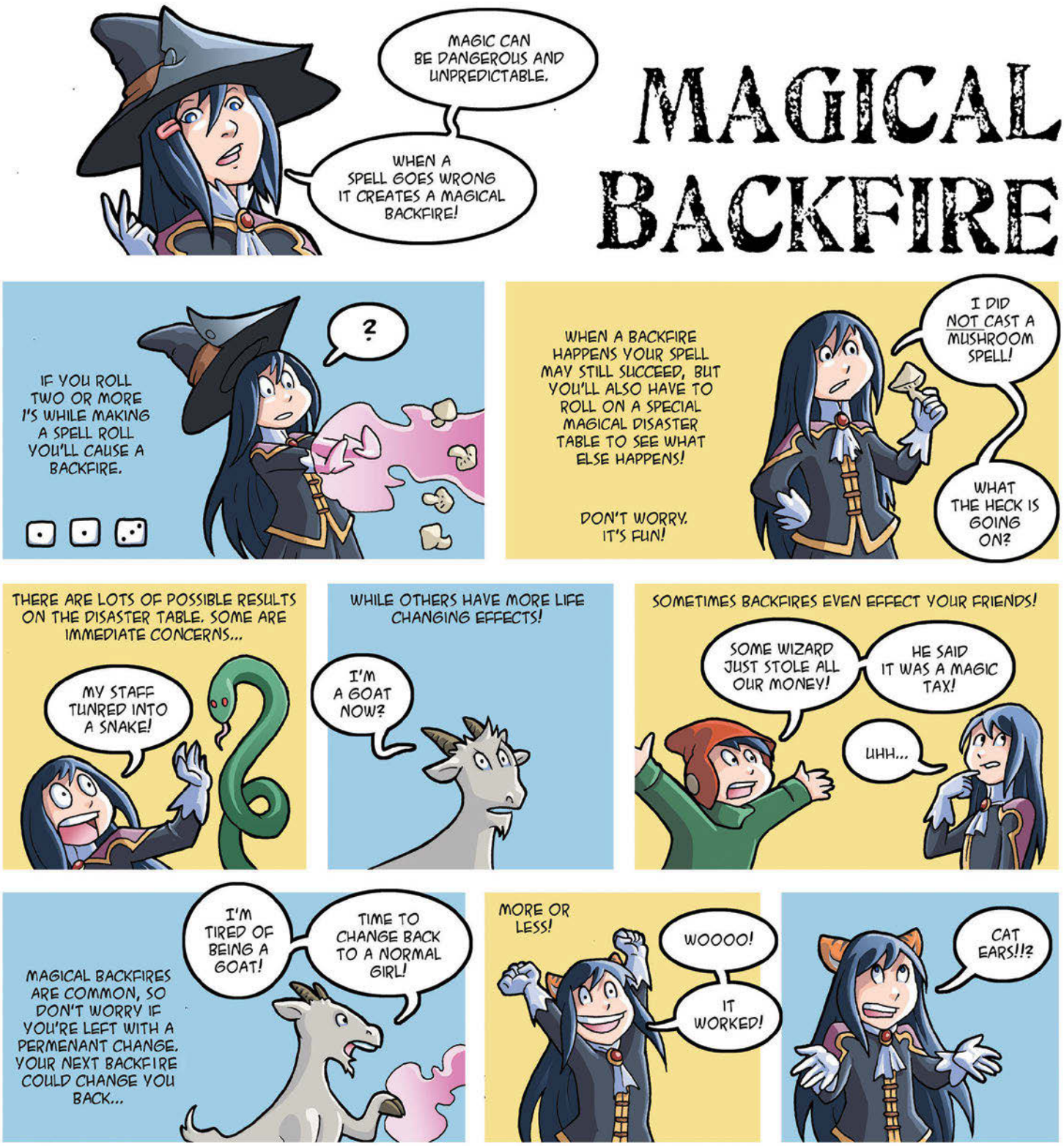
2: Lots of Coins
3: Lots of Coins
4: Retirement Ticket
5: Random Spell Scroll (Rare Red, Black, White, Mermaid, Math or Goat spell)
6: Rare Gear
7: Rare Weapon
8: Rare Armor
9: Rare Clothes
10: Ancient Fairy Rebirth Rune
11: Rare Weapon, Armor, Clothes or Gear
12: Roll on the Heroic Treasure table

Heroic Treasure table

Friends roll on the Heroic Treasure table only if directed by a roll on the Treasure table.

(Roll 2 dice and apply result)

2: Tons of Coins
3: Goblin Trading Permit
4: Random Spell Book (Rare Red, Black, White, Goat, Mermaid or Math Spell Book)
5: Fake Elixir of the Gods (Loot item)
6: Exotic Armor
7: Exotic Weapon
8: Exotic Clothes
9: Exotic Gear
10: Power Crystal Shard
11: Exotic Clothes or Gear
12: Exotic Armor or Weapon



Magical Disasters!

Any time a spell casting Friend or Monster rolls two or more 1's when casting a spell their spell will Backfire. A Friend or Monster who's spell has backfired will roll two dice and consult one of the Magical Disaster tables before the effects of their spell can be resolved.

The specific Magical Disaster table you will roll on is determined by how many times you have backfired since you last payed coins to sleep at an Inn. As a spell casting Friend you can keep track of this by making a mark on your character sheet after each backfire you roll. Don't forget to erase all your marks after staying at an Inn!

Minor Magical Disaster table
(1 backfire since last sleeping at an Inn)

Roll two dice and consult the table.

2: **Ricochet!** *Heads up!* Your spell flies uncontrollably into the world and hits a random target on the Action Board! If you cast a Call Monster spell the Called Monster is now under the control of that random target.

3: **Double dip!** *Too much magic! Can't control it all!* Your spell affects you as well as the chosen target. If your spell called a Monster then you call an extra copy of that Monster that will fight for the enemy.

4: **Whiteout!** *Your poor casting causes a magical storm that buries everyone in snow! Thanks!* The round immediately ends and a new one begins.

5: **Magic tax!** *The magical forces of Yeld demand a cash payment!* Your Coin Status is lowered by 1. If you don't have any coins then all your Friends lower their Coin Status by 1 instead.

6: **Treasure swap!** *Why is your stuff all sticky?!* Swap held gear and weapons with a random Friend or Monster on Action Board.

7: **Surprise espionage!** *It's the only kind of espionage!* Switch places on the Action Board with a random Monster.

8: **Color blind!** *Roses are grey, violets are grey... you accidentally cast an opposite colored spell!* Choose a spell from the opposite spell list with the same Challenge number (or as close as possible). Black spells are the opposite of White. Blue spells are the opposite of Red. Goat spells are the opposite of everything else!

9: **Sinister snacks!** *Yeld's magic is tired of your crap and is rooting for the other team!* All your enemies gain a free Food Item of their choice.

10: **Bathroom break!** *But I went like 10 minutes ago!?* You need pee so bad you'll roll 1 less die on your next Challenge roll or until the end of the Fight.

11: **Rewind!** *There are no last chances!* Your spell isn't cast and you may take a different Action instead.

12: **Tame magic!** *You showed that spell who's boss!* Your spell doesn't count toward the limited number of times you can cast it each Adventure.

Major Magical Disaster table
(2 backfires since last sleeping at an Inn)

Roll two dice and consult the table.

2: **Silence!** *This is your final warning!* You cannot cast this spell or talk again for the rest of the Adventure.

3: **Dagger eyes!** *My eyes! My beautiful eyes!* Daggers appear sticking out of your eyeballs. You will have to let them fall out on their own. You lose a Tough die but roll 1 extra Brave die for the rest of the Adventure.

4: **Serpent's curse!** *Your magic is disrupting the flow of time! The Serpent God sends an omen to deter you.* Your weapon turns into a snake for the rest of the Adventure. The snake follows the same rules as a Called Monster and uses the Monster profile from the Speak of Snakes spell (found on page 76)

5: **Living shadow!** *Your shadow runs off and joins Dragul, telling him all of your secrets!* The Game Master gains the Shadow Monster title for any one of their Monsters this Adventure

6: **A touch of madness!** *Fffllllgggrlrglrgl? Wawooop! No one can understand what you are saying. Maybe you're speaking a different language?* For the rest of the adventure roll 1 less die when casting spells or in Challenges against someone who isn't a Goblin.

7: **Goat face!** *Welcome to Goathood!* You turn into a Goat for the remainder of the Adventure. Your Core dice are replaced with Strong 2 Tough 2 Smart 2 Brave 4. You cannot cast spells (except for Goat spells), speak and can only hold weapons or items in your mouth.

8: **Carnivorous pants!** *No! Not like this!* One of your Clothes items comes to life and tries to eat you! At the beginning of each one of your turns roll a die. On a 6 you lose your Move this turn because you are too busy fighting off your deadly garments! Clothes items can not be taken off and effects last till end of Adventure.

9: **Body swap!** *Is that really how you see me?* Switch all Core and Special dice with a random ally. Lasts until you both are Ghosts or the Adventure ends.

10: **Soul tether!** *What's yours is mine!* You and a random ally share thoughts, feeling and pain. When either would gain or lose Core dice so does the other until the end of the Adventure.

11: **Smelting ritual!** *All those coins will burn a hole in your pocket!* Lose all Coins but gain Armor dice equal to your Coin Status until end of Adventure. Some Coins: 1 Armor die Lots of Coins: 2 Armor dice Tons of Coins: 3 Armor dice

12: **Chaos controlled!** *It's just a minor setback, a true mage adapts!* Instead of casting your chosen spell cast another spell of the same color with a Challenge number 3 higher or lower than original spell.

Legendary Magical Disaster table
(3 backfires since last sleeping at an Inn)

Roll 2 dice and consult table.

2: Bottomless stomach! *All this magic is making me hungry!* At the beginning of every Fight you must eat 1 Food item or roll 1 less die on all rolls for the rest of the Fight. Double the dice provided by Food. This effect lasts until you roll it again on the Magical Disaster table.

3: Squid fingers! *The Deep frowns upon your behavior! You have been marked!* Your hands turn into tentacles! You gain the Tentacle and Swim Special dice but lose a Tough die when you roll a 6 on a Fire roll while on Fire. This effect last until you roll it again on the Magical Disaster table.

4: Arsonist's mark! *An old spell designed to catch criminals. How did you end up with it?* The bottoms of your feet smoke and singe the ground! You gain the Firebug and Fireproof Special dice but can not wear Clothes or Armor on your feet. This effect last until you roll it again on Magical Disaster table.

5: Prrrfect spell! *You feel laziness and a general disdain for others! That's not too different than normal really!* You grow cat ears and a tail! Gain the Nap and Beg special dice but roll 1 less die on all rolls while in water. This effect last until you roll it again on the Magical Disaster table.

6: Blessing from the Root God! *The Root God smiles upon you! Maybe a little too much!* A magical flower grows out of the top of your head. You gain the I know about plants and First aid Special dice. You have 1 less Restore Roll during the winter season. This effect last until you roll it again on the Magical Disaster table.

7: Sex change! *These new parts don't seem to come with any instructions!* Gain the I know about boys or I know about girls Special die depending on the sex you change to. This effect last until you roll it again on the Magical Disaster table.

8: Self destruct! *Books shouldn't make ticking noises!* Your spellbook explodes, reducing you to 0 Tough dice and causing all Friends and Monsters in the Fight to lose 1 Tough die. Your spellbook is permanently destroyed. You will have to find a new one.

9: Curse of the Old Kings! *You grow horns out of your forehead! Ouch!* You gain the Headbutt and Charge Special dice but can not wear Clothes or Armor on your head. This effect last until you roll it again on the Magical Disaster table.

10: Insomnia spell! *No rest for the wicked!* You can't benefit from staying at an Inn unless you are a Ghost. Gain an extra Restore roll each Adventure. This effect last until you roll it again on the Magical Disaster table.

11: Death's gaze! *You keep getting that weird feeling like someone is watching you.* You gain the Grateful Dead Special die but every time you become a Ghost you generate 2 Restless Dead.

12: Cleansing ritual! *Magic in harmony!* Remove any and all effects from the magical disaster table that you are currently suffering.

Ghost Loot table
Friends roll on the Ghost Loot table after successfully searching for Ghost Loot.

(Roll 2 dice and apply result)

2: Ghost Train Papers
3: Power Crystal Shard
4: Matches, Junk or Rope
5: Ghost Train Papers
6: Ghost Cake
7: Bones
8: Bones
9: Ghost Whistle
10: Ghost Cake Recipe
11: Meet the Ghost Merchant
12: Treasure Map Piece

Restore Roll table
Friends roll on the Restore Roll table to gain back Core dice!

(Roll Brave and restore the indicated number of Core dice.)

- 5 or more, gain back 1 Core die
- 14 or more, gain back 2 Core dice
- 20 or more, gain back 3 Core dice

Luck table
Friends roll on the Luck table after giving Coins to the poor.

(Roll a die and see what you get!)

1: Great Luck! Re-roll a Treasure or Loot Table roll!
2: Good Luck! Bank an Action.
3: Pretty Good Luck! Roll one extra die on your next Armor or Restore roll.
4: Okay Luck! Add +1 to your next die roll.
5: Mixed Luck! Give your next Reward die to a Friend!
6: Bad Luck! Monsters will roll 1 extra die against you until the end of your next Adventure.

Good Plan table

Friends roll on the Good Plan table when they use the Good Plan Special die. Rolling on the Good Plan table allows a Friend to move another Friend before the first turn of a Fight.

(Roll Good Plan dice with Smart dice to see how many Action Board squares the Friend can be moved.)

- 10 or more, 1 square
- 18 or more, 2 squares
- 26 or more, 3 squares
- 34 or more, 4 squares

Cooking table

Friends roll on the Cooking table to make Food items! A Friend can only try to cook once each Adventure.

(Roll Smart dice with Cook dice to see how many Food items you can create!)

- 10 or more, 1 Food item
- 18 or more, 2 Food items
- 24 or more, 3 Food items
- 32 or more, 4 Food items

Sewing table

Friends roll on the Sewing table to repair broken armor . Friends with special patterns can roll on the Sewing table to create Clothing items.

(Roll Strong dice with Sew dice to see how many dice you can restore to broken Armor. A Friend can only try to Sew once each Adventure.)

10 or more, 1 Armor die is restored
18 or more, 2 Armor dice are restored
24 or more, 3 Armor dice are restored

Armor that has been reduced to 0 Armor dice cannot be repaired with Sew.

Labor table

Friends roll on the Labor table to find Loot while doing chores.

(Roll Tough dice and add Clean dice to see what you find. A Friend can only try to Clean once per Adventure.)

- 12 or more, 1 Bone, Match, Junk, Wool or Rope
- 20 or more, 2 Bones, Matches, Junk, Wool or Ropes
- 28 or more, 3 Bones, Matches, Junk, Wool or Ropes

Steal table

Stealing is bad. Don't get caught.

(Roll a die and see what you get!)

- 1 Some Coins
- 2 Matches
- 3 Bones
- 4 Dagger (of current rank)
- 5 Some Coins
- 6 Roll on the Loot table

Fishing table

Friends roll on the Fishing table to catch fish!

(Roll Brave dice with Fishing dice to see how many Fish you catch. A Friend can only Fish once each Adventure.)

- 10 or more, 1 Fish
- 18 or more, 2 Fish
- 24 or more, 3 Fish

Fish count as Food items. The kind of Fish you catch is up to you!

Sword Fish
Benefit: Counts as a Sword of current Rank

Angry Trout
Benefit: Gives +1 Hate

Red Fish
Benefit: Gives +1 Black Magic Protection

Blue Fish
Benefit: Gives +1 White Magic Protection

Poison Blowfish
Benefit: Gives +1 Poison

Flying Salmon
Benefit: Gives +1 Fly

Ghost Shark
Benefit: Gives +1 Grateful Dead

(Roll a die to see how big the fish is!!)

1: Tiny	Lasts 1 Round
2: Average	Lasts 2 Rounds
3: Big	Lasts 3 Rounds
4: Bigger	Lasts 4 Rounds
5: Huge	Lasts 5 Rounds
6: Monstrous	Lasts until end of Adventure

Letter Writing

Letter writing is a traditional way to gain influence and maintain connections in Yeld. If you write letters to people you have met they may respond with an encouraging message. The Prince himself is fond of writing letters!

Write a letter and deliver it with Some Coins to the Postman or a mailbox. Then roll a die to determine how long it will take for a response to arrive. Mark that day on your calendar so you know you'll be expecting a letter!

1: 5 days. A speedy delivery!
No bonus dice on the Correspondence table

2-5: 10 days. Average delivery!
Roll one extra dice on the Correspondence table

6: 25 days. Seasonal delivery!
Roll two extra dice on the Correspondence table

Once your letter arrives roll on the table below to see what kind of letter you receive!

The Correspondence table

(Roll Smart dice with Letter Writing and to see what you get!)

16 or more, Unexpected Taxes (- 1 Coin Status)
22 or more, Letter of Recommendation (+1 die on one roll this Adventure)
28 or more, Letter of Commendation (+1 die on two rolls this Adventure)
34 or more, Letter of Praise (+1 to all rolls this Adventure)
50 or more, Certificate of Postal Excellence (+1 to all rolls this Season)

Discount table

Friends roll on the Discount table to get hot deals!

(Roll Trade with Smart and apply results.)

22 or more: Reduce Coin cost by 1 level (to a minimum of Some)

28 or more: Reduce Coin cost by 2 levels (to a minimum of Some)

34 or more: Reduce Coin cost by 3 levels (to a minimum of Some)

50 or more: Eliminate the Item cost of a Rare Weapon, Armor, Item or Gear

PART 7: GAME MASTER'S GUIDE

As the Game Master it's up to you to create a fun and challenging story for your friends to engage with. You'll imagine and create the places they'll visit, the people and monsters they'll meet and the challenges they'll face. Your friends will help you get started by providing an Adventure Title, but it's up to you to create an interesting story full of challenges.

In this guide we'll learn about the role of the Game Master, Challenges, the Adventure Map, choosing Adventure difficulty and Reward dice.

Taking turns

Every player will take a turn as Game Master. The Game Master role is fun and everyone should have a chance to guide stories and play with Monsters! We take turns not just because being the Game Master is hard work, but also because the job gives you a lot of control and influence over our game. Our adventures in Yeld are about the stories we create together, not about a single Game Master's story they create all by themselves! By taking turns you'll find that each friend will bring something unique and interesting to the story during their time as Game Master, and your adventures in Yeld will be richer because of it! When the time comes for you to take your turn as a Game Master, go ahead and run your Adventure and have a ton of fun! Then step aside and let the next player take their turn in the Game Master seat. Each Game Master should run just a single Adventure (or at best, a two-part Cliffhanger Adventure) before passing the duties to another player. Once you've taken a turn as a Game Master, you'll have to wait till everyone else has a go at it before you can go again.

What do I do with my Friend while I'm the GM?

Good question! There are a few approaches you can take. Some GMs like to just play their Friend normally, interacting with the other players and making rolls as appropriate. This is fine, but it sometimes leads to scenes where it seems like the Game Master is playing the game by themselves! Other Game Masters like to write their characters out of the session, having them run off on an errand or be captured by goblins! That's fine too, but having a character disappear in this way can rob the group of a vital resource! A third option is to let another player control your character for that Adventure. You can still speak in the character's voice and decide what they'll do, but when it comes to fights and other mechanical actions, another player makes the choices and rolls the dice. Choose whichever option works best for you. There's no wrong answer.

Challenges and Challenge dice

As a Game Master it's your job to present your friends with an adventure full of difficult trials and dangerous obstacles. You can call for a Challenge anytime a Friend tries to complete a task that you think they shouldn't automatically succeed at. Here's how it works:

- Determine the Challenge. What task is the Friend trying to complete and what is stopping them from doing it? Will it be an Effort Challenge, a Skill Challenge or a Heroic Challenge?

- Decide which Core dice the Friend will need to roll to overcome this Challenge. The Friend can add Weapon dice and appropriate Special dice to their roll.

- Choose how many Challenge dice you would like to roll. The maximum number of Challenge dice you can roll against a Friend is determined by the Adventure Difficulty. You can choose to roll less than the maximum number of dice.

- Roll against the Friend. If the Friend beats your roll they'll win the Challenge and be able to complete their task. Remember, Friends always win ties!

- If the Friend fails to beat your roll they'll suffer a penalty based on the type of Challenge you chose.

Choose one of these Challenge types before rolling Challenge dice.

Skill Challenge: Skill Challenges are all about whether or not the Friend can actually perform the task they set out to do. If a Friend fails a Skill Challenge, they are unable to perform the task they were attempting. The Friends will have to try something different in order to succeed. The Game Master should be careful not to use this type of challenge if its results would prevent the Friends from progressing through their adventure.

Effort Challenge: An Effort Challenge isn't about whether the Friend succeeds or fails but how much time and energy the task they wish to perform takes. A Friend who fails an Effort Challenge will succeed at their intended task but lose 1 Core die of the GM's choice. Effort Challenges are a great way to put pressure on the Friends without preventing them from moving forward in the adventure!

Heroic Challenge: A Heroic Challenge is a combination of Effort and Skill Challenges. Failure on the part of the Friend means they will lose 1 Core die of GM's choice and fail at the task they wish to perform. A GM should be wary of using Heroic Challenges and save them for only the most dire situations!

For example:

Maria the Soul Thief wants to sneak past a group of patrolling Fairies who are blocking the road. The Game Master chooses a Skill Challenge and tells Maria to roll Brave dice. Maria adds the Weapon dice from her dagger and her Hide & Sneak Special dice to her roll, for a total of 5 dice. The Game Master decides to roll 5 Challenge dice. Maria loses the roll, and since it's a Skill Challenge not only will she not be able to sneak past the Fairies, she also won't be able to try again. The Game Master decides to represent this failure by having the Fairies make camp in the middle of the road and light a bright fire, making further attempts to sneak past them impossible.

If the Game Master in the above example had chosen an Effort Challenge, Maria's failure would have cost her a Core dice, but would have still found her way past the Fairy patrol. Perhaps one of the Fairies spotted her trying to sneak by in the darkness and chased her off by hitting her with a club? Maria would lose a Tough die from the beating but would still manage to get by the patrol!

If the Game Master had chosen a Heroic Challenge not only would Maria lose a Core dice but she wouldn't be able to try sneaking past the Fairies again. She'd have to consider a different option, like taking a different road, arguing with the Fairies to let her through or starting a fight.

USING CHALLENGE DICE

THE GAME MASTER CAN CHOOSE TO ROLL HIS CHALLENGE DICE AGAINST ANY ACTION A FRIEND TAKES.

CLIMBING REQUIRES STRONG CORE DICE, SO THAT'S WHAT THE FRIEND WILL ROLL.

2 STRONG DICE

+ 1 CLIMB DIE

+ 1 WEAPON DIE

= 4 DICE!

THE GM CAN ROLL AS MANY CHALLENGE DICE AS HE WANTS...

UP TO THE LIMIT SET BY THE DIFFICULTY THAT WAS CHOSEN FOR THE ADVENTURE.

FOR A NORMAL DIFFICULTY ADVENTURE THE GM CAN ROLL UP TO 5 CHALLENGE DICE!

FRIENDS ROLL DICE.

THE GM ROLLS DICE.

HIGHEST ROLL WINS!

Use Challenge dice aggressively!

You don't have to wait for the Friends to try to steal a sword or swim across a lake to use your Challenge dice. The Game Master should feel free to present challenges to the Friends that they'll have to roll dice to overcome. Traps to dodge past, locked safes to break into, cliffs to scale, ravines to leap over, howligators to tame and pie eating contests to win are just some of the challenges you can throw at Friends. Just remember not to force Friends into situations that they can't win. If a Friend isn't interested in your challenge they should always have a different way to proceed. If they don't want to sneak past the guards they could try to fight them, trick them or bribe them instead! Don't back your Friends into a corner!

Darkness and Challenges

Whether you're adventuring in the middle of the night or delving into a pitch black cave, darkness will always be a challenge every hero must overcome. Although every monster in Yeld can see in the dark, the Friends can not and instead must rely on torches and other sources of light to find their way through dark caves and woods.

If a group of Friends chooses to adventure at night or into areas with little or no light they must deal with the effects of darkness. When in a dark area such as an unlit basement, a cave, deep forest or a dark alley the difficulty of all Challenges are increased by 1 die. Ignore this effect when making a challenge roll if you are holding a torch or by spending 1 match.

Running a Yeld Adventure

Our sessions where we sit down to play out a story in Yeld are called Adventures.

Adventure Title

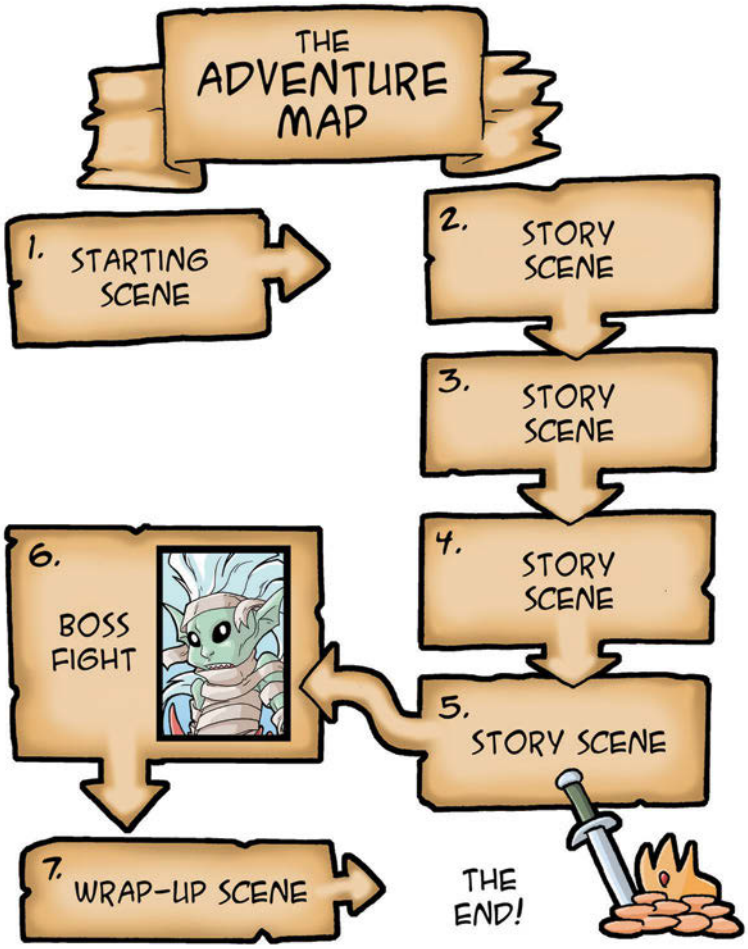
Every Adventure starts with a Title. Before each Adventure begins we'll have the chance to tell the Game Master what kind of stuff we'd like to see and do. We're all going to suggest some themes and ideas and then come up with a Title together, so if there is something cool you want to see in an Adventure make sure you let the Game Master know! If you want to see lots of fighting, then just say so. If you want to do something really specific, like save the Princess of Doubt from the Duke of Knives, then say so. If everyone likes that idea then we can work it into the title. If the title we choose is "Escape from the Ogre Fortress" then we can certainly expect an action packed Adventure. If the title is "Secret First Kiss" then you can expect a different type of Adventure entirely! Is this the Adventure where the Friends will discover the door to Yeld? During this Adventure will they meet the townsfolk of Boulder Town for the first time? Will they explore the sunken castle of the last true King of Yeld? Confront the Wolf Tribe? Decide as a group what you want to see happen in this Adventure. Go ahead and come up with a few different ideas and themes, and from those create a cool Adventure Title. For example:

Our group decides that we want this game to be about exploring the Whispering Swamp, learning how to fight with swords and protecting our friends in the town from bandits. We chose the title "Bandit duel at Whispering Swamp".

By discussing ideas and themes before we choose a Title, we all get to help decide what the game is about. Remember, our Title is just a starting point. The Adventure may expand to cover other themes and events as well!

Choose the Game Master

Normally, you'll want to decide who will be the Game Master of the next Adventure and what the Title of the Adventure will be before you sit down to play. This way the Game Master will have time to figure out what they want to do and build their Monsters. The best time to do this is at the end of your previous Adventure, after the last scene. Once your Adventure is done, take a few minutes to decide who will be the Game Master for the next one, and choose the Adventure Title.



The Adventure Map

Each Adventure is a series of Scenes that lead to a Boss Fight. Think of these scenes as a map that will guide you through your Adventure!

Adventures are divided into 5 parts: Choosing a Title, Starting Scene, Story Scenes, Boss Fight and the Wrap-up or Cliffhanger Scene. We've already talked about the first step, Choosing a Title, which usually happens at the end of the previous Adventure. The second step is the Starting Scene. This is the beginning of the Adventure, where the Friends learn what they'll be doing and why they'll be doing it! Does the goblin cave hold a valuable treasure for the Friends to discover? You can create a Starting Scene where the Friends find a treasure map that will lead them deep into the cave. Has a youngster from the nearby village fallen into the clutches of the Ogre King? You can create a starting scene where the Friends overhear the local villagers despairing over the poor kid's fate. Remember, your Friends told you what they wanted the Adventure to be about when they choose their Adventure Title. Use the Starting Scene to lay out the Adventure's central conflict and push the players toward their first Story Scene!

Story Scenes are where most of the Adventure's action will happen. Everything that happens during the Adventure between the Starting Scene and the Boss Fight happens in a Story Scene. Creating a Story Scene is easy! Each Story Scene should try to address at least one of the ideas and themes the players created when they chose the title for their Adventure. Just describe where the Friends are and what's going on. If there are other characters or Monsters in the scene, describe those as well. Once a Story Scene has been created the Friends are free to explore the scene and take any actions they want! Friends may have to face off against Monsters or challenges in Story Scenes. They may have to explore an area, search for items, talk to other characters or interact with each other. Most Adventures will have at least 2 or 3 Story Scenes. One Story Scene will connect to another, and eventually will lead the Friends to the Boss Fight!

The Boss Fight is the peak of the Adventure, the scene where the Friends face off against the Adventure's real challenge. If the Friends defeat the Boss they'll achieve their goal and beat the Adventure! Most of the time the Boss is a big tough Monster that the Friends will have to defeat, like the Ogre King or the Chief of the Wolf Tribe. But sometimes the Boss isn't an enemy that the Friends fight at all! Sometimes the Boss is a Challenge. A puzzle the Friends have to figure out or a problem they have to overcome! Once the Friends defeat the Boss they can move on to the Wrap-up Scene!

The Wrap-up Scene is the conclusion to the Adventure. This is the scene after the Friends defeat the Boss, where they high five each other, loot the treasure room, find the princess or return triumphantly to the village! Use the Wrap-up Scene to tie up any of the Adventure's loose ends and give the Friends a nice sense of closure. You can also use the Wrap-up scene to suggest ideas for the next Adventure!

Sometimes an Adventure is just too long for a single session! You can stretch an Adventure out into the next session by turning the Wrap-up Scene into a Cliffhanger Scene! In a Cliffhanger Scene the Friends discover that the Boss they just defeated was not the Adventure's real challenge! The Adventure will continue during their next session.

For the second part of a Cliffhanger Adventure players will again choose a difficulty and create a new title. An Adventure should never last more than two sessions.

PART 1: CHOOSING THE ADVENTURE TITLE

THE GAME MASTER WILL WORK WITH THE FRIENDS TO CHOOSE A COOL ADVENTURE TITLE!

PART 2: THE STARTING SCENE

PART 3: STORY SCENES

PART 4: THE BOSS FIGHT!

PART 5: WRAP-UP SCENE

Here's an example Adventure Map that you can use for your very first Adventure in Yeld!

Choosing a Title: The title for our first Adventure will be "Through the Door".

Starting Scene: When a new kid (one of the Friends) moves into their quiet neighborhood the Friends decide to explore her huge, spooky home. In the attic they find a strange door that leads to a grassy field in the middle of a dark forest.

Story Scenes: The Friends begin to explore, discovering that the forest around the door is full of paths. They find crumbling gravestones throughout the forest, and a well used road that leads to a small village. The village is deserted and in poor repair. It looks like no one has lived there for a long time. The Friends find some makeshift (Rank 0) weapons and may discover clues that suggest a war between the people of this village and the wolves of the forest in the past. As evening comes the Friends start to hear scary noises in the darkness of the woods. Whether they stay in the village, wander the forest or return to the door they encounter enormous wolves, glowing with mystical energy. The Friends may be able to discover that the wolves of this forest are cursed, possessed by the ghosts of the villagers they killed and doomed to roam the forest at night, attacking anyone they come across.

Boss Fight: Whether they stayed in the village or returned to the door the Friends are confronted by the Cursed Great Wolf, this Adventurer's Boss Monster. This is the largest of all the wolves and the leader of their pack. It's clearly tormented and driven by vengeful spirits, but resists attacking long enough to tell the Friends that if they run they might be able to make it back to the door home. The Friends can choose to run for the Door (the perfect opportunity for an Effort Challenge) or can stay and fight the Boss Monster. If they manage to defeat the Cursed Great Wolf they'll find that the curse has been broken, and even though their leader is now dead, the rest of the tribe is free. (Find Monster profiles for the Cursed Great Wolf and Young Wolves in the Monster Guide).

Wrap-up: The Adventure is over, and the Friends can choose to stay in Yeld and explore and learn more about the wolves or return home through the door and come back a different day. If the Friends decided to fight the Boss Monster they'll be able to collect any Treasure or Loot he dropped and will receive full Reward dice for completing this Adventure. If the Friends chose to skip the Boss fight and run for the door they'll have failed the Adventure and will receive a smaller number of Reward dice. Friends will choose a new Game Master for the next Adventure and a new Adventure Title

Choosing Monsters for your Adventure

It's hard to predict exactly how an Adventure will play out, but you'll probably need a Boss Monster, as well as some smaller Monsters to populate your scenes. During these scenes the Friends can meet the Monsters and choose to talk to them, fight them or find a way to avoid them. Most of the time meeting Monster's will lead to a fight, and the scene will move to the Action Board and use the fight rules. If the Friends decide not to fight the Monsters and talk to them, trick them, run from them or do anything else instead the Game Master will use Challenge dice to play out the conflict.

The Game Master will only have a certain number of Monsters to use during each Adventure, so it's best to spread them out through a number of scenes. Remember, only three Monsters can participate in a fight at one time. You'll probably save your Boss Monster for the Boss Fight at the end of the Adventure, but you can spread the rest of your Monsters out in any scene you want. For example, you could plan to have one Monster in the Starting Scene as a small challenge, then have the Friends run into a group of three Monsters during a Story Scene and put one or two Monsters with your Boss Monster in the Boss Fight Scene. None of this is set in stone, so you can change up where and when your Monsters will appear at any time. You may get into the Adventure and find that you want the Monsters you were saving for later to show up now. That's fine. Sometimes you'll never get around to using all, or even any, of the Monsters you've created. That's fine too! See the Monster Guide to learn how to select or build Monsters for your Adventure

Adventure Difficulty Level

When the Friends choose a Title for their Adventure and decide who will be the next Game Master, they'll also choose the Adventure's Difficulty Level. Players can choose between three different Difficulty Levels, determining how difficult the Challenges they face will be and how many Reward dice they can earn at the end of the Adventure.

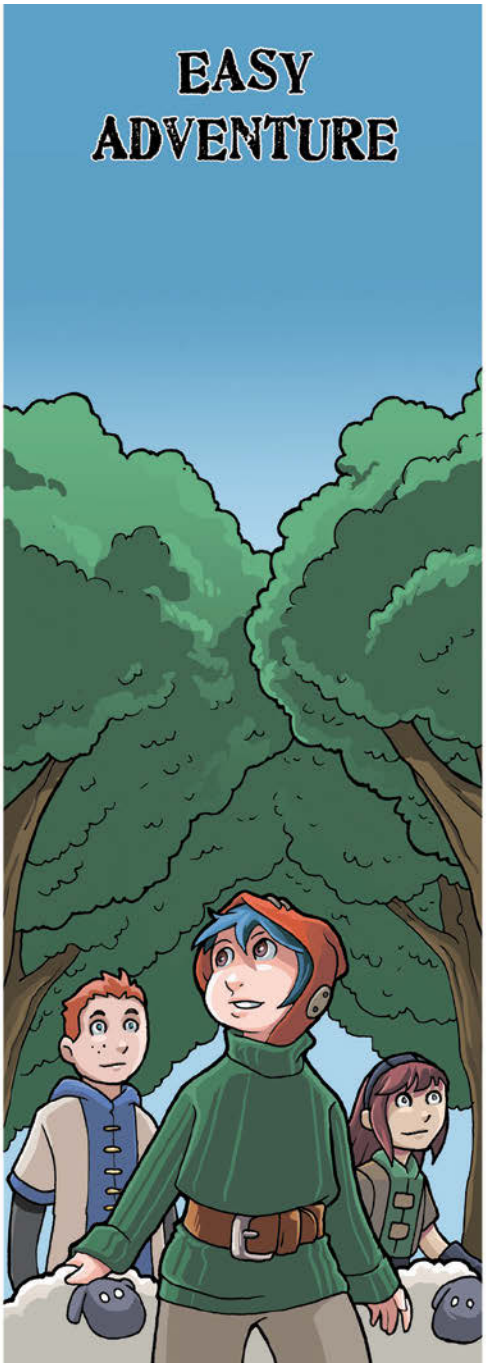
For your first few Adventures you can refer to the chart below for selecting a Difficulty Level. As the Friends explore more of Yeld, take Heroic Jobs and become more powerful, the difficulty of the Challenges they face will increase. See the Story Rank Chart on page 164 for more info!

Difficulty Levels for your first Adventures

Easy Adventure
Game Master rolls up to 2 Challenge dice

Normal Adventure
Game Master rolls up to 4 Challenge dice

Dangerous Adventure
Game Master rolls up to 6 Challenge dice



Reward dice

Reward dice represent special rewards that the Friends receive for completing an Adventure. Easy Adventures are simple to complete but offer few Reward dice. Dangerous Adventures are difficult and scary, but offer more Reward dice. When players choose their Adventures Difficulty Level they are also deciding how many Reward dice they want to try to earn. Each Difficulty Level offers a lesser and a greater reward. The Friends will receive the lesser reward simply for attempting the Adventure, even if they fail to defeat the Boss. If they manage to beat the Boss they'll receive the greater reward instead. Rewards are split between Friends, which means there's sometimes not enough to go around. It's up to the Friends to decide how to distribute Rewards, including Treasure and Loot dropped by Monsters.

Easy Adventure
Friends receive 1 Reward dice, or 3 Reward dice if they defeat the Boss.

Normal Adventure
Friends receive 2 Reward dice, or 4 Reward dice if they defeat the Boss.

Dangerous Adventure
Friends receive 3 Reward dice, or 5 Reward dice if they defeat the Boss.

Reward dice adjustments: The rewards listed above assumes a five player group (including the Game Master). For each player below 5 reduce the awarded Reward dice by 1 (to a minimum of 1). For each player above 5 increase the awarded Reward dice by 1.

Spending Reward dice

Friends can spend Reward dice to roll on the Treasure Table once and keep whatever Treasure they discover for themselves. If they choose, the Friends can instead use a Reward dice to gain a Special die from the general Special die list or their Job Special die list. Reward dice can also be saved and spent later.

Special dice or Treasure? Special dice are often more worthwhile than Treasure since you'll be able to choose exactly what you'll be getting. However, rolling on the Treasure Table gives you a chance to get your hands on valuable and useful equipment that you might not be able to buy or otherwise find. Remember, rolling on the Treasure Table is always a gamble!

Saving Reward dice

Friends can choose to save their Reward dice and buy Rewards later. Sometimes it's best to wait and see what will be useful to your Friend later before spending your dice. Friends may also want to save Reward dice for Advanced Jobs or other rewards that unlock as they defeat Hunters of Yeld and gather their Keys!

Treasure and Loot

Some Monsters drop Treasure or Loot when defeated, as indicated by their Monster profile. At the end of a fight after a Monster is defeated (or at the end of an Adventure) Friends can roll on the Loot and Treasure tables for each Loot and Treasure they've collected. Loot is usually Coins or useful items. Treasure is either coins or valuable Weapons, Armor, Gear or Clothes. It's up to the Friends to decide who gets to keep the Loot and Treasure they find.

WHEW!
WHEW!
WHAT A CLIMB!
WOW!
COOL VIEW, RIGHT?!
DO YOU REALLY THINK WE'LL FIND A HUNTER OF YELD UP HERE?
IT'S LIKE A VIDEO GAME.
CLIMB DEATH MOUNTAIN, FIGHT GANON!
JEEZ, I MISS VIDEO GAMES.
ME TOO.

PART 8: THE STORY GUIDE

The Magical Land of Yeld is a game played out over several connected Adventures. The game starts with the Friends discovering the door to Yeld and continues as they explore the strange new land. Eventually the Friends will return to the door to find it locked. They are trapped in Yeld and cannot go home! This is where the true adventure begins! A helpful Mentor will give the Friends Heroic Jobs and set them on a quest to find their way home. In their new role as Heroes the Friends must travel across the dangerous and wild lands of Yeld to seek out the seven Hunters of Yeld. The Hunters are the champions of the Vampire Prince Dragul, and each rules a part of Yeld and guards a magical key. The Friends will have to defeat each Hunter and gather all seven keys before they can unlock the door that will take them home! The Friends will come to Yeld as children, but leave as heroes!

In this guide we'll learn about the path our story in Yeld will take, the Story Digest and Story Progress Chart and the people of Yeld, including Prince Dragul and his Hunters.

Story Digest

The Story Digest is our path through Yeld, a guide to how our Adventures will likely proceed. The Story Digest marks the highlights and milestones of our Adventures without determining the specifics, allowing us to create an epic story of our own while still traveling along the game's set path.

Each of the events below marks a major milestone in our Adventures in Yeld, but how we play these events out in our game is up to us. Working our way through these events will lead us through our entire journey, from the day when we first find the magical door to Yeld, to our final confrontation with the Vampire Prince Dragul and our return home. Each Adventure can be dedicated to one of these events, or we can space these events out, tackling one every few sessions and using our time to explore Yeld instead. It's all up to us!

Through the door! The first Adventure starts with the Friends discovering the magical door that connects our world to the land of Yeld. How do the Friends find the door? That's up to the Game Master to decide (although the rest of us can make suggestions!). Maybe the door is located in a spooky old abandoned school that the Friends like to sneak into? Maybe the door is hidden deep in the woods at the edge of town? Or maybe one of the Friends, the new kid in town, discovers the door in the basement of the old house he just moved into!

Once the door is discovered the Friends will step into the magical realm of Yeld for the first time. The strange door leads to an empty field full of tall grass and surrounded by deep forest (or a snowy mountainside? Or a deep, dark cave? It's up to you). The magical door stands open behind the Friends, a clear path home.

Discovering Yeld Once the Friends discover the strange new land that lies on the other side of the door they'll probably spend a few Adventures exploring their new world and uncovering some of its secrets! Because they can travel back and forth through the door the Friends can come and go from Yeld as they please. In these early Adventures the Friends will face their first Monsters and uncover their first Treasure. During these Adventures the Friends are dealing with trouble at home as well! Sneaking off to Yeld is hard work, and keeping the door secret from their parents, friends and neighbors is a real chore! Maybe bits of Yeld follow the Friends home through the door!

Exploring Yeld Eventually the Friends will wander far enough into Yeld to discover nearby towns, monster forts and ruins and meet some of the inhabitants of the magical land. The early monsters the Friends meet won't be too dangerous, and a few may even be friendly! The townsfolk are hearty and kind people who have lived under the shadow of the Vampire Prince for centuries. The townsfolk are confused by the Friends strange appearance but welcome them into their community and are happy to trade knives, clubs and other simple weapons for items or coins that the Friends bring through the Door. During this time the Friends will start to learn a little about Yeld. They'll hear about the Vampire Prince that rules the land, and maybe get their first glimpse of a Fairy soldier or a Storm Mountain renegade! They'll also meet the Mentor that will eventually give them their Heroic Jobs.

Trapped! After their first truly challenging adventure the Friends head back to the magical door to return to their own world. But the door is shut and will not open! The Friends are trapped in Yeld!

The Mentor (a town elder, local Goblin Trader, sympathetic Fairy Soldier, Wolf Chief or some other friendly adult the Friends have met) considers the Friends plight and offers them a plan. Legend says that magical keys can be found in seven hidden temples spread throughout Yeld. With these keys the Friends can open the magical door and return to their own world! But Dragul's most trusted lieutenants, the dreaded Hunters of Yeld, protect the temples and guard the keys. The Friends will have to challenge each Hunter in order to win the keys and unlock the door home!

The Mentor can not go with the Friends on their quest, but neither can he send them unaided! The Mentor calls the Friends together to perform a ceremony where each Friend is given a Heroic Job. The Friends are now Heroes of Yeld (or at least heroes in training)! The Mentor gives the Friends weapons, armor and spell books before sending them on their dangerous quest!

Traveling Yeld As they travel Yeld the Friends will meet the strange people of the magical land and discover clues to help them on their quest. The friendly towns scattered throughout Yeld will always welcome the Friends, and they can find allies in the Storm Mountain rebels and Oathbreakers that fight Dragul's armies from secret hidden bases. The Friends can set off in search of the Hunters of Yeld right away, or can spend time exploring Yeld, gathering treasure and learning how to be heroes.

The Hunters of Yeld The legendary Hunters of Yeld are the chief lieutenants of Dragul, and each is charged with ruling and protecting a part of the Vampire Prince's vast realm. To find the Hunters the Friends must search out the hidden temples and mysterious fortresses where they reside and challenge them. Like the Boss Monsters in any good video game, each Hunter offers the Friends a unique challenge (and powerful rewards). Only once all 7 Hunters are defeated and their keys are in the Friend's hands will they be able to find their way home. See the Monster Guide for more info on the Hunters of Yeld!

The Vampire Prince Dragul The Vampire Prince Dragul sits on the great ebony throne in his fortress in the heart of Yeld. As the first and most powerful of all vampires, Dragul rules the vast lands of Yeld and holds the loyalty of the Hunters of Yeld. The Friends may have to face Dragul before they can find their way home!

Going Home Once all seven magical keys have been collected the path home will be revealed to the Friends. Will they return through the magical door that first led them to Yeld? Or will they choose to stay in Yeld and continue their adventures?

Do we have to go through these steps exactly as described? Not at all! These steps are just suggestions for your adventures in Yeld. But these steps do provide a basic structure that gives the game a purpose and goal. The idea is that once the Friends become trapped in Yeld they'll be presented with a set of tasks that must be completed in order for them to get home. This is the same classic story structure seen in many video games. The Legend of Zelda is a perfect example of a game that follows a similar plot: Once the Princess has been captured, Link must discover several hidden temples and beat boss monsters to gather the pieces of the Tri-force. Only after defeating these temples can he rescue princess Zelda. Having a story structure gives our adventures a purpose and our story a beginning and an end.

How soon can we close the Door? You can close the door back to the real world and trap the Friends in Yeld as soon as you want. The temptation to shut the door and get on with your adventures can be great, especially since Friends can't take Heroic Jobs until the door has been closed. But adventures that happen before the door closes can be a lot of fun too. Make sure everyone is ready to say goodbye to their home world before you close the door!

How do we get Heroic Jobs? Heroic Jobs become available once the door is closed and the Friends become trapped in Yeld. How you actually receive these Jobs is up to the Game Master. In the Story Digest we suggested that a Mentor would give the Friends their Jobs and set them on their quest, but maybe you can think of something better! Maybe the Friends discover a chest of old armor and weapons in a cave, along with a scroll that tells them of the legend of the hidden temples? Maybe they meet a Monster who trains them to fight in exchange for candy and toys from our world? How the Friends receive their Jobs and are set on their quest is up to the Game Master.

What Happens when we gather all seven keys and unlock the door? Do we win the game? Yes, you do! You can end your game after you unlock the door and return home, or you can stay in Yeld and keep playing through new adventures! It's up to you.

Story Progress Chart

Our time in Yeld will be a journey, marked by courageous actions, tragedy and lessons learned. As we progress through our story, defeat the Hunters of Yeld and gather their Magical Keys we'll unlock both benefits and more difficult Challenges. Some of these benefits are ours for free, like the Heroic Jobs we take after we become trapped in Yeld. Other benefits represent ranks of Weapons and other Stuff we can use or things we can buy with Reward dice. The Challenges and Monsters we face will also become tougher as we continue our Adventures.

The Story Progress Chart gives us a step by step guide for our adventures in Yeld. Our progress through the chart will tell us:

- When the magical door home closes and our Friends gain Heroic Jobs

- The current Rank of Stuff (weapons, armor, gear, etc) our Friends can buy and use.

- The number of Challenge dice the Game Master can roll against the Friends.

- The current Rank of Stuff the Monsters we're fight can use.

- When our Friends can unlock Advanced Jobs, Mastery Quests and War Hares.

- When we can unlock the door and finally go home.

- When we can face Prince Dragul.

Story Progress	Friend Benefit	Challenge Difficulty Level	Monsters
The First Adventure	Rank 0 Stuff is now available	Easy: 2 dice Normal: 4 dice Dangerous: 6 dice	Monsters can take Rank 0 Jobs, use Rank 0 Stuff and Starter Titles
The door home closes	Friends gain Heroic Jobs and Rank 1 Stuff is now available	Easy: 2 dice Normal: 4 dice Dangerous: 6 dice	Monsters can take Rank 1 Jobs, use Rank 1 Stuff and Simple Titles
1st key		Easy: 3 dice Normal: 5 dice Dangerous: 7 dice	
2nd key	Rank 2 Stuff is now available	Easy: 3 dice Normal: 5 dice Dangerous: 7 dice	Monsters can take Rank 2 Jobs, use Rank 2 Stuff and Better Titles
3rd key	Advanced Jobs and Mastery Quests are now available	Easy: 4 dice Normal: 6 dice Dangerous: 7 dice	
4th key	War Hares are now available	Easy: 4 dice Normal: 6 dice Dangerous: 8 dice	
5th key	Rank 3 Stuff is now available	Easy: 5 dice Normal: 7 dice Dangerous: 9 dice	Monsters can take Rank 3 Jobs, use Rank 3 Stuff and Best Titles
6th key	Rank 4 Stuff now available	Easy: 6 dice Normal: 8 dice Dangerous: 10 dice	
7th key	All Keys won! the Friends can open the door and return home!	Easy: 7 dice Normal: 9 dice Dangerous: 11 dice	
Defeat Prince Dragul	The Prince has been defeated. Monster Friends can return home!	Easy: 8 dice Normal: 10 dice Dangerous: 12 dice	

The people of Yeld

Yeld is a land of many peoples. Before Dragul came to power Yeld was ruled by the Old Kings. Before the Old King's the Fairies called Yeld their own, and before that the Animal Tribes ruled. And no matter who was in power Monsters and strange creatures have always found homes in the magical land.

The King's People

The King's People are refugees in their own land, displaced by the armies of the Prince and forced to live in fear. They are human in appearance, with pointed ears and are considered the most common of people in Yeld. Though the King's People did not originally come from Yeld they have called the magical land their home for over a thousand years. The King's People of today remember nothing of where they came from. The knowledge of their homeland has been lost to time, but some believe that they migrated to Yeld by a magical portal created by the very first King. Although the King's People are good natured and imaginative and their culture focuses heavily on cooperation and kindness, they are also susceptible to the corrupting forces of Yeld and sometimes become monsters. The King's People have not fared well under the Prince's reign. Fairies raid cities and claim farmland as their own.The Prince's heavy taxes keep those who wish to fight against him poor, starving and weary of revolt. At no other point in their history have the King's People known such suffering. At no other point in history have heroes been needed more.

Fairies

When the First Kings came to Yeld they drove the savage tribes of beastmen from the land, forcing them to flee to neighboring realms. The tribes took refuge in the lands of the Fairies, slaughtering the native inhabitants and taking both the Fairy name and lands as their own. Centuries later the brutal Fairies have returned to Yeld at the invitation of the Prince, to serve as his army and reclaim their ancient homelands.

Fairies are big and furry, with large, pointy ears and sharp, broken teeth. Their fur ranges from white to dark brown in color, with dyed markings and patterns to identify families and tribes. Fairies have a single gender and reproduce asexually, with all adults in a family unit caring for young. Fairy culture has been focused on war and conquest since before the First Kings came to Yeld, and the great tribes often war among themselves when no other enemy is available. Separately, the tribes had never been a match for the King's People, but when the Fairies unified under the Prince they quickly eliminated the most powerful strongholds of resistance and took their place as an occupying army in a homeland they believed rightfully belonged to them. In the centuries since Prince Dragul came to power Fairies have spread into every part of Yeld, and while many Fairies swell the ranks of the Prince's standing army, there are now generations of Fairy farmers, crafters, sailors and shop keepers that are part of Yeld's communities and live beside the other people of the magical land.

The Animal Tribes

Long before Vampires or the King's People, before Fairies or Witches, the Animal Tribes called the magical land of Yeld their home. As the true natives of Yeld, the Animal Tribes have watched countless kingdoms lay claim to the land, only to crumble with time or be conquered again by outsiders trying to claim the magical land as their own. Three tribes in particular have played an important role in Yeld's history: the noble Wolves, the cunning Spiders and the wise Serpents. Each of these tribes had vowed to protect a part of Yeld. The Wolves guarded the forests and fields, the Serpents watched over the lakes and rivers and the Spiders protected the skies above and the caverns below.

Though almost all animals in Yeld can talk, they have always lived separately from the foreign people who have colonized their land. These tribes live by a sacred animal code only they could understand, never claiming ownership over Yeld but believing it was their purpose to ensure the land's safety. When Dragul claimed control of Yeld he forced the animal tribes to swear fealty to him. The Serpents were the first to bow to Dragul, their infinite wisdom telling them it was their only chance of survival. The Spiders of Yeld were not so quick to swear fealty and war broke out between the largest Spider families over what path to take, some joining the Prince while others revolted against him. The Wolves however, had no conflicts between them, they were unified in their belief that Dragul was the greatest danger Yeld would ever face and declared war against the Vampire Prince and his armies.

Each of the three great tribes have suffered heavy losses during Dragul's long reign, and their numbers grow smaller with each passing year. People say Yeld's life force is tied to the Animal Tribes, that if they disappear from Yeld, the land would grow weak and be consumed by darker forces. If this is true, the magical land may be in its final years.

Memaids

Mermaids are the daughters of The Deep, an ancient god-like being that rules the oceans surrounding Yeld. Mermaids are humanoid from the waist up, with finned ears and skin colors that vary from orange to purple or pink and even sometimes green or blue. A Mermaid's bottom half is like a fish's tail, covered in scales and allowing them to swim with ease. The Deep created these war maidens to be weapons against Dragul, giving them control of oceanic armies and special magics. Countless times the Mermaids brought their armies to the magical land, only to be pushed back into the ocean by the Hunters of Yeld. Many of Mermaids who failed in their task feared the wrath of their creator, deciding to take refuge in Yeld's rivers and lakes instead of returning to The Deep in defeat. Some Mermaids even became servants of the Prince, accepting important positions within Dragul's realm.

Though originally created for destruction, many Mermaids have found normal lives of their own in the land of Yeld, and after several generations there are Mermaids who would never call any other land home. It's not uncommon to see Mermaids as mages, pirates, inn keepers or even as the mayors of small fishing villages. The people of Yeld know that not every Mermaid is a vicious monster, even if they do tend to settle disputes with drownings.

Goblins

No one knows exactly where the Goblins came from but many imagine it to be a strange and alien place. The Goblins can't breathe the air of Yeld and must wear special filtration masks to stay alive in the magical land. Their bodies are short but strong, giving the impression they come from a place with much higher levels of gravity. When a Goblin first comes to Yeld, their skin changes from a ghostly grey to a mossy green as they adjust to Yeld's foreign environment. Goblins have been visiting Yeld for a very long time, often by accident, stumbling through portals or crashing strange flying machines into lakes or deserts.

Enough Goblins have found their way to Yeld that special settlements called Knives have been erected across the land. Each Knife is both a sanctuary for lost Goblins and a grand bazaar full of scientific and magical wonders. The Goblins won't just trade with anyone though, you must either gain their respect or know their secret trading rituals to be allowed into a Knife.

The Goblins have no interest in Dragul's wars and his oppressive reign over the peoples of Yeld, they will sell rare weapons and artifacts to anyone and fight whoever tries to swindle or deceive them. The Prince knows better than to risk the Goblins wrath by forcing them into his service. The Goblins will always sell to the highest bidder and so long as he controls Yeld the Prince will always be that bidder.

Toothfacers

The Old Witches of Yeld played many cruel tricks on the First Kings and their people, the most famous of which was the Toothfacer ritual. The Witches trapped ghosts from the Ghost World and placed them into poorly sewn burlap sack-bodies. Each sack would be filled with Yeld's most deadly and disgusting insects,taking the place of meat, organs and bone. When the newly born Toothfacer awoke fear was the only emotion it could feel. Although they are often considered terrifying Monsters, some Toothfacers find places in the villages and cities of Yeld. Unfortunately, gangs of Toothfacer bandits and thieves are a common sight in Yeld, and most people still think of Toothfacers as criminals and Monsters.

No one knows where the name "Toothfacer" comes from, but it may have to do with the creatures' obsession with teeth. Toothfacers have no teeth of their own, but will often collect and trade for the teeth of animals, Monsters and even other people. Toothfacers hoard these teeth and store them inside their body. Some even eat them. Even the Toothfacers themselves cannot explain their strange obsession. Stories of Toothfacers who will sneak into your home and night and pry out your teeth for a tasty treat are often told to frighten the children of Yeld. Sometimes these tales are true.

Vampires

The Vampires of Yeld are powerful creatures, using strength, cunning and fear to exert their will as the ruling class of the magical land. The Prince himself brought the gift of vampirism to Yeld, promising key members of the Old King's court and royal guard the gift of power and long life in exchange for their loyalty once the King finally passed away. Of all the races of Yeld only the King's People can become Vampires. Those that Dragul has chosen for his gift lead long and rich lives. They become stronger and faster than they were before, heal from wounds quickly and are very hard to kill. This power comes at a cost, and newly converted Vampires find that they have a hunger which can only be quenched with flesh and blood. Vampires must consume the flesh or drink the blood of living people, but doing so makes them powerful. Without the blood of living creatures the Vampires will eventually retreat into a deep sleep and wither away, although this can take years. The truth is that most Vampires don't need to feed as often as they do and can easily subsist on livestock. Vampires make up the surviving member's of Yeld's nobility and the officers in Dragul's army. They know that there is no better tool for keeping the people of the magical land in check than absolute fear, and so they find excuses to indulge their hunger as often as they like.

While the people of Yeld had never heard of Vampires before the Prince's arrival, the Friends come from a world where Vampires are well known creatures of fiction. Still, Friends may be surprised to find that many of the weaknesses of Vampires from our stories and movies don't apply to the Vampires of Yeld. Yeld's Vampires can walk under the sunlight without fear. They have a mild aversion to holy symbols and rituals, but don't fear running water, silver or garlic, and do not sleep in caskets or turn into bats. All Vampires have pale grey skin and pointed teeth. The bite of a vampire is often fatal. Those that don't die after being bitten will often become Vampires themselves.

The Vampire Prince Dragul

Long ago a stranger came before the Old King, a warrior who had traveled from lands so far away they were unknown to the King's court. His name was Dragul and he called himself the Prince of Vampires. This stranger swore his services to the Old King with a simple promise, that for as long as the King lived Dragul would be his loyal servant, and with the King's blessing he would transform Yeld into the most powerful and wealthy land the world had ever known.

The Old King was no fool, he could see into the heart of this stranger and saw clearly that it was powerful but dark, that this Prince had secret purposes and plans that he would never reveal. To test his oath of loyalty the Old King set Dragul on a campaign against the Fairy warbands that had encroached into Yeld from the Storm Mountains. The Prince went north with a regiment of handpicked soldiers and for a year the only news to emerge from the Storm Mountains were tales of bloody, brutal massacres.

When the Prince and his soldiers returned to the Old King's court there was no doubt that they were formidable warriors and that Dragul was a courageous and effective commander. But still the Old King had his doubts. The men under Dragul's command had changed. Their loyalty was not in question, but they were darker. Stronger. The word "Vampire" was unfamiliar to the people of Yeld, and while the Old King could see Dragul's dark influence spread through his court and armies, he couldn't imagine the Prince's true nature.

More tests of loyalty came. The Prince led pirate hunters against the corsairs of The Deep along Yeld's coasts, clashed with the last dragons, freed the besieged city of Kavult and led an expedition far beyond Yeld's borders to challenge the Leviathan Knights and their monstrous queen. Dragul returned from each campaign victorious, and slowly the Old King's nagging distrust of this stranger who had become his most effective general was set aside. The King knew that the Prince's true motives were still a secret, and as he watched carefully he began to suspect that Dragul's service was a means to an end.

When not leading the armies of Yeld the Vampire Prince would often vanish for weeks, and the Old King's messengers and spies reported that he traveled deep into Yeld's darkest and wildest lands. The Old King began to suspect that the Prince had come to Yeld in search of something.

For 30 years Prince Dragul loyally served the Old King, and although there was no love between them the ruler of Yeld had much respect for his most powerful general. Many in the court thought that Dragul might be named as the next ruler of Yeld, but on his deathbed the King chose his oldest daughter, the royal Princess, to succeed his rule. The people of Yeld mourned the day that news of the Old King's death came, and the court was shocked when shortly after the Prince announced his pending marriage to the royal Princess. With the King's passing Dragul considered himself free from his oath of loyalty and intended to take the throne as his own. He summoned the most loyal members of the Royal Guard to him and told them of his plan. All were Vampires who had served with the Prince on many of his long campaigns, and to his face each agreed that he was most fit to rule Yeld. But in their hearts many of the Royal Guard were still loyal to the Old King and loved the Princess dearly, and even their respect for the Prince and their gratitude for the gift of near immortality could not sway them. The next day the Prince discovered that fully half the Royal Guard had absconded in the night, taking the Princess with them and fleeing into the wilds of Yeld. Furious, the Prince named these traitors Oathbreakers. He summoned the rest of the guard to his side and made them a promise; they would hunt down the Princess and her Oathbreakers, capture them and return them to the court. For this each hunter would be rewarded with power beyond anything they had dreamed and would become the Prince's most trusted lieutenants. These were the first Hunters of Yeld.

While many Oathbreakers died in the Princess Hunts, the Princess herself escaped Dragul's clutches. After years of futile searching the Prince named himself Regent of Yeld. The Oathbreakers and their hidden Princess responded with open and organized rebellion, so Dragul's first act as Regent was to sign a treaty with the Fairy Tribes and invite them to return to Yeld as a mercenary army under his absolute control. Eager to reclaim their ancient home, the Fairies fell on Yeld in savage force, plundering and burning villages under the oversight of powerful vampire knights and publicly executing any citizen accused of being a rebel. The Oathbreaker's rebellion lasted decades, but by the time it was finally over and the Princess disappeared into hiding for good the land had been devastated and the people of Yeld fearfully kept to their homes, wary of the Fairy garrisons that occupied every town and village.

Slowly under Dragul's rule Yeld became a darker and more sinister place. As decades turned to centuries cities that had once been proud centers of trade and culture fell to ruin or became fortresses for the occupying Fairy army. The Animal Tribes withdrew deep into the forests and mountains and for the first time in generations Monsters freely roamed the lands. The Prince divided his new realm among his lieutenants, the Hunters of Yeld, and left them to rule or run havoc as they saw fit. The Prince's gift of Vampirism brought about a plague of undead, and barriers between the Ghost World and Yeld began to weaken. Roads become dangerous to travel, and the lands between villages became wild and infested with bandits and Monsters. The Hunters of Yeld ran rampant, clashing against each other or fighting petty wars with neighboring lands, while the people of Yeld slowly forgot that their land had once been a bright and brave place.

And as Yeld rots and falls to ruin, the Vampire Prince Dragul still searches...

The Hunters of Yeld

The Hunters of Yeld are Dragul's most trusted lieutenants, each a powerful warrior granted a region of the magical land to rule over as they see fit and trusted to guard one of the seven keys that unlocks the doors between Yeld and other worlds. For centuries the Hunters have terrorized Yeld and it's neighboring lands, sometimes carrying out the Prince's orders but often working in their own selfish interest. Some Hunters rule their territories with iron fists. Some pursue more arcane or esoteric interests while they leave the lands under their "protection" to fend for themselves. Some loot and pillage and turn prosperous towns and cities to ash in their wake. Often they squabble or battle among themselves, but when the Prince calls them to war the Hunters of Yeld are a terrifying force, able to route armies, lay siege to cities and harness magic so terrible that it threatens to rip the land apart. For centuries the Hunters have battled The Deep, fending off its ocean born armies. They've gone to war against the Leviathan Queen, campaigned against the Apocalypse Wardens and fought to eradicate the rebel Oathbreakers. They are the fiercest warriors that Yeld has ever known, but Yeld has been a quiet land for centuries, and now the Hunters turn their attentions inward and focus on their own dark interests. They have grown complacent in their power, and for the first time in centuries they are vulnerable.

FWOOOSH
WATCH OUT FOR HIS FIRE ATTACK!
HE'S ACTUALLY KINDA WEAK...
FOR A BOSS!
WEAK?
I'LL SEAR THE FLESH FROM YOUR BONES, YOU SWEATY LITTLE BRAT!
I'LL MELT YOUR EYEBALLS IN...
BACSTAB, JERKHOLE!!!
SCHLUUUK!
NOW, WHILE MARIA HAS HIM DOWN!
ATTACK!

PART 9: THE MONSTER GUIDE

Monsters are an important part of every adventure in Yeld. As the Game Master your job is to select or build the toughest, coolest and scariest Monsters for the Friends to face. As a reward for defeating Monsters the Friends may find Treasure or Loot!

In this guide we'll learn about the different ways to defeat Monsters, Restless Dead, the Monster Formula and Monster Special dice.

Defeating Monsters

Every Friend knows that not every Monster is evil, and sometimes killing Monsters isn't the best way to defeat them. Also, that's how you get ghosts, and you don't want ghosts! With the right Special dice or spell most Monsters can be defeated without being killed.

Here's five different options for defeating the Monsters you'll face in Yeld:

Killed: A Monster who is reduced to 0 Tough dice is killed and drops Loot or Treasure if it had any. A killed Monster generates 1 Restless Dead for the next Adventure.

Captured: A Monster who is captured can't take any more Actions and counts as defeated for the rest of the Adventure. Captured Monsters will drop Loot or Treasure if it had any. Capture Monsters by using the Special die Do things with Rope.

Retreated: A Monster who retreated can't take any more Actions this fight but can join a different fight later in the Adventure. Retreated Monsters drop Loot or Treasure if it had any. Force Monsters to retreat with the Scare Special die.

Surrendered: A Monster who surrenders can't take any more Actions this fight and counts as defeated for the rest of the Adventure. A Monster who surrenders doesn't drop Loot or Treasure. Force a Monster to surrender with the Negotiation Special die.

Befriended: A Monster who is befriended will leave the Fight immediately and counts as defeated for the rest of the Adventure. Befriended Monsters won't drop Loot or Treasure. Befriend Monsters with the Friendship spell.

Restless dead

Restless dead are Monsters that were killed in combat and have now become Ghosts. Any time the Friends kill a Monster the Game Master records 1 Restless Dead point. These points will be used during the next Adventure to generate Ghost Monsters for the Friends to fight!

When a Game Master is preparing a new Adventure they must spend as many Restless Dead points as they can on creating Ghost Monsters. The Game Master must purchase the most expensive and powerful Ghost Monsters they can from the options below with the Restless Dead points available. You may have up to 3 Ghost Monsters alongside 3 regular living Monsters on the Action Board at a time.

Lost soul
Cost 2 Restless dead
Strong 1 Smart 1 Tough 0 Brave 2
+3 Special dice

Angry ghost
Cost 3 Restless dead
Strong 3 Smart 3 Tough 0 Brave 3
+3 Special dice, +1 Stuff, +1 Spell

Vengeful spirit
Cost 5 Restless dead
Strong 4 Smart 4 Tough 0 Brave 4
+3 Special dice, +2 Stuff, +1 Spell

Adventure difficulty and Monsters

When it's your turn to be Game Master you're going to want some Monsters for your Friends to duke it out with, hide from or challenge to a fancy cooking contest! The Game Master receives a number of Monster dice based on the Difficulty chosen for the Adventure. These Monster dice represent how many Monsters the Game Master can use in a single Adventure. A Game Master can spend these Monster dice before or during the Adventure to create or purchase pre generated Monsters. The Adventure's Difficulty will also determine how many free Monster Titles a GM has to give to their Monsters.

Monster dice and free Starter Titles based on Adventure Difficulty:

Easy Adventure: 6 Monster dice, 1 Dangerous Monster Title, 1 Mini Boss Monster Title

Normal Adventure: 8 Monster dice, 1 Dangerous Monster Title, 1 Deadly Monster Title, 1 Boss Monster Title

Dangerous Adventure: 10 Monster dice, 1 Dangerous Monster Title, 1 Deadly Monster Title, 1 Mini Boss Monster Title, 1 Boss Monster Title.

Buying and creating Monsters

The Game Master can choose to purchase pre-made Monsters from the Monster List found later in this section by paying their Monster dice cost. The Game Master can also create their own Monsters by spending their Monster Dice and using the Monster Formula.

Monster Formula

Creating a Monster costs a minimum of 1 Monster die. Additional Monster dice can be spent to give a Monster special titles. Creating a Monster has three steps:

1: Pay 1 Monster die and choose a Job.

2: Add Titles.

3: Choose Special dice, Spells and Stuff.

Monster Jobs

Each Monster must choose 1 of the 4 Job listed below. The Job's Rank is determined by the Story Progress Chart. The Rank determines the Monster's Core dice as well as what Stuff and Special dice they can choose.

Bruiser Job

Rank 0: Strong 2 Smart 1 Tough 2 Brave 1, +1 Stuff, +1 Special die

Rank 1: Strong 2 Smart 1 Tough 3 Brave 1, +2 Stuff, +2 Special dice

Rank 2: Strong 2 Smart 1 Tough 3 Brave 2, +3 Stuff, +3 Special dice

Rank 3: Strong 3 Smart 1 Tough 3 Brave 2, +4 Stuff, +4 Special dice

Trickster Job

Rank 0: Strong 2 Smart 1 Tough 1 Brave 2 , +2 Special dice

Rank 1: Strong 2 Smart 1 Tough 2 Brave 2, +1 Stuff, +3 Special dice

Rank 2: Strong 3 Smart 1 Tough 2 Brave 2, +2 Stuff, + 4 Special dice

Rank 3: Strong 3 Smart 1 Tough 2 Brave 3, +3 Stuff, +5 Special dice

Caster Job

Rank 0: Strong 1 Smart 2 Tough 2 Brave 1, +3 Spells, Spellbook

Rank 1: Strong 1 Smart 3 Tough 2 Brave 1, +1 Stuff, +1 Special die, 3 Spells

Rank 2: Strong 1 Smart 3 Tough 2 Brave 2, +2 Stuff, +2 Special dice, 3 Spells

Rank 3: Strong 1 Smart 4 Tough 2 Brave 2, +3 Stuff, +3 Special dice, 3 Spells

Leader Job

Rank 0: Strong 1 Smart 2 Tough 1 Brave 2, +1 Stuff, 1 Spell, Spellbook

Rank 1: Strong 1 Smart 2 Tough 2 Brave 2, +2 Stuff, +1 Special die, 1 Spell, Spellbook

Rank 2: Strong 2 Smart 2 Tough 2 Brave 2, +3 Stuff , +2 Special dice, 1 Spell, Spellbook

Rank 3: Strong 2 Smart 3 Tough 2 Brave 2, +4 Stuff, +3 Special dice, 1 Spell, Spellbook

Titles

Once you give your Monsters a class you can choose to give them Titles. The number of Starter Titles available are determined by the Adventure's Difficulty and can be assigned to Monsters for no cost. Special Monster titles can be bought for Monsters at the cost of 1 Monster die. A Monster can have more than 1 title.

Special titles are divided into 3 categories, Basic, Better and Best. Titles can be purchased for any Monster for 1 Monster die.

Starter titles

Dangerous: This Monster gets +1 Special dice and drops Loot when defeated. Dangerous Monsters have access to the Basic and Better Special dice and Special titles. Only a single Monster in each Adventure can be Dangerous.

Deadly: This Monster gets +1 Special dice, +1 Stuff and produces 2 Loot when defeated. Deadly Monsters have access to the Basic and Better Special dice and Special titles. Only a single Monster in each Adventure can be Deadly.

Mini Boss: This Monster gets +1 Core die, +1 Special die, +1 Stuff and drops Treasure when defeated. Mini Boss Monsters have access to the Basic, Better and Best Special dice and Special titles. Only a single Monster in each Adventure can be a Mini Boss.

Boss: This Monster gets +2 Core dice, +1 Special die, +1 Stuff and drops Treasure when defeated. Boss Monsters Bank Actions when a Monsters on the Action Board is defeated. Boss Monsters have access to the Basic, Better and Best Special dice and Special titles. Only a single Monster in each Adventure can be the Boss.

Basic Special titles

Undead: Monsters with this title cannot be defeated by any means other than being killed. When you buy this title you may give it to 3 different Monsters.

Spirited: This Monster immediately becomes a Ghost when killed. Killing this Monster does not produce restless dead. When you buy this title give it to 1 Monster.

Reserves: When a Monster is defeated this Monster may immediately be placed on the Action Board. When you buy this title you may give it to 2 different Monsters.

Sneaky: This Monster can start on any square on the Action Board at the beginning of a fight and gets to take the first turn. When you buy this title give it to 1 Monster.

Veteran: This Monster starts fights with a Banked Action. When you buy this title you may give it to 2 different Monsters.

Bounty Hunter: This Monster rolls 1 extra die against Oathbreakers, Witch Hunters, White Mages and Soul Thieves. Title cannot be purchased but is gained by unmasking a Witch Hunter or failing an Oathbreaker Parade.

Native Ghost: This Ghost Monster may use a Banked Action against a living Friend or Monster as if they were a regular Monster. For the rest of the round Friends and Monsters may use Actions against this Ghost Monster as if it were a regular Monster. When you buy this title give it to 1 Ghost Monster.

Better Special titles

Fearless: This Monster can't lose Tough dice until they have lost a Brave die. This Monster doesn't add its Tough dice when rolling against the Scare Special dice. When you buy this title give it to 1 Monster.

Brilliant: This Monster can't lose Tough dice until they have lost a Smart die. This Monster doesn't add Tough dice when rolling against the Negotiate Special dice. When you buy this title give it to 1 Monster.

Mighty: This Monster can't lose Tough dice until they have lost a Strong die. This Monster doesn't add Tough dice when rolling against the Do things with rope Special dice. When you buy this title give it to 1 Monster.

Unstoppable: Monster gains a Banked Action if they are the first or last Monster to take their turn this Round. This Monster can't be defeated by any means other than being killed. When you buy this title give it to 1 Monster

Gigantic: When this Monster attacks it hits all Monsters and Friends within 1 square of its target and gains the Reach Special die. This Monster takes up 2x2 squares on the action board. Friends can add their Climb special dice to attacks against this Monster. When you buy this title give it to 1 Monster.

Enchanting: Friends 11 or older roll Core Smart dice against a Challenge of 12 at the beginning of every Round this Monster is on the Action Board. If they fail they can not add Armor dice or Special dice to their defense rolls against this Monster's attacks or spells this Round. When you buy this title give it to 1 Monster.

Terrifying: Friends 10 or younger roll Core Brave dice against a challenge 12 at the beginning of every Round this Monster is on the Action Board. If they fail they cannot take Actions that target this Monster this Round. When you buy this title give it to 1 Monster.

Righteous: This Monster adds extra dice to Attack and Armor rolls equal to the attacker or defender's total Evil! dice. This Monster can't attack a Friend who has more Good! than Evil! dice. When you buy this title give it to 1 Monster.

Wicked: This Monster adds extra dice to Attack and Armor rolls equal to the attacker or defender's total Good(!) dice. This Monster can't attack a Friend who has more Evil(!) than Good(!) dice. When you buy this title give it to 1 Monster.

Tomb Raider: This Monster can be given Rare Stuff and drops 2 Loot when defeated. Only 1 Monster each Adventure can have this title. When you buy this title give it to 1 Monster.

Best Special titles

Shadow: When this Monster loses a Core die it gains a different Core die of its choice. Friends can add their See in the dark Special dice to Attacks and Armor rolls against this Monster. When you buy this title give it to 1 Monster.

Vampire: Any time this Monster makes a successful attack they gain 1 Core die (Monsters can not have more than 6 of the same Core die). The Refresh spell causes this Monster to lose a Tough die and the Hurt and Hurt All spells have no effect. When you buy this title give it to 1 Monster.

Werewolf: When this Monster loses its first Tough die in a fight they will transform into a Werewolf, gaining +2 Strong, +2 Tough, and + 2 Brave dice. This Monster will always use its Action to attack the nearest Friend or Monster on the Action Board and cannot use Weapons or Gear. This Monster can not Surrender. When you buy this title give it to 1 Monster.

Witch: This Monster gains the Witch job ability and may buy any of the Witch's job specific Special dice. When you buy this title give it to 1 Monster.

Soul Thief: This Monster gains the Soul Thief job abilities and may buy any of the Soul Thief's job specific Special dice. When you buy this title give it to 1 Monster.

Witch Hunter: This Monster gains the Witch Hunter job abilities, 1 Mask and may buy any of the Witch Hunter's job specific Special dice. When you buy this title give it to 1 Monster.

Freelancer: This Monster gains the Freelancer job ability and may buy any of the Freelancer's job specific Special dice. When you buy this title give it to 1 Monster.

Shepherd: This Monster gains the Shepherd job ability and may buy any of the Shepherd's job specific Special dice. When you buy this title give it to 1 Monster.

Oathbreaker: This Monster gains the Oathbreaker job ability and may buy any of the Oathbreaker's job specific Special dice. When you buy this title give it to 1 Monster.

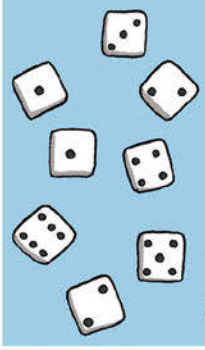
Legend: This Monster can be given Legendary Stuff and produces 2 Treasure when defeated. Only 1 Monster in each Adventure can have this title. When you buy this title give it to 1 Monster.

Monster Spells and Stuff

A Caster or Leader Monster may take any Spells from the White, Black, Blue or Red spell lists. .

A Monster can be given Normal or Rare Stuff from the Stuff Guide according to their Rank (see the Story Progress Chart on page 164)

THE MONSTER FORMULA



THE GAME MASTER HAS A BUDGET OF **MONSTER DICE** TO SPEND BASED ON THE ADVENTURE'S DIFFICULTY.

FOR EXAMPLE, IN A MEDIUM DIFFICULTY ADVENTURE YOU'LL GET 8 MONSTER DICE.

SPEND 1 MONSTER DIE TO CREATE A MONSTER AND GIVE IT A CLASS.

LETS MAKE A BRUISER!

A RANK 1 BRUISER STARTS WITH:

2 STRONG DICE
1 SMART DIE
3 TOUGH DICE
1 BRAVE DIE
2 STUFF
2 SPECIAL DICE

WE'LL SPEND IT'S **2 STUFF** ON A RANK 1 AXE AND A RANK 1 MEDIUM ARMOR.

WE WANT THE BRUISER TO HIT HARD AND SURVIVE ATTACKS!

WE'LL CHOOSE A CHARGE DIE AND A BREAK DIE AS IT'S TWO SPECIAL DICE.

I'M FEELING TOUGH!

THESE SPECIAL DICE WILL HELP THE BRUISER GET CLOSE TO IT'S ENEMIES AND DESTROY THEIR ARMOR!

I'M READY TO FIGHT!

NEXT WE'LL CHOOSE A TITLE. OUR MEDIUM DIFFICULTY ADVENTURE COMES WITH THREE TITLES:

DANGEROUS, DEADLY AND BOSS.

WE DON'T HAVE TO ASSIGN A TITLE TO EACH MONSTER, BUT LETS GIVE OUR BRUISER THE DANGEROUS TITLE TO MAKE IT MORE OF A THREAT!

THIS MEANS THE BRUISER CAN CHOOSE AN EXTRA SPECIAL DIE, BUT WILL ALSO DROP LOOT WHEN IT'S DEFEATED.

WE CAN BUY OUR BRUISER MORE TITLES FOR 1 MONSTER DIE EACH, BUT LETS SAVE OUR MONSTER DICE TO CREATE EVEN MORE MONSTERS!

Monster Special dice list

Here's a full list of Special dice available to Monsters. All Monsters can be given Basic Special dice. Better and Best Special dice can be given to Monsters based on their Titles.

Basic Monster Special dice

Bite: Add to attacks instead of using a weapon. Biting makes the Monster vulnerable. Friends who survive the Bite attack will roll 1 extra die if they attack the Monster during the same round. (Bonus)

Break: For breaking Armor! Add to Strong dice when you make an attack. If your attack is successful the target will not lose Tough dice. Instead, its Armor's dice will be reduced by 1. Armor reduced to 0 is destroyed! You can also add Break dice to Strong rolls to break doors, traps and other objects. (Combat) (Challenge)

Bullseye: Add to ranged attacks against Monsters. If successful, for the rest of the fight when the target rolls Special dice they will roll 1 less die (minimum 1) of each type. (Combat)

Charge: Add to Strong and Brave dice during the first round of a Fight. (Bonus)

Cook: Cook up a storm! Add to Smart when preparing meals, picking ingredients or challenging chefs in a cookoff! (Challenge)

Cry: Roll with Smart to defend against an attack instead of rolling Tough. If successful the attacker hits the closest Monster instead. Does not work if you are the only Monster left alive or Cry has already been used on the attacker this Round. (Combat)

Disarm: Add to attacks against a Friend within 1 square. If successful the Friend drops any held Weapons. Friends can spend an Action to pick weapons back up. Friends resist Disarm with strong. (Combat)

Excuse Me! Add to Brave dice when you interrupt Friends! (Combat)

Fight Dirty: Add to attack rolls! If your attack is successful the target will lose Strong and Smart dice instead of Tough dice. (Combat)

Firebug: Add to Brave dice against a Friend within 1 square. If successful the Friend loses a Clothes item until the end of fight and catches Fire. Monster must spend 1 Matches or be holding a Torch to use this Special die. Friends resist Firebug with Brave dice. (Combat)

Fireproof: Add to Tough dice to resist attacks, spells and Special dice that cause Fire. (Combat)

Fish Face: Add to Brave roll against all Friends within 3 squares on the Action Board. If successful Friends will lose all Food and Fish Items! Friends resist with Smart. (Combat)

Good Plan: A cunning plan can win any battle! Roll with Smart before a fight and consult the Good Plan table. (Combat)

Grateful Dead: Do stuff better as a Ghost! Add to all Ghost Actions. (Bonus)

Headbutt: Add to attacks! If your attack is successful your target will lose Smart and Brave dice instead of Tough dice. (Combat)

Jump: Add to Strong to jump high and far! When moving on the Action Board Monsters may move through a number of spaces occupied by other Monsters, Friends or obstacles equal to their Jump dice, as long as they end their Move on an empty square. (Challenge) (Combat)

Last One Standing: Add to Strong, Smart, and Tough rolls if you are the last Monster undefeated during a Fight. Cannot be used by Ghost Monsters. (Bonus)

Lift: Pick up a heavy load! Add to Strong to pick up, drag or move large objects. Add to Strong to carry a Monster within 1 square of you a number of squares equal to your Lift dice. (Challenge) (Combat)

Lucky: Add to any one roll during this fight. (Bonus)

Pain Train: Add to attacks if you have reduced a Friend's Tough dice to 0 in this fight. (Bonus)

Run: Run fast! Add to Brave when trying to get somewhere fast or outrun a Friend. During fights you'll move an extra space on the Action Board for each Run dice you have. (Challenge) (Combat)

Shove: Add to Strong to push people around. During a Fight add to Strong to push a Friend or Monster one square on the Action Board. Friends and Monsters resist Shove with Tough. You must be in a square next to your target to use Shove. (Combat)

Smelly: Add to Brave against a Friend within 1 square. If successful the Friend can't use their Job Ability for the rest of the fight. Friends resist by rolling Brave. A Friend may spend a Banked Action during their turn to cancel this effect. (Combat)

Snatch: Roll with Smart against a Friend within 1 square. If successful take 1 held Gear item the Friend is holding. You are now holding that Gear item. Can only be used if you have at least one empty hand. Gear item is returned to Friends once this Monster is defeated. Friends resist Snatch with Smart dice. (Combat)

Stubborn: Roll with Brave dice when being interrupted by Friends! (Bonus)

Swim: Roll with Strong to float, dive and fight while in the water. Monsters with three Swim dice automatically pass any Challenge roll to Move as normal on Water spaces of the Action Board. (Bonus)

Tease: Force a Friend to take their next Action against you and move toward you. Roll with Brave dice. Friends roll Smart dice to resist Tease. (Combat)

Thief: Add to attacks. Instead of losing a Tough die, the targets Coin status is reduced by 1! (Combat)

Trick shot: When a ranged attack you made with a Banked Action misses you may target a different Friend who must defend against your original roll or suffer the effects of the attack. (Solo) (Combat)

Trip: Add to attacks! If your attack is successful your target will lose Strong and Brave dice instead of Tough dice. (Combat)

Better Monster Special dice

Carnivorous: When a Monster or Friend is killed within 2 squares on the Action Board roll a die. On a 6 you gain a Core die of your choice. (Solo) (Utility)

Chain Gang: Add to rolls when you are part of a Monster Chain. (Bonus)

Deathwish: Continue to take normal Actions for one extra Round after losing your last Tough die. (Solo) (Utility)

Exploder: As an attack roll Strong + Tough against all Friends within 3 squares on the Action Board. Every Friend who fails to beat this roll will lose a Tough die and their turn if they haven't taken it yet this round. The Monster that used Exploder is killed and counts as defeated. (Solo) (Combat)

Fatty Fat Fatty: Add to Tough rolls if you have not yet taken an Action this Round. (Bonus) (Combat)

Fire Breath: If you make a successful attack against a Friend they will also catch Fire. (Solo) (Combat)

Fly: Add to Tough when rolling to resist damage from non-ranged weapons. (Bonus)

Huge: Attack two Friends at once. Both Friends will roll to defend, and if either roll is successful the attack is cancelled. (Bonus) (Combat)

Jinx: Add to Strong and Smart rolls against Friends that have taken the same Action twice during this fight. (Bonus)

Lick: Add to Strong rolls against a Friend within 1 square. If successful the Friend's next spell will automatically fail and they will have to roll on the Magical Disaster table. (Combat)

Mageproof: Add to Smart to resist any magic. (Bonus) (Combat)

Magic Masochist: You are Immune to the first spell successfully cast on you this fight. (Solo) (Utility)

Monster Weapon: Pick up another Monster within 2 squares on the Action Board and use it as a weapon. Add that Monster's Strong dice to your attack roll. The Monster you pick up Banks its Action this Round if it hasn't yet taken its turn. The Monster is placed anywhere within 1 square of you at the end of your turn. (Bonus) (Combat) (Solo)

Multiply: As an Action split into two weaker Monsters by dividing your Core dice, Special dice and equipment. Each of the two new Monsters must have at least 1 of each Core dice. (solo) (bonus)

Poison: If you make a successful attack against a Friend they will have to roll a die at the start of their next turn. On a roll of 6 they'll lose a Tough die. (Solo) (Utility)

Sixth Sense: Add to rolls against Banked Actions. (Bonus)

Slimy: You are immune to the Snatch Special die the first time a Friend successfully uses it against you this fight. (Solo) (Combat)

Snake Eyes: Roll with Smart when attacked with a non-ranged weapon. If you win the attack is still successful but the attacker is frozen in place and loses their next turn and all Banked Actions. (Combat)

Snake Skin: Add to Tough rolls. You cannot use Snake Skin if you have lost a Tough die this fight. (Bonus) (Combat)

Sticky Hands: You are immune to the Disarm Special die the first time a Friend successfully uses it against you during this fight. (Solo) (Combat)

Tentacles: Add to attacks against Friends. If you succeed, instead of losing a Tough die both you and the Friend will lose your next turns. If this attack is used with a Weapon do not add those weapon dice. (Combat)

Best Monster Special dice

Acid spit: After a successful attack against a Friend roll a die. On a result of 6 that Friend loses a random Gear or Clothing item until the end of Adventure. (Solo) (Utility)

Cold Hearted: Add to Tough rolls. This Special dice can not be used by Monsters that have caught Fire during this fight. (Bonus)

Commanding Voice: When this Monster Banks an Action all other Monsters on the Action Board also Bank an Action. (Solo)

Courage Eater: Add to attacks against Shepherds, Freelancers, Black Mages and Witches. (Bonus)

Do things with rope: Add to Strong against Friends with 0 Strong dice. If successful the Friend is captured and counts as defeated. Friends resist by rolling their total remaining Core dice. (Combat)

Hard: If a weapon attack made against this Monster results in the attacker rolling two or more 1's the weapon will be damaged and will permanently grant 1 less Weapon die. If this reduces the Weapon's dice to 0 the weapon is broken. (Solo)

Inspiring Presence: All other Monsters in the fight roll an extra die for all rolls. (Solo) (Bonus)

Negotiate: Add to Smart against a Friend with 0 Smart dice. If successful the Friend surrenders and counts as defeated. Friends resist by rolling their total remaining Core dice. (Combat)

Possessed: Add +1 to the total of all this Monster's rolls for each Ghost on the Action Board. (Utility)

Reach: Your non-ranged attacks may hit targets up to 2 squares away. (Utility)

Scare: Roll with Brave against a Friend with 0 Brave dice. If successful the Friend retreats and counts as defeated. Friends resist scare by rolling their total remaining Core dice. (Combat)

Spell deflection: Roll with Brave when resisting a spell. If successful the spell hits nearest Monster instead. Does not work if you are the only Monster left alive or the Spell deflection Special die has already been used against the spellcaster this round. (Combat)

Trample: Friends must roll against attacks from this Monster twice. If the first roll is failed the Friend will suffer the results of the attack as normal. If the second roll is failed the Friend will also lose a Tough die. (Solo) (Bonus)

THE MONSTER LIST

The following is a list of ready to use monsters that may be purchased by the Game Master with the adventure's Monster dice. A GM may purchase these Monsters as-is or spend additional Monster Dice to give them extra Titles (Found in the Monster Formula section).

Rank 0 Monsters

Scuba Snake

Cost: 1 Monster Dice

Under the order of Dragul these serpentine spies stalk the rivers and lakes of Yeld, eavesdropping on citizens and keeping a watch for any signs of The Deep or its countless minions. Although their name would suggest it, the Scuba Snake can not actually breathe underwater. Instead they use miniature scuba gear to stay below the surface. No one knows who makes the tiny scuba gear. It is one of Yeld's greatest unsolved mysteries.

Rank 0 Trickster

Titles: None

Strong: 2 **Tough:** 1 **Smart:** 1 **Brave:** 2

Special Dice: +1 Swim! +1 Bite!

Stuff: Scuba gear (no effect)

Broccoli Lobster

Cost: 2 Monster Dice

A foul beast of tiny stature! This land crustacean's tail looks miraculously like a head of broccoli. The Broccoli Lobster will often bury itself face first so only it's tail is visible, making it seem like a harmless vegetable.

Rank 0 Bruiser

Titles: Sneaky

Strong: 2 **Tough:** 2 **Smart:** 1 **Brave:** 1

Special Dice: +1 Stubborn

Stuff: Raw Broccoli Shell (Rank 0 Medium Armor, +1 Armor)

Skelebat
Cost: 1 Monster Die
The reanimation of bones into the form of a bat is one of the first spells practiced by would be Bone Casters. Though not a very powerful Monster, in large numbers the Skelebat can be a dangerous foe.
Rank 0 Trickster
Titles: None
Strong: 2 Tough: 1 Smart: 1 Brave: 2
Special Dice: +1 Headbutt! +1 Jump!
Stuff: None

Slim Slime
Cost: 1 Monster Die
Slimes are what happens when lightning strikes a ghost. The Slim Slime is the most common type found throughout Yeld. Once a Slim Slime grows too big it will split into two smaller slimes and then continue the cycle, never losing its slim figure.
Rank 0 Bruiser
Titles: None
Strong: 2 Tough: 2 Smart: 1 Brave: 1
Special Dice: +1 Disarm
Stuff: Slime Bubble (Rank 0 Shield, +1 Armor)

Squid Kid
Cost: 1 Monster Die
A young squidling between the ages of seven and twelve. These kids are raised on pirate ships and in fishing villages along Yeld's coasts. Although many Squidmen align themselves with The Deep against the Vampire Prince, plenty of them still live peaceful lives under Dragul's reign.
Rank 0 Leader
Titles: Dangerous
Strong: 1 Tough: 1 Smart: 2 Brave: 2
Special Dice: +1 Tentacle, +1 Poison
Stuff: Kelp Cuirass (Rank 0 Light Armor, +1 Armor), Refresh (White Spell)

Goblin Kid
Cost: 1 Monster Die
A young goblin between the ages of seven and twelve. These kids are only the second generation of goblins to be born in Yeld and will probably never get to see their homeworld within their lifetimes.
Rank 0 Trickster
Titles: Dangerous
Strong: 2 Tough: 1 Smart: 1 Brave: 2
Special Dice: +1 Jinx, +1 Fight Dirty, +1 Cry
Stuff: None

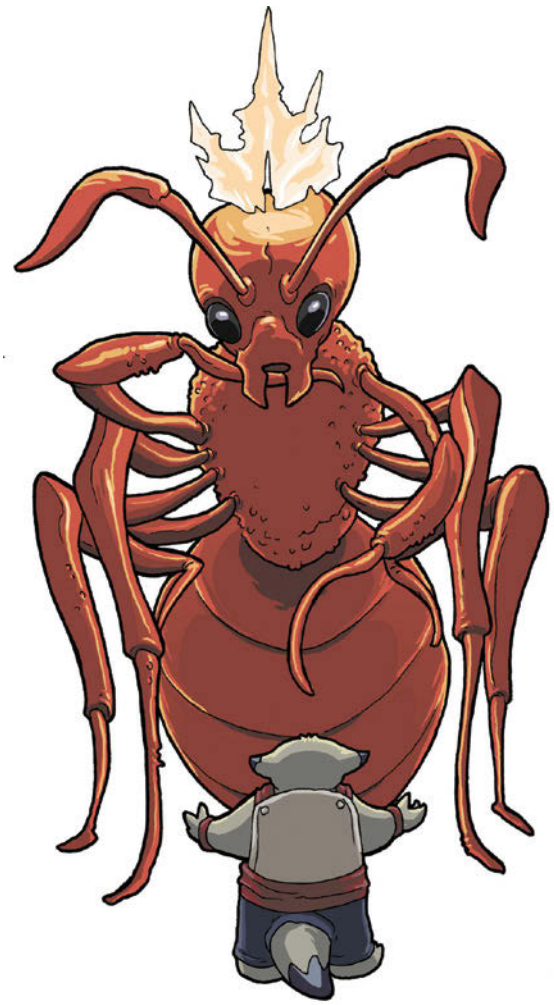
Ghost Kid
Cost: 2 Monster Dice
A native of the ghost world between the ages of seven and twelve. These kids will often get lost in Yeld after accidentally passing over from their own world. If a ghost kid stays in Yeld too long they will become corrupted and take the form of a Possessor, forgetting all about who they once were.
Rank 0 Caster
Titles: Dangerous, Native Ghost
Strong: 1 Tough: 0 Smart: 2 Brave: 1
Special Dice: +1 Grateful Dead
Stuff: Ghost Kiss (Red Spell), Torch Dagger (Red Spell), Unicorn Speed (White Spell)

Fairy Kid
Cost: 1 Monster Die
A young Fairy between the ages of seven and twelve. Even at a young age Fairies are often twice the size of other children. This makes them great at bullying other kids or standing up to bullies who would harass their friends.
Rank 0 Bruiser
Titles: Deadly
Strong: 2 Tough: 2 Smart: 1 Brave: 1
Special Dice: +1 Fatty Fat Fatty, +1, Tease, +1 Charge
Stuff: Wooden Sword (Rank 0 Sword, +1 Strong), Wooden Shield (Rank 0 Shield. +1 Armor)

Young Wolf
Cost: 1 Monster Die
A young pup of the Wolf Tribe. These courageous youngsters will often wander into towns to play with other kids or steal livestock for a tasty snack.
Rank 0 Trickster
Titles: Deadly
Strong: 2 Tough: 1 Smart: 1 Brave: 2
Special Dice: +2 Bite, +1 Carnivorous
Stuff: Heavy Fur (Rank 0 Light Armor, +1 Armor)

Punk Spider
Cost: 2 Monster Dice
A teenager of the Spider Tribe. These rude spiders can be found hanging out in caves or abandoned buildings, often creating web graffiti and listening to music way too loud.
Rank 0 Leader
Titles: Miniboss, Sneaky
Strong: 1 Tough: 2 Smart: 2 Brave: 2
Special Dice: +1 Bite
Stuff: Spider webs (Rank 0 Gear, +1 Trip), Hard Carapass (Rank 0 Light Armor, +1 Armor)

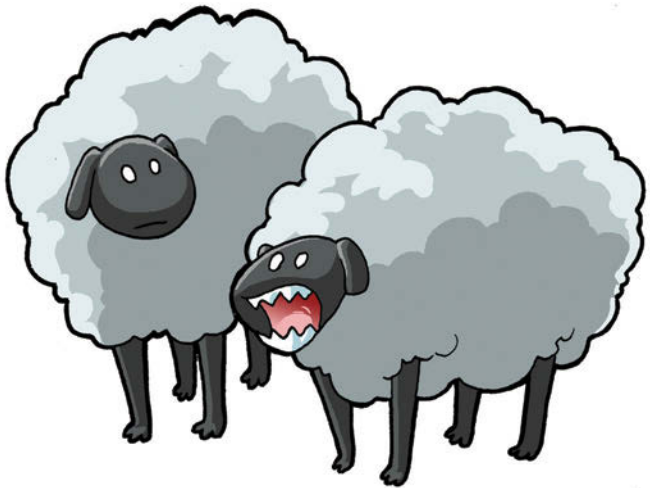
Cursed Great Wolf
Cost: 2 Monster Dice
A leader of the Wolf Tribe, possessed by the vengeful spirits of long dead wolves.
Rank 0 Bruiser
Titles: Boss
Strong: 2 Tough: 2 Smart: 1 Brave: 2
Special Dice: +1 Huge, +1 Run, +1 Bite
Stuff: Raspy Voice (+1 Excuse Me!), Patchy Wolf Fur (Rank 1 light Armor, +1 Armor)



Ant God
Cost: 2 Monster Dice
A mighty insect that seeks out and attacks messy towns. These massive ants will search for dirty places and eat the trash and rotting food left behind by others. Though sometimes helpful, these monsters will turn on towns when the food supplies run low, going after small children and livestock instead.
Rank 0 Trickster
Titles: Boss, Terrifying
Strong: 2 **Tough:** 3 **Smart:** 1 **Brave:** 2
Special Dice: +1 Bite, +1 Acid Spit, +1 Hard
Stuff: Godly Antenna (Rank 0 Gear, +1 Excuse Me)

Rank 1 Monsters

Hungry Wolf
Cost: 1 Monster Die
A starving wolf. Most members of the Wolf Tribe are peace with the citizens of Yeld, but with Fairy attacks on the rise and food growing scarce many wolves have turned to crime in order to survive.
Rank 1 Bruiser
Titles: None
Strong: 2 **Tough:** 3 **Smart:** 1 **Brave:** 1
Special Dice: +1 Headbutt, +1 Stubborn
Stuff: Wolf sword (Rank 1 Sword, +2 Strong, +2 Brave), Swift Fur (Rank 1 Clothes, +1 Run during Summer)



Nervous Sheep
Cost: 1 Monster Die
The sheep of Yeld are a strange and magical creatures. Their fluff covered bodies can bend and stretch in impossible ways and their diets consist of whatever they choose to eat. Sometimes that means a patch of grass, other times it means you!
Rank 1 Trickster
Titles: None
Strong: 2 **Tough:** 2 **Smart:** 1 **Brave:** 2
Special Dice: +2 Bite, +1 Charge
Stuff: Big fluff (Rank 1 Shield, +1 Armor Die, +1 Shield Bash)

Sneaky Snake
Cost: 2 Monster Dice
Another spy in Dragul's ranks, the Sneaky Snake is a master of espionage and formidable tactician. Most slither unseen throughout Yeld, only revealing themselves before slaying their enemy.
Rank 1 Trickster
Titles: Sneaky
Strong: 2 **Tough:** 2 **Smart:** 1 **Brave:** 2
Special Dice: +1 Bite, +1 Trip, +1 Good Plan
Stuff: Snake Rattle (Rank 1 Gear, +1 Excuse me!)

Skelematon
Cost: 1 Monster Die
The undead are not an uncommon sight in Yeld. Whether created by an ancient Fairy curse or summoned by a Bone Caster, Skelematons can be found in almost every corner of the land. Although somewhat autonomous, Skelematons have no free will and rarely have the ability to speak for themselves or for whoever controls them.
Rank 1 Bruiser
Titles: None
Strong: 2 **Tough:** 3 **Smart:** 1 **Brave:** 2
Special Dice: +1 Smelly, +1 Bull's Eye
Stuff: Smashin' Bone (Rank 1 Club, +1 Strong, +1 Break), Stabbin' Bone (Rank 1 Dagger, +2 Brave)

Burgle Spider
Cost: 1 Monster Die
These renegade spiders have ignored the neutral stance taken by their tribe and aligned themselves with Dragul. Working under the supervision of the Crimson Ministry, Burgle Spiders stalk the woods and caves of Yeld kidnapping and robbing innocent citizens of their precious goods!
Rank 1 Leader
Titles: None
Strong: 1 **Tough:** 2 **Smart:** 2 **Brave:** 2
Special Dice: +1 Thief!
Stuff: Venom Spit (Rank 1 Bow, +1 Strong, +1 Brave), 4 Eye Patches (Rank 1 Clothes, +1 Pain Train)

Young Possessor
Cost: 2 Monster Dice
When a ghost stays too long in Yeld it becomes corrupted by the magical land and takes on a new, monstrous form. A ghost that becomes a Possessor can steal the bodies of the living and influence the physical world, often to spread fear and pain.
Rank 1 Caster
Titles: Dangerous, Spirited
Strong: 1 **Tough:** 2 **Smart:** 3 **Brave:** 1
Special Dice: +1 Grateful Dead
Stuff: Fleshy Form (Rank 1 Medium Armor, +2 Armor), Ghost Kiss (Red Spell), Hurt (Black Spell), Scary Face (Black Spell)

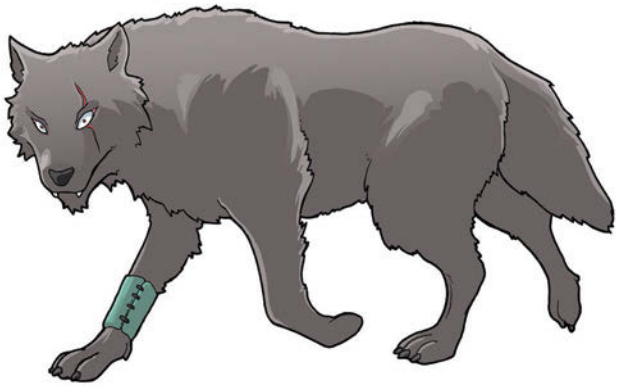
Explopig
Cost: 1 Monster Die
A Monster almost indistinguishable from a normal pig, the Explopig is a symbol of bad luck across Yeld. The Explopigs strange nature goes against any sense of self preservation, its willingness to explode at any moment makes it especially dangerous in populated areas.
Rank 1 Bruiser
Titles: Dangerous
Strong: 2 **Tough:** 3 **Smart:** 1 **Brave:** 2
Special Dice: +1 Exploder, +2 Charge
Stuff: Ham Hide (Rank 1 Heavy Armor, +3 Armor), Curly Tail (Rank 1 Gear, +1 Excuse Me!)

Journey Goat
Cost: 1 Monster Die
The Goats of Yeld are considered legends across multiple worlds. Their cunning and determination has made them champion explorers and adventurers. Mages seek their aid in dangerous battles and Nobles seek their counsel in politics and economics. Unlike the Animal Tribes of Yeld, goats cannot speak which makes their many achievements all the more inspiring.
Rank 1 Leader
Titles: Dangerous
Strong: 1 Tough: 2 Smart: 2 Brave: 2
Special Dice: +1 Mageproof, +1 Lick
Stuff: Goat Mail Armor (Rank 1 Medium Armor, +2 Armor Dice), Goat Axe (Rank 1 Axe, +2 Strong), Sympathy (Red Spell), All Goat Spells

Impressive Snake
Cost: 2 Monster Dice
Impressive is a title given only to the highest ranking snakes under Dragul's command. These master assassins have proven their loyalty to the Vampire Prince and are often given the most prestigious contracts offered by the kingdom. Some would even say these snakes have stolen the market from the ancient order of the Soul Thief.
Rank 1 Leader
Titles: Deadly, Enchanting
Strong: 1 Tough: 2 Smart: 2 Brave: 2
Special Dice: +1 Poison, +1 Snake Skin
Stuff: Snake Bow (Rank 1 Bow, +1 Strong! +1 Brave), Blue Bandana (Rank 1 Clothes, +1 Last One Standing During Fall), Blind (Black Spell)

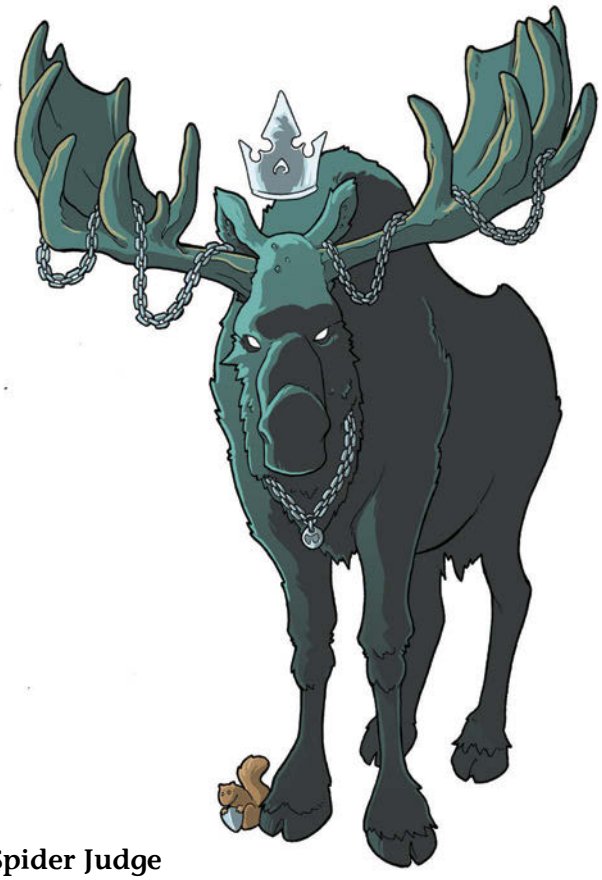
Skelematon Mage
Cost: 2 Monster Dice
A more advanced, more sinister form of Skelematon, capable of harnessing Yeld's wild magic all on their own. This Monster's deathly stare can freeze even the most seasoned hero in their tracks.
Rank 1 Caster
Titles: Dangerous, Terrifying
Strong: 1 Tough: 2 Smart: 3 Brave: 1
Special Dice: +1 Snake Eyes, +1 Deathwish
Stuff: Castin' Bone (Rank 1 Staff, +2 Smart), Mud Coffin (Red Spell), Raptor Dive (Red Spell), Torch Dagger (Red Spell)

Bad Wolf
Cost: 2 Monster Dice
A rogue wolf exiled from the tribes. These nomadic alphas can be just as dangerous as any vampire and are rumored to be carriers of the werewolf curse.
Rank 1 Trickster
Titles: Deadly, Fearless
Strong: 2 Tough: 2 Smart: 1 Brave: 2
Special Dice: +1 Sixth Sense, +1 Huge, +1 Carnivorous, +1 Bite
Stuff: Rabbit's Foot (Rank 1 Gear, +1 Lucky), Thick Wolf Fur (Rank 1 Medium Armor,+2 Armor)



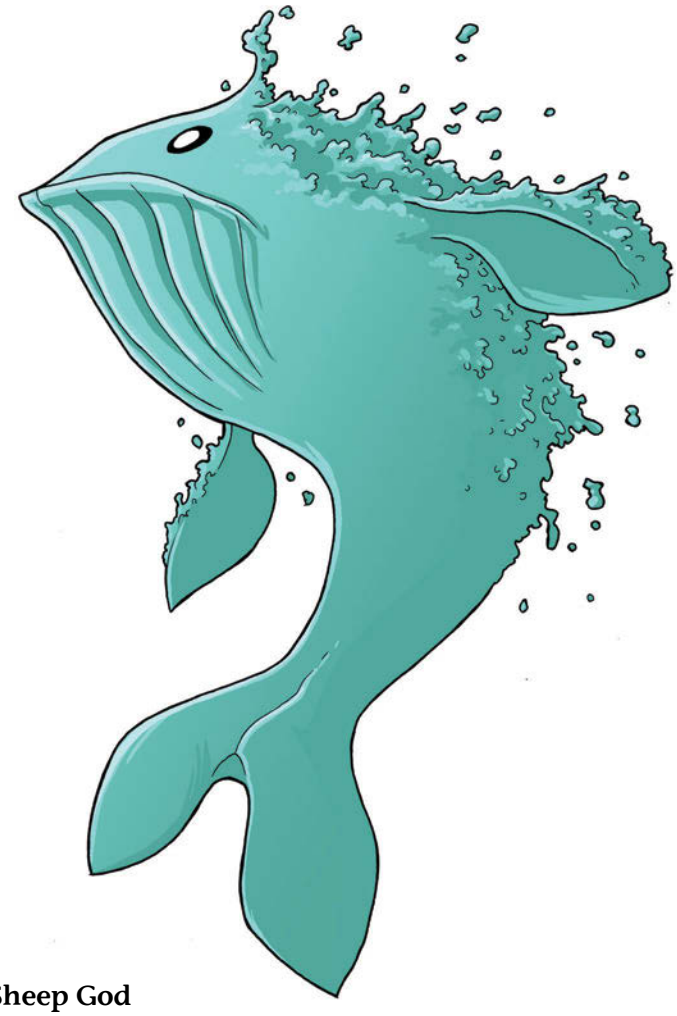
Spelling Bee
Cost: 2 Monster Dice
These enormous bees make their home in the deep forests near the Storm Mountains and have always been wary of foreign strangers. Some say their name comes from their instinctive ability to cast spells, but anyone who has encountered a spelling bee knows that they are keen to challenge travelers to spelling contests.
Rank 1 Caster
Titles: **Deadly, Gigantic**
Strong: 1 Tough: 2 Smart: 3 Brave: 1
Special Dice: **+2 Bite**
Stuff: **Stinger Staff (Rank 1 Staff, +2 Smart), Honey spellbook (Rank 1 Gear item, +1 Fly), Unicorn Speed (White Spell), Mud Coffin (Red Spell), Fire Hat (Black Spell)**

Moose Lord
Cost: 1 Monster Die
The Moose Lords are the royalty of Yeld's great forests, chosen by the Tree Princes of long ago as the mediators between the Yeldian Wilds and the King's People. Now the Moose Lords grow fat from bribes and corruption, and most are in the pocket of the Vampire Prince. They sell their Royal Moose Juice, a magical ichor said to extend life to any who would pay enough coin and allow their fellow animals to suffer under Dragul's reign.
Rank 1 Bruiser
Titles: **Miniboss**
Strong: 2 Tough: 3 Smart: 1 Brave: 2
Special Dice: **+1 Trample, +1 Inspiring Presence, +1 Chain Gang**
Stuff: **Moose Crown (Rank 1 Heavy Armor, +3 Armor), Lord's Antlers (Rank 1 Club, +1 Strong, +1 Break), Squirrel Squire (Rank 1 Gear, +1 Good Plan)**



Spider Judge
Cost: 2 Monster Dice
The Judges of the Spider Tribe are known throughout Yeld as the most fair and balanced in all the land. People from all over call upon the objective nature of these civil servants to solve disputes or determine innocence over guilt. These highly respected spiders have refused the bribes offered by Dragul and have kept their vows of impartiality even when many others have failed.
Rank 1 Leader
Titles: **Miniboss, Unstoppable**
Strong: 2 Tough: 2 Smart: 2 Brave: 2
Special Dice: **+2 Cold Hearted**
Stuff: **Judge's Wig (Rank 1 Medium Armor, +2 Armor), Spider Gavel (Rank 1 Club, +1 Strong, +1 Break), Law Books (Rank 1 Gear, +1 Fight Dirty)**

Bean Whale
Cost: 2 Monster Dice
The Bean Whale is a sign of luck and cooperation between the land and sea. These beautiful creatures flourish during times of peace between the controlling governments of Yeld and the primordial oceanic force known as The Deep. Though they have a gentle nature, Bean Whales who are frightened are extremely dangerous due to their massive size.
Rank 1 Bruiser
Titles: Boss, Gigantic
Strong: 3 Tough: 4 Smart: 1 Brave: 1
Special Dice: +1 Hard, +2 Mageproof
Stuff: Bean Chompers (Rank 1 Gear, +1 Bite),
Whale Tail (Rank 1 Gear,+1 Swim),
Sprout Hat (Rank 1 Clothes, +1 Jump during Spring)



Sheep God
Cost: 2 Monster Dice
Sheep Gods are elected by their sheep brethren to protect the flock. These magical creatures wear rune carved stone armor given to them by the ancient Fairy tribes as a token of friendship. While most sheep prefer the protection of a shepherd in these dangerous times, those who remain in the wild will often join a Sheep God's flock to survive.
Rank 1 Caster
Titles: Boss, Shepherd
Strong: 1 Tough: 3 Smart: 4 Brave: 1
Special Dice: +2 Shepherd Song
Stuff: Aura of Fluff (Rank 1 Heavy Armor, +3 Armor), Flock Staff (Rank 1 Staff, +2 Smart), Call Horde of Sheep (White Spell), Refresh (White Spell), Friendship (White Spell)

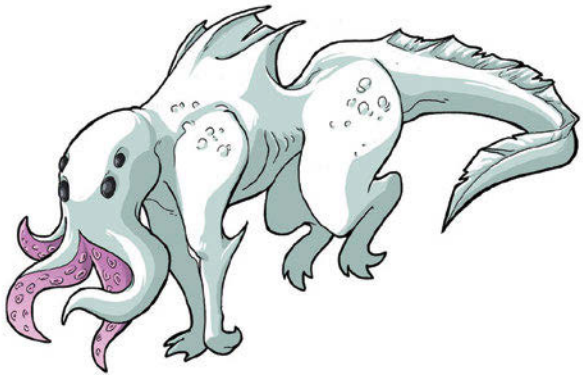
Rank 2 Monsters

Gooblin
Cost: 1 Monster Die
Created by the Goblins to perform simple or dangerous tasks. These goo based lifeforms can survive 3 days before melting away. Gooblins start in pill form and are activated by submerging them in water for 3 minutes. Whoever a Gooblin sees first after emerging from its pill is consider its master, and it will follow their instruction to the letter.
Rank 2 Trickster
Titles: None
Strong: 3 Tough: 2 Smart: 1 Brave: 2
Special Dice: +1 Smelly, +1 Tease, +1 Fireproof, +1 Trip,
Stuff: Goo Shield (Rank 2 Shield, +1 Armor, +2 Shield Bash)
Goo Blade (Rank 2 Sword, +2 Strong, +2 Brave)

Rampaging Howligator
Cost: 1 Monster Die
A native creature of Yeld found in swamps and ponds across the land. Their blood curdling howl is often mistaken for that of a werewolf which has lead to many false accusations of secret werewolves living near bodies of water.
Rank 2 Bruiser
Titles: None
Strong: 2 Tough: 3 Smart: 1 Brave: 2
Special Dice: +3 Bite
Stuff: Rotten Leftovers (Rank 2 Gear, +2 Fishface), Web Toes (Rank 2 Clothes, +1 Swim during Winter and Fall), Flailing Tail (Rank 2 Clothes, +1 Charge during Spring and Summer)

Toothfacer Bandit
Cost: 2 Monster Dice
Although many Toothfacers choose honest and simple lives, a specific Toothfacer clan has become infamous throughout Yeld. The Mauler Clan has embraced the wicked nature of their curse, terrorizing the winding roads of Brevery Bend and beyond. These wicked criminals wear the teeth of their enemies like badges of honor.
Rank 2 Trickster
Titles: Veteran
Strong: 3 Tough: 2 Smart: 1 Brave: 2
Special Dice: +2 Disarm, +1 Thief, +1 Run
Stuff: Burlap Armor (Rank 2 Medium Armor, +2 Armor Dice), Toothy Bow (Rank 2 Bow, +2 Strong, +2 Brave)

Zealous Rooter
Cost: 1 Monster Die
Those who have eaten the roots of a Root God have begun a transformation few make it back from. Though the feeling of euphoria experienced by Rooters is beyond compare, too much root will change them into the very thing they consume!
Rank 2 Caster
Titles: Dangerous
Strong: 1 Tough: 2 Smart: 3 Brave: 2
Special Dice: +2 Snake Skin, +1 Charge
Stuff: Root Whip (Rank 2 Whip) +2 Smart, +1 Reach
Rooted Chalice (Rank 2 Gear) +2 Lucky!
Wild Totem (Red Spell)
Hurt (Black Spell), Refresh (White Spell)



Squid Dog

Cost: 2 Monster Dice

These aquatic canines are a common sight across Yeld's sandy beaches. Often taken in as family pets or protectors, Squid Dogs are beloved by the citizens of both Yeld and The Deep for their unbreakable loyalty.

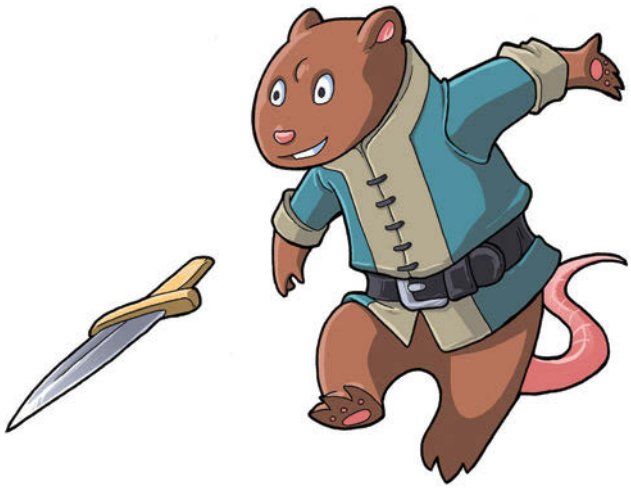
Rank 2 Bruiser
Titles: Sneaky
Strong: 2 Tough: 3 Smart: 1 Brave: 2
Special Dice: +3 Bite
Stuff: Dog Collar (Rank 2 Gear,+1 Run, +1 Swim, Floppy Fins (Rank 2 Clothes, +1 Tease during Winter and Spring), Barking Gils (Rank 2 Clothes, +1 Stubborn during Summer and Fall)

Shady Soul Thief

Cost: 2 Monster Dice

The Soul Thieves of Yeld have always teetered between hero and menace. For every Soul Thief savior there's a ruthless killer sharing the same title, and,most likely they are employed by Dragul himself.

Rank 2 Bruiser
Titles: Dangerous, Tomb raider
Strong: 2 Tough: 3 Smart: 1 Brave: 2
Special Dice: +2 Lift, +1 Run, +1 Magic Masochist
Stuff: Bladed Boomerang (Rank 2 Rare Dagger,+3 Brave, +1 Trick Shot)
Fairy Forged Dirk (Rank 2 Rare Dagger +3 Brave, +1 Big Weapon)
Heavy Jacket (Rank 2 Heavy Armor, +3 Armor)



Daring Freelancer

Cost: 2 Monster dice

The Freelancer's union has suffered greatly under Dragul's reign and few find the courage to take on this once noble profession. With so few opportunities for those Freelancers still in business, many have claimed contracts with the Vampire Prince in order to survive in an ever changing world.

Rank 2 Trickster
Titles: None
Strong: 3 Tough: 2 Smart: 1 Brave: 2
Special Dice: +1 Bull's Eye, +2 Fight Dirty, +1 Last one Standing
Stuff: Freelancer's Tunic (Rank 2 Medium Armor, +2 Armor), Explorer's Knife (Rank 2 Dagger, +3 Brave)

Prime Slime

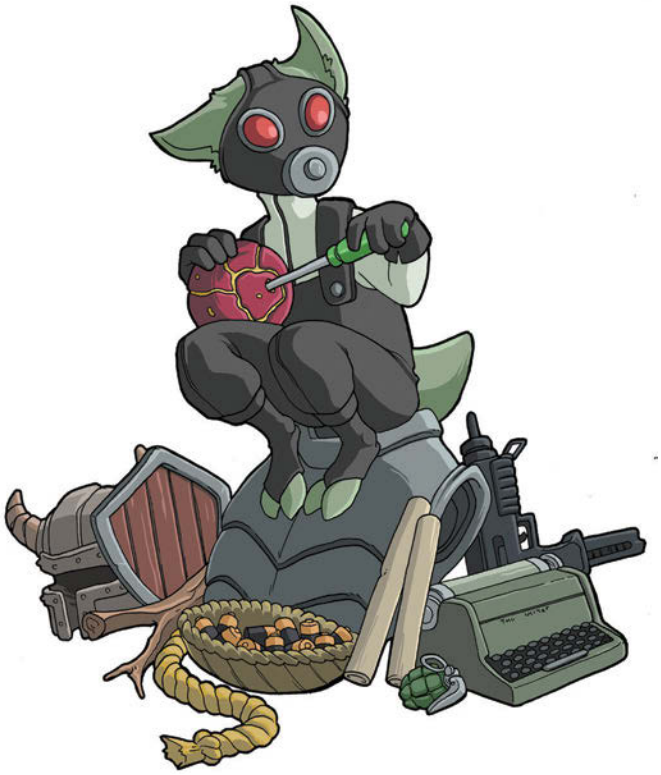
Cost: 2 Monster Dice

When a Slim Slime reaches a certain size it must make a choice to either split and maintain its small stature or continue its growth into adulthood. Those who chose to grow up become Prime Slimes. Prime Slimes are much smarter than their younger counterparts and will often learn the language of the nearest town in order to make friends.

Rank 2 Trickster
Titles: Dangerous, Mighty
Strong: 3 Tough: 2 Smart: 1 Brave: 2
Special Dice: +2 Fatty Fat Fatty, +1 Slimy, +1 Multiply, +1 Magic Masochist
Stuff: Slime Gem (Rank 2 Gear) +2 Fireproof Stinky Aura (Rank 2 Gear) +2 Fishface

Squidman Privateer
Cost: 1 Monster Die
The true name for the citizens of The Deep can only be spoken by two of Yeld's races, so the insulting substitute of Squidman was coined by the First King's thousands of years ago. These aquatic beings hold domain over Yeld's oceans and worship the primordial force known as The Deep.
Rank 2 Bruiser
Titles: Deadly
Strong: 2 Tough: 3 Smart: 1 Brave: 2
Special Dice: +1 FireProof, +1 Swim, +1 Chain Gang, +1 Sticky Hands
Stuff: Sea Shiv (Rank 2 Dagger, +3 Brave)
Pirate Pistol (Rank 2 Gun, +3 Strong)
Sailor Pants (Rank 2 Heavy Armor, +3 Armor)
Eye Patch (Rank 2 Clothes Item, +1 Scare during Summer and Fall)

Tunnel Mummy
Cost: 2 Monster Dice
The curse of the Tunnel Mummy dates back to before the First King's ever arrived in Yeld. Those left under the earth after death would be claimed by a Tunnel Mummy Queen and added to the ranks of the subterranean undead. The Fairies believe Tunnel Mummies to be the guardians of the Serpent God who slumbers below Yeld but, the King's People thought them to be a remnant of the old witches and a blight on the magical land.
Rank 2 Leader
Titles: Spirited
Strong: 2 Tough: 2 Smart: 2 Brave: 2
Special Dice: +2 Break
Stuff: Mummy Wraps (Rank 2 Medium Armor, +2 Armor), Mummy Whip (Rank 2 Whip, +2 Smart, +1 Reach), Ghost Kiss (Red Spell)



Goblin Junk Dealer
Cost: 2 Monster Dice
Goblins have strict rules about sharing their technology with alien species, and the Goblin trading outposts known as "Knives" uphold these policies vigilantly. However, some Goblins choose to ignore these laws, participating in black markets and organized crime. These "Junk Dealers", as they are known are crude and cunning Monsters willing to sell anyone dangerous wonders to make a profit.
Rank 2 Leader
Titles: Deadly
Strong: 2 Tough: 2 Smart: 2 Brave: 2
Special Dice: +3 Mageproof
Stuff: Shock Baton (Rank 2 Club, +2 Strong, +2 Break)
Gear Shield (Rank 2 Shield, +1 Armor Die, +2 Shield Bash)
Goblin Overalls (Rank 2 Medium Armor, +2 Armor)
Gas Mask (Rank 2 Clothes Item, +1 Headbutt during Winter and Spring)
Call Imaginary Friend (White Spell)

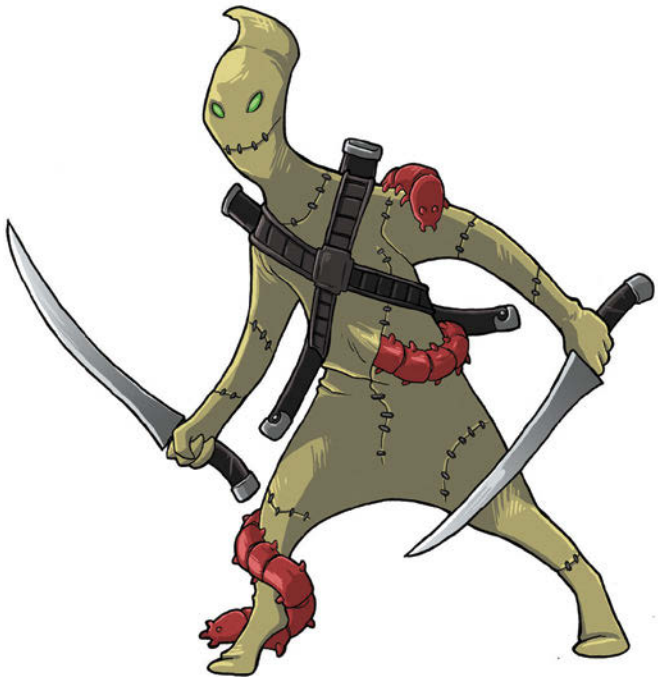
Mermaid Captain
Cost: 2 Monster Dice
Mermaids have been at the forefront of naval warfare since its inception and have proven to be formidable leaders and sailors. While many Mermaid captains sail under the flag of The Deep, some have forsworn their duties and chosen lives of piracy and adventure instead!
Rank 2 Trickster
Titles: Miniboss, Enchanting
Strong: 3 Tough: 2 Smart: 1 Brave: 3
Special Dice: +2 Spell deflection, +2 Cold Hearted, +1 Swim
Stuff: Captain's Cutlass (Rank 2 Sword, +2 Strong, +2 Brave)
Embroidered Coat (Rank 2 Medium Armor,+2 Armor)
Pirate's Blunderbuss (Rank 2 Gun, +3 Strong)

Toothfacer Assassin

Cost: 3 Monster Dice

After the fall of the old witches, when everyone realized those cursed to become Toothfacers were never going to change back, an ancient Soul Thief hero took in a hundred of their kind and trained them in the ways of stealth and swift violence. Though they could not complete the rituals that grant Soul Thieves their mysterious powers, the skills these Toothfacers learned allowed them to become formidable warriors and for the first time gave them the ability to protect their own kind. Modern Toothfacer Assassins continue to hone the skills passed down from their ancestors, but now sell those skill to the highest bidder.

Rank 2 Trickster
Titles: Deadly, Fearless, Sneaky
Strong: 3 **Tough:** 2 **Smart:** 1 **Brave:** 2
Special Dice: +1 Trip, +1 Fight Dirty, +1 Deathwish, +2 Jinx
Stuff: Scissor sword (Rank 2 Sword, +2 Strong, +2 Brave)
Bug Bracers (Rank 2 Medium Armor, +2 Armor)
Slick sword sheathe (Rank 2 Clothes item, +1 Pain Train during Spring and Summer)



Lumbering Lumberjackal

Cost: 3 Monster Dice

The Lumberjackal is considered to be Yeld's most widely believed tall tale. The legends describe a 30 foot tall man-wolf who planted the first Root God seeds to make his favorite dish, but fell into a deep slumber and forgot all about them. When the Lumberjackal awoke it saw the harm its favorite food had caused to the citizens of Yeld and fled deep into the Ghost Oak Forest to live in self exile. Although there are occasional sightings, hard evidence of this creature's existence has still yet to be found.

Rank 2 Bruiser
Titles: Boss, Gigantic, Unstoppable
Strong: 3 **Tough:** 4 **Smart:** 1 **Brave:** 2
Special Dice: +2 Smelly, +1 Fatty Fat Fatty, +1 Hard
Stuff: Timber Axe (Rank 2 Axe, +3 Strong)
Barrel Bomb (Rank 2 Gear, +1 Exploder)
Logging Trousers (Rank 2 Clothes, +1 Mageproof during Spring and Summer)
Logging Shirt (Rank 2 Clothes, +1 Mageproof during Summer and Fall)

Tunnel Mummy Queen
Cost: 2 Monster Dice
These members of undead royalty hold domain under Yeld's surface and possess the power to animate the bodies of those who die underground or are buried soon after death. Their true nature is a mystery but their intent has always been clear: to protect what lies below.
Rank 2 Leader
Titles: **Miniboss, Terrifying**
Strong: 2 Tough: 2 Smart: 3 Brave: 2
Special Dice: **+2 Snake Skin +1 Headbutt**
Stuff: **Ancient Axe (Rank 2 Axe, +3 Strong)**
Enchanted Necklace (Rank 2 Clothes Item, +1 Magic Masochist during Fall and Winter)
Mummy Wraps (Rank 2 Medium Armor, +2 Armor)
Undead Chimes (Rank 2 Gear, +1 Scare, +1 Deathwish)
Hurt (Black Spell)

Root God
Cost: 1 Monster Die
A Root God is born when a Rooter has eaten their weight in roots. The Root God grows around the Rooter, encasing them in bark and taking control. A Root God's only motive is to spread its seeds and protect the Rooters it feeds, perpetuating a sickness that has plagued Yeld for generations.
Rank 2 Caster
Titles: **Boss**
Strong: 1 Tough: 4 Smart: 3 Brave: 2
Special Dice: **+3 Tentacle**
Stuff: **Bark Skin (Rank 2 Heavy Armor, +3 Armor)**
Trunk staff (Rank 2 Staff, +3 Smart)
Creeping Roots (Rank 2 Gear, +1 Cold Hearted, +1 Reach)
Explode (Black Spell)
Friendship (White Spell). Wild Totem (Red Spell), Scary Face (Black Spell)

Rank 3 Monsters

Fairy Raider
Cost: 2 Monster Dice
When the Fairies returned to Yeld they came under the promise they would be able to retake their ancient homelands. Many Fairies were happy to share Yeld with all who have come to call it home, but some came with ill intent. The ancient Fairy codes of war dictate that you own all that falls under your domain, including everything living. Though most Fairies have moved past such brutal ways, some have called for the rebirth of the old teachings and begun large campaigns to assault and plunder the cities and towns of Yeld. Under no pressure from the Prince to stop, these raiders have become a scourge across the land.
Rank 3 Bruiser
Titles: **Tombraider**
Strong: 3 Tough: 3 Smart: 1 Brave: 2
Special Dice: **+2 Disarm, +2 Stubborn**
Stuff: **Vampire's Greatsword (Rank 3 Rare Sword, +3 Strong, +3 Brave, +1 Big Weapon)**
Wicked Shiv (Rank 3 Rare Dagger, +4 Brave, +1 Fight Dirty)
Guardian Gauntlets (Rank 3 Rare Heavy Armor, +3 Armor, +1 Tease)
Shatter Bell (Rank 3 Rare Gear item, +2 Break, +1 White Magic Protection, +1 Banked Action at the start of each Adventure)

Crimson Minister
Cost: 2 Monster Dice
The Crimson Ministry was started by the Hunter Banneth after her exile from the Soul Thieves ancient hideout. Banneth gathered the greatest bandits, burglars and thieves in the land and united them under a single purpose: to steal the secret of the Soul Thieve's power, the Soul Mirror. This forbidden technique allows a Soul Thief to learn everything a living creature knows by killing it. A power so great it would change every world Yeld has ever touched. The Ministry's endless ranks of eerily identical enforcers makes the success of it's quest an almost certainty given enough time.
Rank 3 Trickster
Titles: Sneaky
Strong: 3 Tough: 2 Smart: 1 Brave: 3
Special Dice: +2 Bullseye, +2 Snatch, +1 Thief
Stuff: Left Dagger (Rank 3 Dagger, +4 Brave)
Right Dagger (Rank 3 Dagger, +4 Brave)
Crimson Coat (Rank 2 Medium Armor, +2 Armor)

Rogue Witch
Cost: 1 Monster Die
Many regard the new witches of Yeld to be a force for good in the magical land and for the most part they are. But rumors of evil witches have started to spread. Tales of witches whose eyes glow black under a blue moon have made their way from coast to coast. These black eyed witches rain curses down on the innocent and weave chaos wherever they travel. Some whisper of the return of old witches while others blame the Vampire Prince and his corruption.
Rank 3 Leader
Titles: None
Strong: 2 Tough: 2 Smart: 3 Brave: 2
Special Dice: +2 Charge, +2 Excuse Me!
Stuff: Magic Broom (Rank 3 Broom, +3 Strong, +3 Fly)
Witch Hat (Rank 2 Medium Armor, +2 Armor)
Spittin' Toad (Rank 3 Gear Item, +3 Break)
Cursing Dagger (Rank 3 Dagger, +4 Brave)

Vengeful Witch Hunter
Cost: 1 Monster Die
Most Witch Hunters live broken and secluded lives. Forced to constantly protect their identity, these loners often turn to madness after years on the job. This descent into fear and paranoia mirrors the ways of the first Witch Hunters who always burnt first and asked questions later. Vengeance may just be the fate waiting all Witch Hunters who carry the torch for too long.
Rank 3 Bruiser
Titles: None
Strong: 3 Tough: 3 Smart: 1 Brave: 2
Special Dice: +3 Mageproof, +1 FireProof
Stuff: Witch Killer (Rank 3 Club, +3 Strong, +3 Brave)
Smoldering Buckler (Rank 3 Shield, +1 Armor, +3 Shield Bash)
Tethered Lantern (Rank 0 Torch, +1 Strong, Successful attacks cause Fire)
Hunting Armor (Rank 3 Heavy Armor,+3 Armor)

Giant Skelematon
Cost: 2 Monster dice
This massive monstrosity is the magnum opus of any Bone Caster looking to take over the world. No one knows where they got the bones to make this Skelematon, nothing that big has lived in Yeld since before the ancient Fairy tribes called magical land their home.
Rank 3 Bruiser
Titles: Dangerous, Gigantic
Strong: 3 Tough: 3 Smart: 1 Brave: 2
Special Dice: +1 Trample, +1 Huge
Stuff: (None)

Warrant Mage
Cost: 1 Monster Die
Powerful mages working for the royal courts. These agents of the kingdom are considered the highest form of law enforcement in the land and their words possess absolute authority as if spoken by Dragul himself. As a gesture of good faith Dragul declared no Vampire could hold the position of Warrant Mage to ensure they remain fair and unbiased in their dealings with citizen-criminals of Yeld.
Rank 3 Caster
Titles: None
Strong: 1 Tough: 2 Smart: 4 Brave: 2
Special Dice: +2 Tease, +1 Last One Standing
Stuff: Judicial Wand (Rank 3 Staff, +4 Smart),
Court Robes (Rank 3 Medium Armor, +2 Armor),
Warrant Ledger (Rank 3 Gear, +3 Good Plan),
Explode (Black Spell), Invisible Cloak (Black Spell),
Refresh All (White Spell)

Bone Caster
Cost: 2 Monster Dice
Bone Casters play with forbidden magics that corrupt their souls and tear at the very fabric of reality. The second Great Witch Hunt was in response to these dangerous spell casters coming to power, and Dragul himself has decreed their magics to be a crime against the kingdom and punishable by death.
Rank 3 Caster
Titles: Dangerous, Wicked
Strong: 1 Tough: 2 Smart: 4 Brave: 2
Special Dice: +1 Sticky Hands, +1 Slimy,
+1 Magic Masochist, +1 Deathwish
Stuff: Crooked Staff (Rank 3 Staff, +4 Smart)
Hypno Cloak (Rank 3 Clothes, +1 Snake Eyes during Spring, Summer, and Fall),
Red Spell Book (Rank 3 Gear, Cast any Red Spells!),
Shadow Skin (Rank 2 Medium Armor, +2 Armor),
Hurt All! (Black Spell), Betray Friend (Black Spell),
Refresh All (White Spell)

Fairy Commander
Cost: 1 Monster Die
After returning to Yeld, many Fairies quickly rose through the ranks of Dragul's army to find themselves in positions of power. These commanders became famous for their cunning and control of the battlefield, quashing any would be rebellions in little time and with few losses.
Rank 3 Leader
Titles: None
Strong: 2 Tough: 2 Smart: 3 Brave: 2
Special Dice: +1 Smelly, +1 Trip, +1 Fight Dirty
Stuff: Officer's Sword (Rank 3 Sword, +3 Strong, +3 Brave)
Werewolf Fur Cloak (Rank 3 Clothes, +1 Scare during Fall, Winter, and Spring)
Merit Sash (Rank 3 Clothes, +1 Negotiate during Spring, Summer, and Fall)
Commander's Breastplate (Rank 3 Medium Armor, +2 Armor

Deranged Vampire
Cost: 1 Monster Die
Not all Vampires can control their new "gifts". Some fall victim to their primal need for blood. These Vampires are always deemed "bad apples" by the Vampire Prince and are rarely punished for their outbursts of violence. Though the citizens of Yeld have cried out for some kind of protection against these monsters they have yet to receive any.
Rank 3 Bruiser
Titles: Dangerous
Strong: 3 Tough: 3 Smart: 1 Brave: 2
Special Dice: +2 Bite, +1 Carnivorous, +2 Lick
Stuff: Vampire Knife (Rank 3 Dagger, +4 Brave)
Tattered Armor (Rank 3 Heavy Armor, +3 Armor)
Bloodstained Memento (Rank 3 Gear, +1 Last One Standing)
Stalker's Cloak (Rank 3 Clothes. +1 Charge during Fall, Winter, and Spring)

Werewolf Mercenary

Cost: 1 Monster Die

The first few years as a Werewolf are considered to be one of the toughest experiences anyone could go through in Yeld. After enough time however, a Werewolf can gain true control over their bestial side and find themselves among Yelds most powerful warriors. A few Werewolf have been known to fight for coin, but they are also known as the most expensive mercenaries in Yeld.

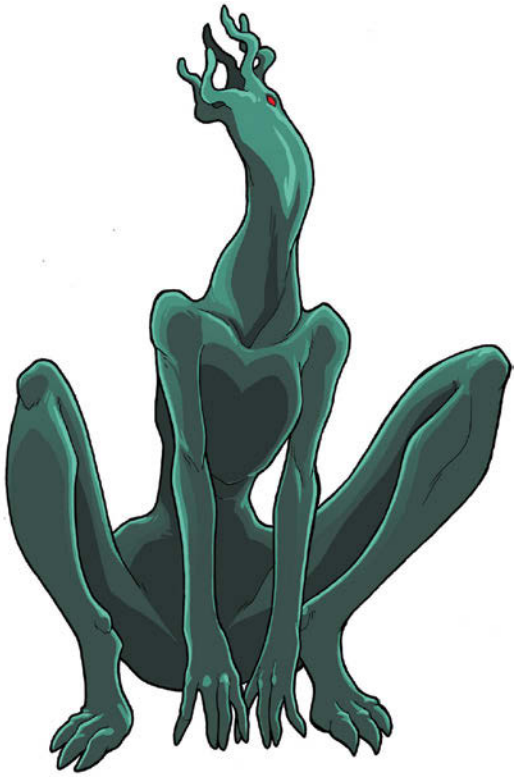
Rank 3 Trickster
Titles: Deadly
Strong: 3 Tough: 2 Smart: 1 Brave: 3
Special Dice: +2 Tease, +2 Fatty Fat Fatty, +1 Huge, +1 Magic Masochist
Stuff: Custom Armor (Rank 3 Medium Armor, +2 Armor)
Moon Crest Shield (Rank 3 Shield, +1 Armor, +3 Shield Bash)
Business Sword (Rank 3 Sword, +3 Strong, +3 Brave)
Belt Dagger (Rank 3 Dagger, +4 Brave)

Grand Possessor

Cost: 3 Monster Dice

A Grand Possessor has become so corrupted by Yeld's chaotic forces that it has lost all memory of its former ghost existence and replaced it all with a hunger it cannot satisfy in the realms of the living or the dead.

Rank 3 Leader
Titles: Deadly, Native Ghost, Unstoppable
Strong: 2 Tough: 0 Smart: 3 Brave: 3
Special Dice: +1 Excuse Me!, +3 Grateful Dead!
Stuff: Ghostly Aura (Rank 2 Medium Armor, +2 Armor)
Haunting Pain (Rank 3 Bow, +3 Strong, +3 Tough)
Shifting Figure (Rank 3 Clothes, +1 Mageproof during Summer, Spring, and Fall)
Ghost Kiss (Red Spell)



Fairy Champion

Cost: 2 Monster Dice

A champion of the Fairy people. Born under a lucky star, these Fairies have spent their entire lives training to be heroes of Yeld and under Draguls reign they have succeeded in gaining their title.

Rank 3 Bruiser
Titles: Dangerous, Mighty
Strong: 3 Tough: 3 Smart: 1 Brave: 2
Special Dice: +3 Mageproof, +1 FireBreath
Stuff: Shiny Plate (Rank 3 Heavy Armor, +3 Armor)
Poleaxe (Rank 3 Axe, +4 Strong)
Heavy Bow (Rank 3 Bow, +3 Strong, +3 Brave)
Fairy Flag (Rank 3 Gear, +1 Chain Gang)
Winged Helm (Rank 3 Clothes, +1 Charge during Fall, Winter, and Spring)

Vampire Knight

Cost: 2 Monster Dice

When a vampire shows great dedication and skill they are given the title of knight by Dragul. These knights have quickly worked their way up the ranks to become the most prominent and powerful warriors in Yeld, usurping the lands of ancient noble families and changing the definition of knight to something that should be feared.

Rank 3 Bruiser

Titles: Miniboss, Vampire

Strong: 3 Tough: 3 Smart: 2 Brave: 2

Special Dice: +1 Commanding Voice, +1 Inspiring Presence, +2 Courage Eater, +1 Chain Gang

Stuff: Knight's Sword (Rank 3 Sword, +3 Strong, +3 Brave)

Dueling Pistol (Rank 3 Gun, +3 Strong)

Royal Armor (Rank 3 Heavy Armor, +3 Armor)

Knight's Shackles (Rank 3 Gear, +3 Do Things With Rope)

Shadow Spawn

Cost: 2 Monster Dice

A demon of the Shadow Realm. These ominous, pitch black creatures are considered one of Yeld's greatest foreign threats. Shadow Spawn are the smallest of their kind, measuring at around 15 feet long and standing about 7 feet off the ground. Shadow Spawn often come in small hunting packs when they find their way into Yeld spreading out and consuming all living things.

Rank 3 caster

Titles: Miniboss, Shadow

Strong: 1 Tough: 3 Smart: 4 Brave: 2

Special Dice: +1 Reach, +1 Courage Eater, +2 Scare

Stuff: Shadow Spike (Rank 3 Staff, +4 Smart)

Shadow Cloak (Rank 3 Heavy Armor, +3 Armor)

Shadow Hand (Rank 3 Whip, +2 Smart, +2 Brave, +1 Reach)

Shadow Crown (Rank 3 Clothes, +1 Excuse me! during Fall, Winter and Spring)

Death Curse (Black Spell), Invisibility Cloak (Black Spell), Unicorn Speed (White Spell)

Hunter in Darkness

Cost: 3 Monster Dice

Once the Hunter in Darkness wore a crown and called itself King of Yeld, but the Fairies chose a different god. Once the Hunter in Darkness took a hundred witch brides in hopes to propagate, but the King's People burnt them at the stake. Once the Hunter in Darkness opened a door to a realm of shadow with plans to start anew, but the Vampire Prince sealed it shut in favor of the light. Once the Hunter in Darkness chose endless slumber over the waking world, but the heroes of Yeld came to claim its heart in search of glory and power.

Rank 3 Trickster

Titles: Boss, Fearless, Sneaky

Strong: 3 Tough: 4 Smart: 1 Brave: 3

Special Dice: +1 Trample, +1 Hard, +1 Carnivorous, +2 Charge, +2 Pain Train

Stuff: Whipping Tail (Rank 3 Club),+3 Strong, +3 Break)

Magic Fur (Rank 3 Heavy Armor, +3 Armor)

Hunter's Touch (Rank 3 Gear, +3 Spell Deflection)

Dark Horns (Rank 3 Clothes, +1 Tentacles during Spring, Summer, and Fall)

Righteous Drudge Angel
Cost: 2 Monster Dice
A Drudge Angel only appears in Yeld to collect the souls of heroes worthy of rest or punish the truly wicked for their crimes. If a Drudge Angel would come to face a group of heroes it is because they have turned to evil and must be stopped at all costs.
Rank 3 Leader
Titles: Boss, Righteous
Strong: 2 Tough: 3 Smart: 3 Brave: 3
Special Dice: +3 Fly, +1 Possessed, +1 Hard
Stuff: Angel's Armor (Rank 3 Heavy Armor,+3 Armor)
Drudge Javelin (Rank 3 Polearm, + 2 Strong, +2 Smart, +1 Reach)
Hero Soul (Rank 3 Gear, +3 Lucky)
Decorative Wings (Rank 3 Clothes, +1 Mageproof during Fall, Winter, and Spring)
Hurt (Black Spell)

MONSTER GANGS

The Monsters listed below are part of a unique set of Monsters called a Monster Gang designed to be used as a set for an Adventure. Instead of spending Monster Points the GM will gain access to the full gang of Monsters as well as their special rules, and the Friends will be able to win special Treasure instead of the normal Adventure Rewards!

Look for more Monster Gangs in the future!

The Pi-Rats of Yeld

Brought to life by the Math magics practiced by Mermaid scientists the Pi-Rats were originally used as a tool of war against the tyrannical Vampire Prince. Mermaids would recite the magical formula near an enemy vessel turning any stowaway rats onboard into cunning cutthroats. The Pi-Rats would seize ships in the name of their Mermaid masters, setting out on raids across the Yeld coastline like a plague.

Although the Pi-Rats were an effective tool at first, control over them was short lived. The Math Magic used to create the Pi-Rats also made them terribly clever and when they convinced all the other Pirates to join together and unionize the Mermaids could no longer maintain control. Now the Pi-Rats of Yeld are free to plunder and explore for themselves, answering to no authority, not even the Vampire Prince.

Note- This Monster Gang contains Rank 1 Monsters for a Dangerous Adventure.

Crust's Crew

A crew of Pi-Rats working under the notorious Captain Crust have taken on a job to capture would-be Heroes for a shady employer. Normally the Pi-Rats would never consider bounty hunter work but the coin is just too good to pass up!

Crust's Crew's goal is to capture the Friends and hand them in for a hefty reward. If Crust's Crew manages to defeat all the Friends by capture the Adventure ends and the Friends will start their next Adventure in a nearby Fairy prison. If the Friends manage to defeat Crust's Crew they can gain unique Treasure or even a favor from the Pi-Rats!

If there are more than 4 Friends in this Adventure the GM gains a Secret Pi-Rat Monster that can be brought into any of the following fights.

Secret Pi-Rat
Rank 1 Trickster
Titles: Reserves
Strong 2 Tough 2 Smart 1 Brave 2
Special Dice: +1 Trip, +1 Do things with rope, +1 Disarm
Stuff: Sailors knife (Rank 1 Dagger, +2 Brave)

The First Fight!

Crust's Crew will send the weakest among them first to test the Friend's' strength!

Lousy Pi-Rat

Gumlin is a sailor and swashbuckler of adequate skills and would be a fine addition to any band of Pi-Rats. Unfortunately Gumlin is a Toothfacer...

Rank 1 Trickster
Titles: Sneaky
Strong 2 Tough 2 Smart 1 Brave 2
Special Dice: +1 Trip, +1 Do things with rope, +1 Smelly
Stuff: Chipped Cutlass (Rank 1 Sword, +1 Strong, +1 Brave)

Grumpy Pi-Rat

Benny the Pi-Rat has been in a bad mood for 3 years and it's been affecting crew moral. Hoping to lift his spirits all the other Pi-Rats have pooled their coins together to buy him a wheel of golden cheese. Benny is lactose intolerant...

Rank 1 Trickster
Titles: Veteran
Strong 2 Tough 2 Smart 1 Brave 2
Special Dice: +1 Fight Dirty, +2 Do things with rope
Stuff: Waterproof crossbow (Rank 1 Bow, +1 Strong, +1 Brave)

Big Fat Pi-Rat

Charleston is so fat the other Pi-Rats sleep on the opposite side of the ship from him to keep it from tipping over. Rumor has it Charleston used to have a normal sister but he sat on her and now she's flat all the time...

Rank 1 Bruiser
Titles: Dangerous
Strong 2 Tough 3 Smart 1 Brave 1
Special Dice: +1 Fight Dirty, +1 Do things with rope, +1 Fatty Fat Fatty
Stuff: Bully club (Rank 1 Club, +1 Strong, +1 Break)
Rewards: Rope Loot item. After defeating this Monster roll once on the Loot Table.

Special Rules for this Fight!

- Secret Pirate Technique number 5: Each Pi-Rat in the Fight gains +1 Brave for each other Pi-Rat also in the Fight.

- Secret Pirate Technique number 31: Each time a Pi-Rat is defeated during the Fight all remaining Pirates Bank an action.

- Secret Pirate Technique number 2: If a Friend reduces a Pi-Rat to 0 Tough dice they may instead gain a Favor from the Pi-Rats Legendary Loot item. The Friend and the defeated Pi-Rat both leave the fight. If a Friend already has a Favor from the Pi-Rats Legendary Loot item this pirate Technique has no effect.

The Second Fight!

If the Friends defeat the weakest Monsters in Crust's Crew then they will send out their fearsome First Mate to finish the Job!

First Mate Jaspar

Jaspar is a master of one hundred Secret Pirate Techniques. He is hailed as a hero among Pi-Rats and good friend to anyone named Carlos. Someday Jaspar hopes to be a the captain of his own ship and sail across the seas as a free Pi-Rat.

Rank 1 Leader
Titles: Mini-boss, Sneaky, Fearless
Strong 2 Tough 2 Smart 2 Brave 2
Special Dice: +1 Fight Dirty, +1 Do things with rope
Stuff: Clean Cutlass (Rank 1 Sword) +1 Strong, +1 Brave
Pi-Rat Pistol (Rank 1 Gun) +1 Strong
Buccaneers Coat (Rank 1 Medium Armor) +2 Armor
Spells: Refresh (White Spell)
Reward: Pi-Rat Pistol Legendary Gun. After defeating this Monster roll once on the Treasure Table.

Second Mate Carlos

What can you say about a Carlos that hasn't already been said? If the Math Magic is correct (and it always is) anyone named Carlos will be 0.6% more trustworthy and 1.7% more Courageous than your average David, Samuel or Johnny...

Rank 1 Trickster
Titles: Deadly, Veteran
Strong 2 Tough 2 Smart 1 Brave 2
Special Dice: +2 Trip, +2 Do things with rope
Stuff: Boarding Axe (Rank 1 Axe) +2 Strong
Tattered Scarf (Rank 1 clothes item) +1 Deathwish, +1 Magic Masochist
Rewards: Matches Loot item. After defeating this Monster roll twice on the Loot Table.

Special Rules for this Fight!

- Secret Pirate Technique number 5: Each Pi-Rat in the Fight gains +1 Brave for each other Pi-Rat also in the Fight

- Secret Pirate Technique number 31: Each time a Pi-Rat is defeated during the Fight all remaining Pirates Bank an action.

- Secret Pirate Technique number 2: If a Friend reduces a Pi-Rat to 0 Tough dice they may instead gain a Favor from the Pi-Rats Legendary Loot item. The Friend and the defeated Pi-Rat both leave the fight. Alternatively if the Friend chooses to defeat the Pi-Rat by reducing their Tough dice to o they will gain an Evil! Special die. If a Friend already has a Favor from the Pi-Rats Legendary Loot item this pirate Technique has no effect.

The Third Fight!

If the Friends defeat the First Mate then Captain Crust will have no choice but to face them himself, and the Captain doesn't take prisoners!

Captain Crust

A high seas scoundrel born below the waves. Crust won his crew and ship in a rigged game of dice against their former captain. Captain Crust isn't a Member of the Pirates Union so he and his crew are forced to work as lowly thugs and Salt Runners in order to make ends meet.

Rank 1 Bruiser
Titles: Boss
Strong 3 Tough 4 Smart 1 Brave 1
Special Dice: +1 Huge, +1 Fatty Fat Fatty, +1 Magic Masochist
Stuff: Mighty Claw (Rank 1 Club) +1 Strong, +1 Break
Crusty Hat (Rank 1 Clothes item) +1 Hard
Cannoneer's Spyglass (Rank 1 Gear item) +1 Jinx
Rewards: The Hat of Captain Crust Legendary Clothes item. After defeating this Monster roll once on the Treasure Table.

Special Rules for this Fight!

Cannon Volley: At the beginning of each round the GM will roll 2 dice to determine which space a cannonball lands on the Action Board. The first die they roll will determine the column in which the cannonball hits and the second die will determine the row in which the cannonball hits. Any Friend in the affected space loses a core die of their choice and their next action. Any Friend within 1 space of the affected space loses a core die of their choice. If the attack would target Captain Crust it is cancelled and one Friend may Bank an action.

Special Adventure Rewards!

Friends can collect these Rewards instead of the Adventure's normal Rewads.

The Hat of Captain Crust

A magical hat that demands respect for it wearer. Captain Crust wore this hat to keep his crew inline.

Legendary Rank 1 Clothes item (Head)
Benefits: +1 Scare, +1 I Know about Grown-ups
Extra Benefits: While wearing this hat everyone you speak to (including Friends and the GM) MUST call you "Captain".

Favor from the Pi-Rats
A promise from a thankful pirate.
Legendary Rank 1 Loot
Benefits: You may give this Loot item to the Postman along with Some Coins. The next day an Honorable Pi-Rat will find you and help you for the rest of the Adventure. The Honorable Pi-Rat uses the same rules as a Called Monster.

Honorable Pi-Rat (Called Monster)
Duration: Until the end of the Adventure or until defeated.
Core dice: Strong 2 Tough 2 Smart 2 Brave 2
Special dice: +1 Fight Dirty, +1 Do things with rope, +1 Charge
Stuff: Pi-Rat Pistol (Rank 1 Gun) +1 Strong
Rusty Cutlass (Rank 1 Sword) +1 Strong, +1 Brave
Matches x4

Pi-Rat Pistol
A well built firearm designed with Math Magic. This Pistol can even fire after being submerged in water!
Legendary Rank 1 Gun
Benefits: +1 Strong
Extra benefits: While you are in a Water space on the Action Board you do not have to spend Matches to use this weapon. Any Friend may use this Weapon regardless of whether or not their Job has access to the Gun Weapon type.

Special Boss Monsters

A Special Boss Monster is a powerful Monster that Friends can face for unique or novel rewards. A GM can purchase the Monsters listed below as a Boss Monster by spending Monster Points as normal during a Hard Difficulty Adventure.

Meanest Medusa
Hunted by her mother and forgotten by her sisters, the young Hydra known as Meanest Medusa set out on a quest to become the toughest adventurer in all of Yeld. Through countless heroic deeds and fantastic tales of danger the young Hydra had made a name for herself, even catching the attention of the Vampire Prince whom offered her a place among his favored warriors. In response Meanest Medusa cut a snake from her hair and mailed it to Dragul. The snake bit the Vampire Prince twice before being slain!
Rank 2 Trickster
Cost: 4 Monster Points
Title: Special Boss
Strong 3 Tough 3 Smart 3 Brave 2
Special Dice: +1 Snake Skin, +1 Poison, +3 Throw
Stuff: 1 Normal Rank 2 Weapon of each type (Sword, Axe, Staff, etc...)
"Toughest Adventurer" Cuirass (Rank 2 Heavy Armor) +3 Armor, +3 MageProof
Hydra warrior shield (Rank 2 Shield) +1 Armor, +3 Shield Throw
Rewards: Fake Elixir of the Gods. 1st Class Mercenary Badge (Legendary Clothes Item). After defeating this Monster roll twice on the Treasure Table

Special Rules for this fight!

- When Meanest Medusa successfully attacks a Friend while using the Throw or Shield Throw Special dice she Banks an Action.

- A Friend who is successfully attacked by Meanest Medusa while she is using the Throw or Shield Throw Special dice drops whatever Weapons or Gear they are holding and gains the Weapon or Shield thrown at them. Stuff dropped this way is regained at the end of the fight.

- Instead of Moving during her Action Meanest Medusa can pick up a Weapon or Gear that was dropped by a Friend. Weapons Meanest Medusa picks up are only regained by the Friends at the end of the fight if they defeat Meanest Medusa!

- If Meanest Medusa is reduced to 0 Tough dice she will not die. Instead she'll get bored and slither away. Friends may face her again in another Adventure!

Special Rewards

Friends may claim these Rewards in addition to the Adventure's normal Rewards.

1st Class Mercenary Badge

A badge worn by the Sell Swords of Pirate Bay.
Legendary Rank 2 Clothes Item (no slot required)
Benefits: Monsters roll one less die when using the Trip, Break or Fight Dirty Special dice against this Friend.

The Knight of Chains

A begrudging knight of Prince Dragul and loyal friend to the Gorgon. The Knight of Chains was once a boy from our world, and like the Friends he too became trapped in Yeld. Yeld changed the boy like it does all children, but no one believed him to truly be a monster until the Prince made it so.
Rank 3 Bruiser
Cost: 5 Monster Points
Title: Special Boss
Strong 3 Tough 5 Smart 2 Brave 2
Special Dice: +1 Trample, +1 Courage Eater, +1 Reach, +1 Pain Train
Stuff: Chainsaw Unicorn Horn (Rank 3 Sword) +3 Strong, +3 Brave, +2 Break, +1 Hard
Sunlit Mane (Rank 3 Clothes item) +1 Magic Masochist, +3 Stubborn
Knightly Aura (Rank 3 heavy Armor) +3 Armor, +3 Mageproof
Rewards: Fake Elixir of the gods (Loot Item). If the Friends defeat the Knight of Chains by reducing his tough dice to 0 then they also gain the Chainsaw Unicorn Horn (Legendary Sword)

Special Rules for this Fight!

- The Knight of Chains may move 1 square on the Action Board after each Friend takes an Action.

- If the Friends have not yet faced the Gorgan the Knight of Chains will be less fierce and determined to defeat them. The Knight of Chains will flee the fight if only one Friend remains alive.

- If the Friends have already faced and defeated the Gorgan the Knight of Chains will be especially deadly. If a Friend is reduced to 0 Tough dice from an attack by the Knight of Chains they will be trapped as a ghost for 25 days and cannot regain Tough dice by making Restore rolls, resting at an Inn or any other means.

- If the Friends defeat the Knight of Chains without reducing his Tough dice to 0 then all the Friends gain a Good! Special die. If the Friends defeat the Knight of Chains by reducing his Tough die to 0 then all the Friends gain an Evil! Special die

Special Rewards

Friends may claim these Rewards in addition to the Adventure's normal Rewards.

Chainsaw Unicorn Horn

Severed horn from the Knight of Chains. This Magical weapon is said to cut deeper than any other blade in Yeld.
Legendary Rank 3 Sword
Benefits: +2 Strong, +2 Brave
Extra benefits: If a successful attack using this weapon would reduces one of a Monster's Core dice to 0 the Friend may spend a Banked Action to immediately defeat the Monster. Monsters defeated with this weapon do not produce Restless Dead.

THE HUNTERS OF YELD

AND THE VAMPIRE PRINCE DRAGUL

PART 10: THE HUNTERS OF YELD AND THE VAMPIRE PRINCE DRAGUL

To find their way home the Friends will have to face Dragul's most fearsome lieutenants, the infamous Hunters of Yeld. Each of the seven Hunters guards a secret temple that houses one of the ancient Magical Keys that will unlock the door back to our world. The Hunters are fierce and determined opponents, and facing them will be the toughest challenge the Friends will encounter during their adventures in Yeld.

In this section you'll find 8 special Adventures that we've created to allow you to face the Hunters of Yeld and the Vampire Prince Dragul. Each Adventure will introduce a new set of locations for you to visit, guest stars to meet, challenges to overcome and Monsters for you to fight, culminating in an epic Boss Fight!

Rewards

In addition to their Magical Keys, defeating each Hunter will allow the Friends to collect some of the most powerful weapons, armor and artifacts in all of Yeld. Once each Hunter is defeated the Friends can collect the rewards listed at the end of the Adventure. This is in addition to the normal Reward dice Friends would receive for a Dangerous Adventure.

Difficulty

Each Hunter of Yeld Adventure is considered to have a Dangerous Difficulty. However, because these Adventures use some unusual rules we strongly recommend that the Game Master make adjustments to the difficulty as they see fit. It is possible that your specific group of Friends may be over or under prepared for these Adventures, or that their specific choices of Reward dice and gear has combined to give them an advantage or disadvantage that will make these Adventures less enjoyable. So please think of these Adventures as detailed guidelines and adjust the Monsters and Challenges as you see fit.

Rank X: In these Adventures you will sometimes see Monsters or Stuff with a Rank of X. Rank X Weapons provide dice equal to the Friend's current Rank. Rank X Monsters or Stuff should be considered the same as the Friend's current Rank (see the Story Progress Chart on page 164).

Failure: If the Friends challenge a Hunter but are unable to defeat them they can return and try again at a later time.

More than one Adventure: It's likley that defeating each Hunter of Yeld will take more than a single Adventure. We recommend the same Game Master run an entire Hunter of Yeld Adventure, even if it takes more than one session.

Monster dice.

Game Master's won't need to spend Monster dice to buy Monsters and Titles for these Adventures. Each of these Adventures comes with all the Monsters you'll need!

Defeating the Hunters of Yeld

Each Hunter of Yeld is an important character in the world of Yeld. The Friends may meet a Hunter during other adventures before or after they choose to face them and challenge them for their Key. If the Friends defeat a Hunter but let them live it's possible that they may become ongoing antagonists that return as Boss Monsters, or allies that can help the Friends and give them advice. You may also see some of the Hunters of Yeld show up in future gaming expansions!

Friends can choose to seek out and challenge the Hunters of Yeld in any order. Depending on their Jobs, Stuff and Special dice Friends may find some Hunters easier to face than others. As they defeat each Hunter and gain access to more powerful gear the Friends should be able to challenge Hunters that were too tough for them earlier in their journey through Yeld.

If you're unsure which Hunter to face first we'd recommend the Gorgon or Crosis.

Once the Friends have defeated all 7 Hunters and won their Keys they can choose to face the Vampire Prince Dragul.

THE GORGON AND THE ORACLE CAVES

The Gorgon is the Master Jailer of Yeld's darkest prison and beloved consort to Prince Dragul himself. Influenced at a young age by the Vampire Prince, the Gorgon is Dragul's most trusted ally and has been integral to legitimizing his power over the kingdom of Yeld.

The Gorgon is one of Yeld's last remaining Hydra, a revered race of beings said to be the descendants of the Serpent God who slumbers below the magical land. As a Hydra, the Gorgon has gained almost limitless life through feeding on her own offspring, a dark ritual which Dragul encourages without mercy.

While the other Hunters of Yeld must be sought out, the Gorgon will come after the Friends wherever they are in Yeld and trap them inside the Oracle Caves, a vast series of tunnels and caverns that act as both a home to the Gorgon and a prison to Dragul's enemies. Once the Friends are trapped they will be unable to escape until they have either defeated the Gorgon or rescued 10 of her Hydra offspring.

This Adventure's Guest Stars!

Tunnel Lord: The young Mayor of Tunnel Town and a teenage Hydra. Tunnel Lord hates her mother, the Gorgon, and will happily help the Friends if they are willing to rescue her sisters who are still at risk of being eaten.

Broth the Innkeeper: A shy and simple Fairy who has taken up the mantle of guardian for the young hydra of Tunnel Town. Broth is eager to trade with the Friends and will encourage them to stay at his Inn for Some Coins.

Let's Begin!

Starting Scene

The Adventure begins with the young heroes taking a few days to relax and unwind after their last adventure. A violent earthquake erupts around them, catching the Friends by surprise. The earthquake gives way into a fissure that swallows the Friends up and sends them below ground into a partially collapsed tunnel. The Friends can make a Strong roll, adding the Jump Special die against a Skill Challenge of 30 to avoid falling into the fissure. After the earthquake, the fissure will close and any Friend still above ground will be cut off from the rest of the party and will have to find another way into the Oracle Caves if they wish to learn what has happened to their companions.

Any Friends still above ground can make a Smart roll, adding the Smell Magic Special die against a Skill Challenge of 25 to find a one-way entrance into the caves and meet back up with the rest of their Friends. If failed the Friends will have to hire a Freelancer from a nearby Union Hall for Lots of Coins to guide them into the caves. Once the Freelancer guides the Friends to the cave entrance they cannot return to the surface until the Adventure is completed.

After this point the Friend's Home Inn is automatically set to Tunnel Town and cannot be changed until they either defeat the Gorgon or escape the Oracle Caves

Story Scenes

The Friends trapped below ground will find themselves surrounded by darkness and forced to follow the tunnel they are in to its end. Along the way they will find ancient Fairy writings painted on the tunnel walls which can be translated by making a Smart roll, adding the Languages Special die against a Skill Challenge of 15. Once translated, the writings will inform the Friends that a network of three large caves can be found ahead but only one possess a potential exit to the surface. As the Friends continue to follow the tunnel they will find themselves entering the Oracle Caves.

It is up to the Game Master whether or not to use the Darkness effect during this Adventure. We recommend not using it for Friends Rank 2 or less unless they are specifically equipped for it.

The First Cave which the Friends will enter from the partially collapsed tunnel is a massive open space covered in stalactites and stalagmites. What little light peaks through the ceiling reveals endless rows of stone statues, each special and unique as if they were once alive. Far to the left of the cave's entrance running water can be heard splashing quietly from an unknown source. To the right the Friends can make out a large tunnel entrance and a torchlit sign pointing towards it reading "Tunnel Town this way!". The first Friend to announce they are exploring the cave will get to make a free Loot roll as they find all types of discarded goods between the rows of statues. The second Friend to announce they are exploring will run into an Ancient Tunnel Mummy who will immediately start a fight.

Ancient Tunnel Mummy

A decrepit Tunnel Mummy woken by trespassers. This ancient monster has guarded these caverns since before the First King's came to Yeld.

Rank X Leader
Titles: Undead, Fearless, Terrifying, Tombraider, Sneaky
Strong: 2 Tough: 2 Smart: 3 Brave: 2
Special Dice: +2 Mageproof, +1 Trample, +1 Cold Hearted
Stuff: Splitting Maul (Rank 2 Rare Axe) +3 Strong, +1 Break
Trusty Chainmail Tunic (Rank 2 Rare Medium Armor) +2 Armor, +2 Gamble
Rewards: The Ancient Tunnel Mummy drops Treasure when defeated.

Special Rules for this fight:

- 5 squares on the Action Board count as Water squares. The Game Master chooses the locations of these squares before the Fight starts.

- Every time a Friend or Monster fails an attack they will accidently destroy one of the Countless Stone Statues. For every 2 stone statues destroyed the Friends will gain 1 Restless Dead.

- If the Friends later on fight the Gorgon in this cave the Countless Stone Statues will provide the Friends with cover and grant an extra Armor die to all rolls against the Gorgon but not against her Lesser Serpents.

- Apply these Special Rules again if you choose to fight the Gorgon in the First Cave later on during this Adventure.

After the Ancient Tunnel Mummy is defeated the Friends will find an underground lake on the left side of the cave with a submerged tunnel leading to the Third Cave. The Friends can make a Strong roll, adding the Swim Special die, against an Effort Challenge of 15 to swim to the Third Cave. A Friend who fails this Challenge loses a Brave die but still makes it to the Third Cave. Alternatively the Friends can choose to follow the signs leading to the Second Cave and the mysterious "Tunnel Town".

The Second Cave houses the small community of Tunnel Town. The town consists of 15 adolescent hydra rebelling against their mother and a single Fairy named Broth. The town's six buildings, including an Inn run by Broth, are carved out of the walls and ceiling of the cavern with doors and shutters made of cloth or mud. The community happily welcomes the Friends and invites them to have dinner and stay a night at the Inn for free. The leader of the community, a young hydra named Tunnel Lord, explains to the Friends that they have stumbled into the Oracle Caves, home of Yeld's last Hydra and prison to the Vampire Prince's most dangerous enemies. She continues by telling the Friends that a Hydra has the ability to turn the living into stone and that the statues the Friends have seen are actually prisoners of the Gorgon.

The Friends learn that the only way they will escape the Oracle Caves is by either defeating the Gorgon or rescuing enough Young Hydras from their mother to help dig a tunnel to the surface. Enlightened by this new information the Friends will have to venture into the Third Cave known as "The Serpent's Nest" and either confront the Gorgon or rescue 10 Young Hydra from their mother and carry them safely to Tunnel Town.

Any Friend who rescues any number of Young Hydra gains a single Good! Special Die.

Broth the InnKeeper is also a Merchant who can sell the Friends Common Items and the Hydra Brownie special Food item.

Hydra Brownie (Special Food item)

A flakey brown square of cake in a flimsy paper wrapper. Tastes like nothing.

Normal Rank 1 Food item
Benefits: Eat within 2 rounds of being afflicted with Stone Fang to cancel its effects.
Cost: Can be purchased from Broth in Tunnel Town for Some Coins.

The Third Cave, also known as "The Serpent's Nest", is an ancient Serpent Temple encircled by massive stone pillars that buckle and bend under the weight of a crumbling ceiling. The temple itself has fallen to ruin and the Friends can plainly see a massive serpent (the Gorgon) slumbering atop the rubble. Though the rest of the cave is dark, Young Hydra can be heard scurrying and fussing all along the temple's outskirts.

The Friends can choose to immediately confront the Gorgon, who will wake as soon as they begin a Fight, or attempt to rescue the Young Hydra hiding and playing around the cave. Here's how it works:

- Any Action taken in the Serpent's nest risks waking the Gorgon. Each time the Friends take an Action they will need to make a Brave roll, adding the Hide and Sneak Special die, against a Skill Challenge of 12. If they fail they will risk disturbing the Gorgon, and if the Gorgon is disturbed three times she will wake and start a Fight with the Friends.

- The Young Hydra are curious, friendly but a little scared. If the Friends wish to rescue any of the Young Hydra they must make a Strong roll, adding the Lift Special die, against an Effort Challenge of 15 to pick up and carry one. A Friend can carry more than one Young Hydra, and will carry them until they can be brought to Tunnel Town or the Friend becomes a Ghost or turns to Stone.

- Young Hydra can be picked up as an Action during a Fight with the Gorgon by making a Strong roll as described above. Carrying a Young Hydra does not take up either hand while in a fight or hinder movement.

- Each Young Hydra that is brought to Tunnel Town counts as rescued. There are a total of 15 Young Hydra in the Serpent's Nest that can be rescued, although the Friends only need to rescue 10 to complete their mission, and if they don't wake the Gorgon they can return to Tunnel Town without fighting her (although they won't be able to claim her Treasure). Friends can choose to return to fight the Gorgon later if they want.

- If the Friends defeat the Gorgon any Young Hydra that have not yet been picked up (or were dropped when a Friend was turned to Stone or became a Ghost) will scatter and cannot be rescued.

The Boss Fight

The Gorgon, Hunter of Yeld
A massive serpent with three lesser serpents connected to her larger body. Though the Gorgon is a highly intelligent being, she chooses not to speak to those who would be her prisoners.
Rank X Hunter
Titles: Boss, Gigantic
Strong 3 Tough 3 Smart 3 Brave 3
Special Dice: +3 Bite, +1 Inspiring Presence, +3 Scare, +1 Trip
Stuff: Hydra Scale (Rank x Light Armor) +1 Armor Die, +1 Hard,

Lesser Serpents (x3)
Three smaller serpents protruding from the Gorgon's body, each with their own venomous teeth and forked tongue.
Rank X Hunter
Titles: None
Strong 1 Tough 1 Smart 1 Brave 1
Special Dice: +3 Bite, + 1 Magic Masochist, +3 Snakeskin, +1 Poison, +1 Tentacle,
Stuff: None
Reward: Friends gain Loot Each time a Lesser Serpent is killed.

Special Rules for this fight

- The Gorgon and her 3 Lesser Serpents will each get their own Action during each Round, breaking the normal rule of only having 3 Monsters on the Action Board at once during a Fight. The Gorgon is large enough that even though the Lesser Serpents are attached to her they may move completely independently From her on the Action board and are not restricted in movement.

- There will be three Panicked Young Hydra on the Action Board at the beginning of each fight with the Gorgon that takes place in The Serpent's Nest. These Hydra will each move 1 square in a random direction at the beginning of each Round. The Friends may attempt to rescue these Hydra as described earlier. The Gorgon may spend her Action to eat a Young Panicked Hydra within 1 square of her on the Action Board to regain 1 lost Core Die and Bank 1 Action.

- The Gorgon cannot lose Tough Dice from attacks or spells until all 3 Lesser Serpents are defeated. The Gorgon cannot be defeated by any other means than reducing her Tough dice to 0.

- Stone Fang: If a Friend is successfully attacked with the Bite Special die by the Gorgon or a Lesser Serpent they will turn to Stone two Rounds later (on their Action). This can be prevented by either casting the Refresh White Magic Spell, eating a Hydra Brownie or becoming a Ghost before the two Rounds have passed.

If a Friend is turned to Stone they immediately become a Ghost and their body becomes solid stone, permanently occupying a square on the Action Board. The Friend cannot leave the Ghost World until the Gorgon is defeated or their stone body is dragged to Tunnel Town for a cleansing ritual.

Dragging a Stone Friend to Tunnel Town takes an Action and requires a Strong roll, adding the Lift Special die, against an Effort Challenge of 15. Both Friends are temporarily removed from the Action board as one drags the other's stone body to Tunnel Town. If the roll is successful the Stone affliction will be cleansed and both Friends will return to the edge of the Action Board at the beginning of the next turn. If failed the Stone Friend will lose a Tough die but be successfully cleansed of the Stone ailment, and they will return to the Action Board at the end of the next turn.

- If the Friends choose to run from the fight by moving off the Action Board the Gorgon will chase them into the First Cave and remain there until 1 day has passed, returning to The Serpent's Nest" and going back to sleep if the Friends do not return.

Defeating the Gorgon

The Gorgon will be defeated if the Friend's reduce her to 0 Tough dice. The Friends can choose to kill the Gorgon or let her slither away defeated after promising she won't eat any more of her children.

Once the Gorgon is defeated the Friends can claim the Hunter's Key and either The Gorgon's Eye Legendary Gear item or the Hydra Scale Vest Legendary Light Armor. Friends are rewarded with all three if 10 Young Hydra were rescued before defeating the Gorgon, and will be rewarded with a roll on the Heroic Treasure table if they manage to.rescue all 15 Young Hydra.

Until the Friends defeat the Gorgon or rescue 10 Young Hydra they cannot leave the Oracle Caves. Rescuing the 10 Young Hydra does not award the players with the Hunter's Key, only defeating the Gorgon will do that.

The Wrap-Up Scene

The Gorgon has been defeated! Tunnel Lord thanks the Friends for rescuing her sisters and promises to help future prisoners escape the Oracle Caves. The Friends can use the Hunter's Key to unlock the secret gate located in "The Serpent's Nest". The gate will lead the Friends to Yeld's surface somewhere near Castle Malicant, Dragul's seat of power. Alternatively, the Friends may leave through the new Tunnel Town exit dug by the rescued Young Hydra which will take them back to where they originally were before they fell into the Oracle Caves.

If the Friends fail to defeat the Gorgon or escape in a single Adventure then each subsequent Adventure will take place inside the Oracle Caves until one of the aforementioned requirements are met.

The Gorgon's Treasure

This treasure can be claimed once the Gorgon is defeated.

The Gorgon's Eye

The severed eye of an elder hydra set into the center of a stone talisman. Latent magical energies ooze from this monstrous artifact sending a chill down the spine of anyone who gazes upon it.

Legendary Rank X Gear

Benefits: +1 Poison, +2 Snake eyes, +1 Carnivorous

Hydra scale vest

A beautiful vest made from the magical hide of the Gorgon. The shimmer of its scales are almost hypnotising when the wearer moves in battle.

Legendary Rank X Light Armor (Chest)

Benefits: +1 Armor, +2 Snake Skin

Extra Benefit: When you spend a Banked Action to Move you may Move diagonally on the Action Board.

CROSIS, THE LAST DRAGON OF YELD

Crosis is the last living dragon in Yeld and a reluctant servant of the Vampire Prince. After the death of the Old King, Crosis challenged Dragul's claim to regency and sided with the Oathbreakers and their rebellion. Knowing that the power of Yeld's last dragon would tip the odds in favor of the Oathbreakers, Dragul requested a duel with Crosis. The loser would swear fealty to the winner and help unify the magical land under their rule. After 3 hard fought days Dragul found himself victorious over the dragon and Crosis had no choice but to accept the Vampire Prince's claim to the throne.

Though Crosis had sworn himself to the Vampire Prince he refused to harm any citizens involved with the rebellion, removing himself from the conflict entirely. Dragul saw this as a slight against his honor and sentenced the dragon to 2000 years of imprisonment below the ancient Fairy Forges of Angry Mountain. There Crosis would have to fuel the forge fires day and night without rest, helping create the weapons and armor that would be used to oppress the citizens he once protected.

Heroes Looking to Claim the Hunter's Key from Crosis will have to climb the harsh cliffs of Angry Mountain, infiltrate the Ancient Fairy Forge and free Crosis from his molten prison, all with the hope that the dragon they save is still the honorable guardian he once was.

This Adventure's Guest Stars!

Gazpar the gallant: A famous goat and master mountaineer. The Friend's may have to hire Gazpar to the lead them up the Angry Mountain if they expect to reach the Ancient Fairy Forge in one piece.

Forgemaster Dilwenn: An elder Fairy and overseer of the Ancient Fairy Forge. Dilwenn is not a fighter himself but has the support of almost every Fairy in the Forge, making him someone the Friends should think twice about before crossing.

Yamlee the Rebel: A Young Fairy Forge Worker looking to stick it to "The Man"! Yamlee doesn't really believe in a cause other than anarchy and if pushed in the right direction may be a helpful ally.

Let's Begin!

Starting Scene

The location of Crosis and the Ancient Fairy Forge is not a secret to anyone in Yeld, and so the Adventure will begin with the Friends already on their way to the Angry Mountain. At the base of the mountain a small, snow covered village called Snowbanks blocks the only safe path up to the summit where the Forge is located. While visiting, the Friends can spend Some Coins to stay at the village's tiny Inn or trade with the local merchant. If the Friends ask around they will learn that the mountain path is guarded by Fairy Soldiers who will attack all trespassers on sight. A local guide may be willing to help the Friends find another way if motivated properly.

Story Scenes

If the Friends wish to hire a guide they will have to seek out Gazpar the Gallant, who is sleeping off a nasty hangover at the tiny Inn. Through a series of poorly scribbled notes, Gazpar will inform the Friends that he requires Tons of Coins and either a Goblin Trading Permit or Fairy Rebirth Rune if they wish to use his services. The Friends can instead make a Smart roll, adding the Trade Special die, against a Skill Challenge of 20 to haggle with Gazpar. If failed Gazpar will refuse to help the Friends. If successful Gazpar will help the Friends in exchange for 3 Reward dice (or the next 3 Reward dice the Friends would receive).

If the Friends hire Gazpar they may take the Secret Goat Trail up to the Fairy Forge. Otherwise they will have to take the mountain path and deal with the patrolling Fairy Soldiers.

The Secret Goat Trail takes the Friends around the base of the mountain and through a series of damp caves leading to the top. Though the journey will take 3 days the Friends won't have to worry about encountering any Monsters. Halfway up the mountain the Friends will find a small camp with 3 frozen Fairies. If the Friends search the camp (a Challenge 10 roll) they will find Loot and an Undelivered Letter. The Friends can make a Smart Roll, adding the Languages Special die, against a Skill Challenge of 10. If successful the Friends learn that the letter is a series of instructions for sabotaging the Fairy Forge written out to someone named Yamlee. Once the the Friends leave the caves they will find themselves at the top of the summit near the entrance to the Ancient Fairy Forge.

The Mountain Path zig-zags upward toward the summit, avoiding the steep cliffs and loose snow that could give way into an avalanche. Three small guard posts can be seen at the bottom, middle and top of the path, each housing 2 Fairy Soldiers and a warm bonfire. The Friends will each have to make a Brave roll, adding the Hide and Sneak Special die, against a Skill Challenge of 12 if they want to pass a guard post undetected. Alternatively, the Friends can bribe the Fairy Soldiers at each guard post by making a Smart roll, adding the Negotiate or Lie Special dice, against an Skill Challenge of 20. If successful the Fairies will let the Friends pass for the price of Some Coins. If the Friends fail to sneak past or bribe the Fairy Soldiers they must start a fight.

The Friends will not be able to reach the mountain summit without sneaking past, bribing or fighting the Fairy Soldiers at all three guard posts.

Fairy Soldiers

The Fairies of Angry Mountain are large and menacing, wielding only bow, dagger and buckler to minimize their weight on the shifting snow. These Fairies are covered in shaggy, long fur which makes them stand out from their short furred cousins seen in warmer climates.

Rank x Tricksters
Titles: Veteran
Strong 3 Tough 2 Smart 2 Brave 2
Special Dice: +1 Charge
Stuff: Guard Dagger (Rank x Dagger) +2 Brave, +1 Trip
Sentry Bow (Rank x Bow) +1 Strong, +1 Brave, +1 Fight Dirty
Glacier Buckler (Rank x Shield) +1 Armor, +1 Disarm

Special Rules for this Fight!

- At the beginning of the third round of the fight the Fairy Soldiers will call reinforcements from guard camps further down the mountain that the Friends have already passed. If the Friends snuck past those camps the Fairy Soldiers there will arrive as reinforcements, one per round. Fairies that were successfully bribed will not join the fight as reinforcements, and Fairies that were killed are no help to anyone.

- If a Friend or Monster chooses to move more than 1 square on the Action Board in a single turn they must roll a die. On a 6 they will fall into the snow and be unable to move during their next turn.

- After passing a guard post each Friend will need to make a Tough roll, adding the Fire Bug Special die, against a Effort Challenge of 10. If failed the Friends will lose a Brave or Strong die as they slowly freeze from the frigid mountain air. The Friends can ignore this Challenge if they own a Sweater Clothes item, spend a night warming up at the guard post bonfires before passing or carry a torch.

- The Fairy Soldiers won't let the Friends warm up at the bonfire unless they are bribed or defeated.

Once the Friends have passed all three guard posts they will be near the entrance of the ancient Fairy Forge.

The Ancient Fairy Forge is a massive domed temple that radiates heat and steam, its walls glow molten red and the sounds of clanging metal can be heard under the relentless howl of the wind. The Forge's single entrance goes unguarded but it's massive hot-iron doors smolder and melt the snow in the surrounding area. A Friend will have to make a Strong roll, adding the Fireproof Special die, against an Effort Challenge of 20 to open the door. If failed the Friend will lose a Tough die but still manage to open the door.

The inside of the temple is a large circular workshop with four massive forges evenly spaced along its perimeter. In the center of the room weapons and armor are stacked and packed neatly in rows ready to be delivered to Dragul's Fairy armies. Dozens of Fairies can be seen throughout the room, ignoring the Friends in favor of their work.

The Friends will have to find out where Crosis is being kept. They can do this by asking one of the many Fairy Smiths, or if they found the undelivered letter on the Secret Goat Trail they may seek out Yamlee. If the Friends ask around they will be greeted by Forgemaster Dilwenn. Dilwenn will not give up Crosis' location easily and the Friends will have to make a Brave roll, adding the Scare Special die, or a Smart Roll, adding the Negotiate Special die, against a Effort Challenge of 15 to learn how to free the dragon. If failed the Friends will still learn how to free Crosis but also anger the Fairy Workers who will start a fight.

The Friends will be able to free Crosis if they destroy each of the four Forges.

Fairy Forge Workers

Rank X Bruiser
Titles: None
Strong 3 Tough 2 Smart 2 Brave 2
Special Dice: Fire Breath
Stuff: Forge Hammers (Rank x Club) +1 Strong, +1 Break, +1 Hard
Forge Apron (Rank x Medium Armor) +2 Armor, +1 Fireproof

Special Rules for this fight!

- There will always be 3 Fairy Forge Workers in the Fight. At the beginning of a Round if there are less than 3, add Fairy Forge Workers to the board by choosing an edge and placing them on any unoccupied square connected to that edge

- The 4 corner squares of the Action Board are each occupied by a Forge that the Friends will have to destroy in order to free Crosis. As an Action a Friend within one square of a Forge on the Action Board can make a Strong roll, adding the Break Special die, or a Smart roll, adding the Fireproof Special die, against a Skill Challenge of 17 to destroy a Forge.

- Once all 4 Forges are destroyed the Fight will immediately end and all Fairies left inside the temple will flee, running at panicked speeds down the mountain.

If the Friends instead seek out Yamlee and deliver the letter he will help them sabotage the four Forges with explosives and free Crosis without any other Fairies noticing. If the Friends choose to do this almost all the Fairies inside the forge will die when Crosis is freed and each Friend will gain an Evil! Special die.

Once all 4 Forges have been destroyed or sabotaged the fire and lava once keeping the dragon trapped stops flowing, freeing Crosis from his prison. As the dragon rises from inside the mountain the Ancient Fairy Forge disintegrates as if it had erupted. The ground below the Friend's feet is replaced by air as they freefall down onto the back of the massive dragon emerging below them. Without time to react the Friends are swept into the skies, thousands of feet above Yeld as Crosis takes flight. A fight begins.

The Boss Fight

Crosis the Dragon, Hunter of Yeld

A legendary Creature of massive scale. This once noble being has been driven insane by centuries of imprisonment, replacing compassion and restraint with instinct and pain. If the Magical Land is ever going to find peace, the young heroes will have no choice but to kill Yeld's last living dragon.

Special rules for this Fight!

- Unlike other Hunters of Yeld, Crosis is too large to be represented by Core dice or a model on the Action Board. Instead, Crosis is the Action Board! The Friends will have to overcome a series of Challenges in order to create and exploit weak points on the dragon's body. Once the Friends have created and exploited 3 weak points, Crosis will be defeated.

- If the Friends chose to sabotage the Forges with Yamlee's help then the Game Master will get 3 Fairy Forge Workers to add to this fight.

- Crosis is not represented on the Action Board because he is the Action Board! The entire fight will take place on the Dragon's back while he is flying over Yeld. If a Friend moves off the Action Board they instead will lose all Tough dice and become a Ghost as their body plummets to the ground. Friends can use spells and Restore Rolls as normal to return to life, and when they do so they are placed on the edge of the Action Board near where they fell off.

- The Game Master will choose and mark 3 squares on the Action Board as Loose Scales. Friends within 1 square of a Loose Scale can make a Strong roll, adding the Lift Special die, against an Effort Challenge of 15 to create a Weak Point on that square. If failed the Friend loses a Strong die but still creates the Weak Point. Once a Weak Point is created Friends within 1 square of it can make attack rolls or cast spells against the Weak Point. Only attacks or spells that result in the loss of Tough dice can be effective against Weak Points. Crosis resists these attacks and spells by rolling 6 Armor dice or 6 Mageproof dice. If the Friends successfully wound Crosis 3 times he is defeated. Each Loose Scale can only produce one Weak Point and each Weak Point can only be wounded once.

- At the beginning of every Round during the fight the Game Master will get to turn the Action Board 90 degrees in either direction and choose one board edge. Each Friend and Monster will have to make a Brave roll, adding the Climb Special die, against a Skill Challenge of 12. If failed the Friend will move 3 spaces toward the board edge previously chosen by the GM as Crosis' wild flying throws the Friends to and fro. This may cause a Friend or Monster to move off the board edge. Friends with Fly Special dice can return to the board edge without any harm at the beginning of their next Action.

- If a Weak Spot has not been successfully wounded during a Round than at the end of that Round each Friend will have to make a Armor roll, adding the Fireproof Special die, against a Skill Challenge of 15. If failed the Friend loses a Tough Die and catches Fire as Crosis engulfs the area with an inferno of burning dragon breath.

- After the Friends have Wounded Crosis 3 times he will begin to fall out of the sky and back down to the ground. The Friends can choose to make a Smart roll, adding the Gamble Special die, against a Heroic Challenge of 20 to direct the dragon's descent toward an unpopulated area. If failed the Friends will lose all Tough dice and become Ghosts as they are killed on impact. If successful the Friends will survive the landing and gain a Good! Special die. Friends who choose not to take this challenge survive the landing automatically. The Map square the Friends and/or Dragon land on will be up to the Game Master.

Once Crosis has crash landed. The dragon is defeated and the Friends can claim his Hunter's Key and 1 Crosis Scale Legendary Loot each.

If the Friends all become Ghosts during the fight with Crosis then the Adventure ends and they will not get the Hunter's Key. At this point the Dragon will fly across the land and wreak havoc upon the citizens of Yeld. The Friends can try again in a follow-up Adventure to take down Crosis and earn his Key. While Crosis is alive and terrorizing Yeld all Holidays will be suspended and the Friends will be unable to participate in them until he is defeated.

Follow-up Adventure!

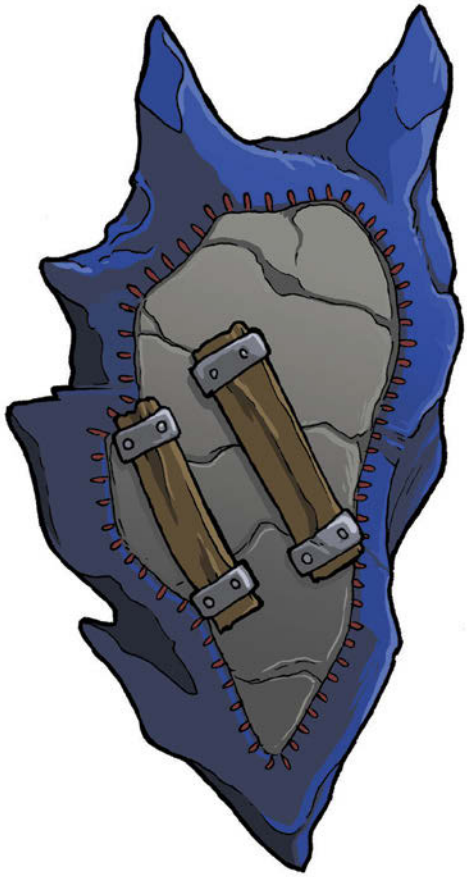
The Friends will have to seek out 1 of the 5 Goblin Knives across Yeld and negotiate with Goblin Engineers in order to use their experimental Man-Cannons. The Man-Cannons will be able to launch the Friends into the air and onto the dragon's back initiating another fight with Crosis. The fight will use the same special rules listed above and provide the same rewards if completed.

The Wrap up Scene

Crosis has been defeated. This is a sorrowful day, as one of the once great champions of Yeld has been put down after falling to madness and despair. But with his supply of arms broken the Prince and his Fairy armies have been dealt a massive blow, and the Friends are one step closer to unlocking the door home!

Crosis' Treasure

This treasure can be claimed once Crosis is defeated. Each Friend can choose a Crosis Scale. Friend's who have Evil! Special dice or Relic Shards to spend can instead buy a Fairyforged Relic Hammer or a Crosis Scale Shield.



Crosis Scale Shield
A single scale from Yeld's last dragon, carved and fitted to become a shield. Some say this item disrespects the memory of Crosis, while others say all respect for the dragon was lost when he became a Hunter of Yeld.
Legendary Rank 2 Shield
Benefits: +1 Armor, +2 Shield Bash, +1 Big Shield
Extra benefits: The wielder of this shield is immune to the Fire effect.
Cost: Can be earned by defeating Crosis and Spending 2 Evil! Dice.

Crosis Scale
A broken Scale from Yeld's last Dragon. The power held within can only be harnessed by true heroes.
Legendary Loot
Benefit: Destroy this item to permanently gain an additional Restore roll each Adventure..

Fairyforged Relic Hammer
A smithing hammer crafted by the first Fairy forgemasters. Although it was said to be made with the help of the Serpent God, its monstrous power is more reminiscent of the Old Witches than the Oracles.
Legendary Rank X Club
Benefits: +X Strong, +X Break
Extra benefits: When a Friend using this weapon makes a successful attack with the Break Special die it affects all weapons, shields and armor the target has.
Cost: Can be earned after defeating the Hunter of Yeld Crosis and spending any combination of four Relic Shards or Evil! Dice.

VARGAS THE HUNTER

A once great hero and last of the Old King's bloodline.

Many lifetimes ago a young noble was tasked with the care and protection of a foreign prince who had come into favor with the Old King. The noble's name was Vargas Fasteon and he was the seventh heir inline for the throne. The foreign prince was known as Dragul and he was a driven man whom the Old King had great faith in.

Vargas, guided by honor and duty, followed Prince Dragul as he brought peace and order to the land. Together they sealed the shadow hole of Wicklight Valley, saving the beloved city of Madris from total ruin. They solved the mysteries of Beetle Bay, putting the spectral Queen to rest and restoring the Ghost Oak Forest to its former glory. Countless years passed at the Vampire Prince's side before Vargas uncovered Dragul's true intentions, but by then it was too late. The Old King had fallen ill so suddenly that his passing brought great turmoil to the land and the only noble in Yeld anyone would listen to was Dragul. Vargas saw no other option but to bend the knee to the Vampire Prince, even though he was a foreign lord. Vargas believed none of the royal court could rule the kingdom, they were cowards living greedy lives behind golden walls, or were children not yet ready for the burden of responsibility.

For The first few years Vargas was able to temper Dragul's merciless reign but as time went on he found himself falling out of the Vampire Prince's favor. The respect and admiration the people of Yeld once held for Vargas was replaced with hatred as he became powerless to help those he swore to protect. In the end Vargas chose exile over rebellion, retreating to the home of his family deep within the Ghost Oak Forest. It is there in the Ghost Oak Lodge that Vargas would find his peace, working the land and serving the ancient spirits of the forest far away from the chaos of Yeld's broken kingdom.

After the Friends have acquired Heroic Jobs they may at anytime between the First day of Spring and the last day of Summer attempt this Adventure.

This Adventure's Guest Stars!

- Ramjin: Last servant of lord Vargas. Ramjin understands the Heroes Blight and greatly respects the Friends for their courage. Ramjin serves her lord without question and would give her life to protect the last royal blood in Yeld.

- The Ghost Oak Forest: A dark and mysterious woods filled with the restless spirits of long dead trees. A thousand paths have been carved through the dense terrain but few lead out of this cursed forest.

Let's Begin!

The Starting Scene

The adventure begins when a horse drawn carriage with a beautiful woman at the reigns comes to pick up the Friends. The woman introduces herself as Ramjin, servant to the lord Vargas and tells the Friends that they have been invited to stay at the Ghost Oak Lodge with her master. Ramjin promises no harm will come to the Friends and that Vargas would be willing to part with his Hunter's Key after they have stayed as his guests and heard what he has to say. If the Friends accept it will take 3 days to reach the Ghost Oak Lodge.

Story Scenes

The Friends long ride in the carriage slowly comes to an end as they enter into a dark and eerie forest. The hair on the back of the their necks stand straight up as they take a winding, leaf covered path towards a massive wooden mansion a few miles in. Ramjin smiles and says in a soothing voice "Welcome to the Ghost Oak Lodge, home of my master Lord Vargas of House Fasteon." Before the Friends pass through the rusted iron gates that surround the Lodge a strange animal crosses in front of the carriage causing the horses to halt abruptly. Any Friend may make a Smart roll, adding the I know About Nature Special die against a Skill Challenge of 14 to get a look at the strange animal. If successful the Friend will see a large glowing white stag with blackened bark armor running up it's legs, over it's face and down it's back. Any Friend who succeeds at this challenge will gain an Omen.

Omen special effect: Friends subtract 1 from the total of all rolls for each Omen they have.

After Ramjin calms the spooked horses the carriage continues approaching the Lodge. If the Friends ask about the white stag or try to get out of the carriage Ramjin will explain that all their questions will be answered by her master and urge them to not keep him waiting. Within minutes the Friends are escorted out of the carriage and into the looming timber mansion.

The great wood and iron doors of the Ghost Oak Lodge open into a sprawling Visiting Hall cleanly lit by antler clad chandeliers. Ramjin's voice echoes loudly as she tells the Friends to wait a moment while she finds their host. While waiting the Friends can look around the Visiting Hall or trespass into a nearby room.

- The Visiting Hall is by no means empty, with several pedestals displaying busts of past lords and wall-hung paintings depicting important moments in Yeld's history. Friends who take the time to look around will gain a rank in the I Know about Yeld Special die.

- A nearby room sports a hand carved door with an elegant yet simple lock. Any Friend may make a Smart roll, adding the Pick Locks Special die, against a Skill challenge of 16. If successful the Friends will gain access to the room. If failed the door will remain locked and the Friends won't be able to go inside.

Behind the locked door the Friends will find a windowless closet filled with old paintings and broken art. On the far wall hangs a well made black cloak and a scabbard holding a sword. If the Friends choose to inspect the sword they will find it to be ancient yet perfectly maintained and humming with faint magical power. If the Friends choose to inspect the cloak they will find a small pocket inside. Within the cloak's pocket the Friends will find Vargas' Hunter's Key. The Friend's may steal any or all of the hanging equipment from the room including the Hunter's Key, but they will gain an Evil! die for doing so. If the Friends take nothing from the room they will gain a Good! die.

If the Friends choose to take the Hunter's Key they may leave the Ghost Oak Lodge and end the Adventure immediately without gaining any other Rewards. Any Omens the Friends gained this Adventure become permanent unless they return and complete the Adventure.

After about a half hour has gone by Ramjin will return and usher the Friends down the hall and into a small dining room. In the middle of the room an ageless man with pale skin and long black hair sits at a table built for eight. Cluttering the table is a bountiful feast, garden fresh and well cooked. The ageless man stands and gestures to the Friends to join him at the table before speaking: "Welcome young Heroes to the home of my ancestors. My name is Vargas the Hunter and I wish you no ill will." Vargas sits back down gently before continuing. "I too was once a Hero and so I hope you can find ease in my company." Once Vargas has settled Ramjin takes a seat at the table and begins serving food to everyone.

During dinner Vargas will ask the Friends questions about their time in Yeld and inquire about their heroic deeds he has heard rumors of. Vargas' intent is to determine if the Friends have what it takes to someday defeat Dragul. Vargas tells the Friends of an ancient ritual unique to the Ghost Oak Forest. The ritual involves hunting a magical stag known as the Tree Prince to appease the spirits who dwell in the Ghost Oak. Vargas wishes to use this ritual as a challenge to test the Friend's strength. If they can hunt down and slay the Tree Prince before he can then they may just have a chance to defeat Dragul and save Yeld. Vargas also promises to give the Friends his Hunter's Key regardless of whether or not they win, but only after the ritual is complete.

After everyone has finished eating, Vargas will retire to his chambers telling the Friends that if they accept his challenge then they can begin their hunt at first light tomorrow morning. After Vargas leaves, Ramjin tells the Friends that there are individual rooms prepared for each of them and that they should rest and relax for the rest of the evening. If the Friends choose to sleep in their rooms they will regain all lost Core Dice but lose a Restore Roll.

The Friends may set their Home Inn at the Ghost Oak Lodge.

The next morning the Friends are woken up by Ramjin to a hearty breakfast. She tells them that the hunt begins soon and that they cannot afford to waste any daylight. Ramjin explains that the Tree Prince turns into a Ghost Oak Tree at night and cannot be felled by any means until he returns to his stag form during the day. After breakfast Ramjin packs the Friends a lunch and walks with them to the gates bordering the property. Before they leave she gives them one last piece of advice. "Vargas is a Master Hunter and has performed this ritual countless times. You were lucky that we crossed paths with the Tree Prince yesterday on our way in. You may even be able to follow its tracks to its last resting place." With that Ramjin returns to the Lodge and leaves the Friends to begin their hunt.

The Hunt for the Tree Prince

The Friends can start tracking the Tree Prince by making a Smart roll, adding the I Know About Nature or Investigate Special dice, against an Effort Challenge of 16. If successful the Friends will be able to find the Tree Prince's trail and continue the hunt. If failed the Friends will find 2 possible trails to follow, one leading toward the Tree Prince and the other leading toward something else. The Friend's will have to decide which trail they think is the correct trail or split up and take both trails. Only one Friend needs to succeed at this challenge for all Friends to follow the correct trail.

If the Friends successfully find and follow the correct trail three times in a row they'll find the Tree Prince.

The Correct Trail

If the Friends take the correct trail they will find more tracks and be able to make another Smart roll to follow them.The Friends will be able to attempt this tracking challenge 3 times each day before night falls. Once night falls the Friends will have to make a Brave Roll, adding the See in the Dark Special die against an Skill Challenge of 20. If successful they may attempt one more tracking challenge before the next day. If failed the Friends are too afraid to stay out at night and must head back to the Lodge and wait until the next day to start hunting again. If the Friends fail to find and defeat the Tree Prince before night fall of the third day Vargas will win.

The False Trail

When the Friends fail a tracking challenge they will be presented with 2 trails they can follow. The GM will secretly decide which trail leads toward the Tree Prince and which trail leads to something else. If any of the Friends choose to take the trail that leads to something else they will roll a die and consult the table below. The Friends will only roll 1 die when consulting the table below regardless of how many of them choose to follow this path.

1- The Friends find an old abandoned cabin, rotting from the outside in. It looks like it belonged to House Fasteon before the forest reclaimed it many years ago. Any of the Friends who choose to follow this trail may roll on the Loot Table once.

2- The Friends find a circle of strange trees, each leaking crimson red sap as if they were bleeding out. The area fills the Friends with dread. Any of the Friends who choose to follow this Trail may gain the Ghost Oak Syrup Food item.

Ghost Oak Syrup

This magical liquid was made from the sap of a Ghost Oak and used in ancient rituals to contact the dead. It taste like sour fruit and pennies.

Legendary Food Item

Benefits: Using this Food item will temporarily reduce your Tough dice to 0 and turn you into a Ghost. If you lose a Brave die while under the effects of this Food item you will immediately regain all Tough dice that were lost from using this item and come back to life.

If the Friends sell Ghost Oak Syrup to the Sushi Kid he will be able to replicate, it allowing the Friends to purchase more Ghost Oak Syrup from the Sushi Kid for Lots of Coins and 1 Restore Roll.

3- The Friends find a recently used campsite with maps carved into the dirt and embers still in the firepit. Vargas Must have been here. Any of the Friends who choose to follow this trail will roll an extra die when attempting the Tracking challenge for the rest of this Adventure.

4- The Friends find the rotting remains of a long dead Root God. Its discolored bark reminds the Friends of bones charred by fire. Any of the Friends who chose to follow this trail must fight the Hateful Tree Spirit Ghost Monster linked to the dead tree.

Hateful Tree Spirit
The tortured Spirit of a forgotten Root God. In life, this monster craved worship above all else. In death it seeks tribute in the form of blood.
Rank X Leader
Titles: Mini Boss, Native Ghost, Undead, Veteran, Wicked
Strong 3 Tough 0 Smart 5 Brave 4
Special Dice: +3 Grateful dead, +3 Hate, +1 Snake eyes
Stuff: Rooty Rot Staff (Rank X Staff) +3 Smart, +2 Brave
Ghost Kiss (Red Spell), Friendship (White Spell)

5- The Friends find a small algae covered pond. Firebugs dance over the green waters while a family of bats hang from a nearby tree, humming a tune in rhythm with the dance. Any of the Friends who choose to follow this trail will be surprise attacked by a Hidden Howligator Monster within the pond.

Hidden Howligator
Covered in algae and floating ever so still, this hidden Howligator waits patiently for a worthy feast.
Rank X Bruiser
Titles: Terrifying, Unstoppable
Strong 4 Tough 4 Smart 2 Brave 3
Special Dice: +3 Bite, +3 Charge, +3 Smelly, +3 Swim, +1 Poison
Stuff: Howilgator Scale (Rank X Heavy Armor) +3 Armor

6- The Friends find a secret game trail taken by many different animals. This counts as a correct trail and the Friends may continue tracking the Tree Prince from here.

The Boss Fight

If the Friends successfully followed the correct trail 3 times in a row they will find the Tree Prince. As soon as the Friends see the Tree Prince he will bow gracefully before starting a Fight with them.

The Tree Prince
A Mythical Creature born from the Spirits who haunt the Ghost Oak Forest. They say the longer it remains alive the more restless the lost ghosts of Yeld will become.
Rank X Caster
Titles: Boss, Righteous
Strong 4 Tough 4 Smart 7 Brave 3
Special Dice: +3 Stubborn, +3 Excuse Me!, +1 Trample, +3 Sixth Sense, +3 Bite
Stuff: Wooden Heart (Rank X Gear item) +3 Cold Hearted, +1 Hard
Forest Veil (Rank X Clothes item) +1 Deathwish, +1 Magic Masochist
Reward: Heart of the Tree Prince (Gear)

Special Rules for this Fight!

- Only the Friends who were following the correct Trail when the Tree Prince was found may participate in the Fight.

- Each time a Friend begins a Fight with the Tree Prince they gain a Omen.

- The Tree Prince cannot be defeated by any other means other than reducing it's Tough dice to 0.

- The Tree Prince will attempt to escape the Fight once it has begun by moving off the edge of the Action Board on the opposite side from where he started the Fight.

- At the end of each Round after all Monsters and Friends have acted the Tree Prince may attempt to cast any one Red, Black, or White Spell of GMs choice.

- If the Friends fail to defeat the Tree Prince before it escapes the Fight or all the Friends in the Fight are defeated then the Tree Prince will take off into the forest and the Friends will have to Track it down all over again. Any damage inflicted on the Tree Prince will carry over to the next fight.

- If the Friends fail to defeat the Tree Prince before Vargas can they will still complete the Adventure, lose all Omens they have gained and acquiring the Hunter's Key. But Vargas will not Knight the Friends or tell them of the Hunter of Yeld called Friendless before they leave his domain.

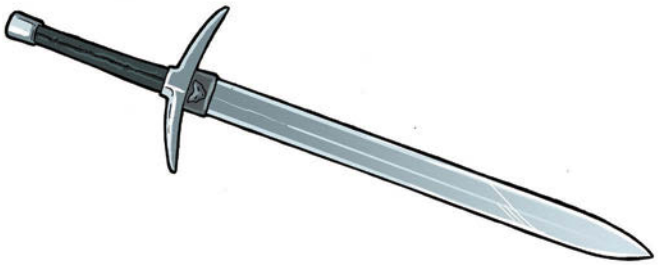
If the Friends successfully defeat the Tree Prince they will gain the Heart of the Tree Prince Legendary Gear and lose all Omens they have gained.

The Wrap-up scene

The Friends will return to the Lodge victorious. Vargas will give the Friends his Hunter's Key (if they don't already have it), his Cloak or Sword and Knight them as protectors of House Fasteon. Before sending them on their way Vargas will advise the Friends to seek out the legends of the hunter of Yeld known as Friendless if they wish to know the fate that awaits them if they cannot defeat Dragul.

Vargas's Treasures

This Treasure can be claimed once the Tree Prince is defeated.



Sword of the Fasteon

An ancient and well made sword, forged in a color of magic that has been lost to time.
Legendary Rank X Sword
Benefits: +X Strong, +1 Brave, +1 Smart.
Extra benefits: Roll an extra die on attacks or spells against Monsters with 3 or more Monster Titles. A Friend holding this weapon can use it as if Swords were listed among their Job Weapons.

Heart of the Tree Prince

A heart carved from a Ghost Oak Tree. They say if you stare at it long enough you can see it beating.
Legendary Rank X Gear item
Benefits: +1 Banked Action at the beginning of each Adventure. If you begin a Fight holding this Gear item all Monsters in the fight gain an Omen. Monsters will lose all Omens they have acquired any time the Friend who owns this Gear item becomes a Ghost.

Cloak of the Fasteon

A black cloak with black leather pauldrons sewn on. In the right light the crest of house Fasteon can be seen embroidered on the back
Legendary Rank X Clothes item (Chest)
Benefits: +1 Armor, +2 Grateful Dead.
Extra benefits: Once each Adventure you may give a Restore Roll to a Ghost Friend.

FRIENDLESS

There have been other young heros. Other children who came to Yeld and chose to face the Vampire Prince. All have fallen. All failed. None ever went home again. But one did survive, and this is their story.

This Adventure's Guest stars!

- The Caretaker: An elderly man with the head of a Red Cardinal. The caretaker lives a lonely life overseeing the Cliffside House and tending to the winding paths and aging cable cars that lead up to the peak of Beggar's Mountain.

Let's begin!

Starting Scene

As the Friend's travel Yeld they will eventually begin to hear rumors and half stories of a nameless child hero from their own world, sometimes called Friendless, who stood against the Prince but lost and was exiled to the Beggar's Mountain. Rumor has it that even though they couldn't defeat Dragul themself, Friendless may hold a weapon that will lead to the Prince's demise. But an even darker rumor suggests that Friendless may be one of the Hunters of Yeld!

Beggar's Mountain is a lonely peak deep within one of Yeld's thickest, rainiest forests. Even though it is rarely visited, a rough stone road cuts through the woods and leads around the small mountain and up the cliff to a tiny, well maintained Inn overlooking the vast forest. The Inn is called Cliffside House.

Cliffside House is a small but well made home of stone, plaster and timber, with a balcony suspended over a chillingly sheer cliff, a warm fireplace and a cozy loft with bunk beds.The Inn looks like it may have been there for centuries, and it's proprietor looks at least as old. The elderly man calls himself the Caretaker and says that he's lived and worked on the mountain his entire life, and took over the Inn when the previous owner passed away, although he doesn't remember how long ago that was. Despite his age the Caretaker is excited to see the Friends arrive, the first visitors he's had in months!

When asked about Friendless the Caretaker slowly nods. He knows the story too, and believes that he may have even seen the reclusive fallen hero once or twice over the years. Further up the mountain is a small castle, ruined with time and long left to nature. The Caretaker still maintains the paths and cable cars that lead up the mountain, and used to visit the ruins from time to time. Twice he spotted a young stranger there, cloaked and masked, lingering near the crumbling stage that was once a part of the castle's theatre. But they disappeared into the ruins before he could speak to them.

The Caretaker draws the Friends a detailed map to the ruins. It's a long hike up wet, winding trails, and if the Friends decide to go by foot it will take a full day. There is an ancient cable car that runs to the peak in just an hour, and the Caretaker swears it is well maintained. But he also admits that it hasn't been used for at least 10 years, and the Spider that runs it is rather unfriendly. The Friends are free to choose their path. They can purchase Cliff Cookies and Forest Tea from the Caretaker and set Cliffside House as their Home Inn before they leave.

Cliff Cookies and Forest Tea
These specially made snacks have a revigorating effect!
Rare Rank 1 Food item
Effect: After eating you can use an Action to make a Restore Roll during a fight.
Cost: Can be purchased from the Cliffside House for Some Coins.

Story Scenes

The Friends can head up the mountain as soon as they like. If they decide to take the trail the hike will take them a full day. The first half will be wet and rainy, but as they climb higher the weather will clear and the Friend's will be treated to an amazing view of the forest below them. The Game Master can choose to have the Friends encounter Monsters or Challenges along the way, but otherwise their day will be uneventful.

If the Friends choose to try the cable car they'll face a more peculiar challenge. The Cable Car House can be found just an hour up a winding trail, perched on the edge of an enormous chasm. The ancient wooden and stone structure appears to be in good repair. Thick steel cables run from the building to a series of wooden and stone towers that slowly climb toward the mountain's summit. Inside the building the Friends will find an antique wooden and steel cable car resting on its cradle, apparently ready to go. But as the Friends enter the building a giant, hairy Spider Operator shuffles out from the shadows, adjusting it's glasses and operator hat. The Operator explains that its family has been tending to the cable cars for generations, and if the Friends want to ride it up the mountain they'll need to pay the fee.
The fee to ride the cable car is Lots of Coins, but the Operator will also accept a Ghost Train Paper or Retirement Ticket. Each Friend will need to pay the fee. Instead the Friends can choose to Fight the Operator or turn around and take the trail up the mountain. If they choose to fight the Spider Operator will immediately push them out of the Cable Car House to avoid damaging the cable car's delicate mechanisms. The fight will take place in the small yard in front of the building. The Spider Operator has no patience for rude children, and will happily knock all of the Friends unconscious and throw them over the cliff!

Spider Operator
The Spiders have operated the mountain cable cars for generations. They don't get many visitors, partially because the price to ride up the mountain is so steep!
Rank X Leader
Titles: Miniboss, Mighty
Strong: 2 Tough: 3 Smart: 2 Brave: 2
Special Dice: +2 Cold Hearted
Stuff: Operator Hat (Rank X Medium Armor, +2 Armor), Cable Stripper (Rank X Club, +2 Strong, +2 Break), Repair Manual (Rank X Gear, +1 Fight Dirty)

Special rules for this fight!

If the Spider Operator would cause a Friend to lose a Tough die he can instead choose to wrap the Friend up in a web and carry them. If the Spider Operator is on any square along the edge of the Action Board he may use his Action to throw a webbed up Friend off the cliff! The Friend will lose a Tough die and be removed from the Fight, and will be unable to rejoin. After the Fight ends the Friends can regroup at the Cliffside House.

Friends can use an Action to try to free themselves from the webbing by rolling dice against the Spider Operator's Strong dice.

Once the Friends have payed or defeated the Spider Operator they'll be able to take the Cable Car all the way up the mountain to the ruins.The ride is bumpy but safe, and the view is simply spectacular!

The Castle Ruins

While the journey up the mountainside has been grey and rainy, the sun comes out once the Friends reach the ruins of the ancient castle perched near the mountain's summit. The castle itself has mostly crumbled to dust, and almost all that remains are smooth stones and half collapsed walls, overgrown with trees and thick bushes. Squirrels dart around the crumbled masonry, and deer tracks can be seen in the soft soil. The place feels peaceful and ancient.

The only part of the ruins still standing is a stone platform that may have once been a stage, surrounded by low stone benches. Sitting exactly in the middle of the stage is a small notebook. The book is dusty and worn, but unharmed by the elements. The interior is full of neat, careful handwriting, and the first page makes the nature of the book clear.

Friendless
A play in three acts

If the Friends examine the book they'll discover that it's actually a short play, telling the story of a group of children who also came from our world to Yeld, took on the role of Heroes and tried to defeat the Prince. But failed. Tucked between the back pages of the book is a Hunter's Key, one of the seven that the Friends will need to unlock the door back to their own world.

The Friends can choose to take the Hunter's Key and the book and leave the mountain now. If they do the Adventure will end and they'll receive the Hunter's Key and The Book of Friendless as Rewards. However, there is something strangely compelling about the play and the ancient mountaintop theatre, and even though the entire book can be quickly read through in just a few minutes... maybe the Friends can understand more about what happened to these other kids, and maybe even more about how to defeat the Prince and finally go home, if they put on the play?

The play's the thing

If the Friends choose to perform the play each will need to take a role. There are three main roles that must be filled, and three supporting roles. The Game Master will always play the role of The Narrator, as well as any of the supporting roles that need to be played. Here's the role list:

Main roles:

The Narrator: The voice of Yeld, and of the Vampire Prince.

Friendless: A young hero. Strong, but unsure.

Heartless: The best Friend. Determined to save everyone.

Supporting Roles:

Hopeless: The defeated Friend. They've given up.

Fearless: The brave Friend. They don't know when to stop.

Thoughtless: The rude one. Were we ever Friends?

While the book contains the entire handwritten text of the play, much of it has been scribbled out or is simply hard to read. But the spirit and the intent of the words is clear, and the Friends will find that as they perform the play they'll become more and more wrapped up in their role, easily improvising their lines.

How does this play work?

The play is divided into three Acts. Players will take turns reading the lines for the role they've chosen as if they are performing a real play. You'll notice that the Acts are short and there's not a lot of lines to read. Encourage your players to improvise and add lines! Feel free to photocopy these pages so each player has a copy to read.

At the beginning of each Act you'll find a description of what the Act is about. Share this with your players so as you improvise you're all driving the story in the same direction. Don't be afraid to go a little off the rails and make silly jokes. Remember, your Friends are kids, the weather is nice and it looks like they're not going to have to fight some awful Boss Monster after all. Have some fun!

Stage directions: During the play Friends will make rolls and engage in stage combat. The Friends will use all their dice as normal when making these rolls, but since this is all just play acting any dice they lose will be restored as soon as the play is over.

The Friend's will not become Ghosts if their Tough dice are reduced to 0. Instead they'll continue to take Actions as if they still had a single Tough die left. However, each of the characters that they are playing will die as part of the play. When this happens the Friend playing that role will get to play out a dramatic death scene and fall to the ground as their character passes away, after which they can go and sit on the stone benches and watch the rest of the play.

Friends can add Perform or Play dice to any roll made during the play!

Bonus: If the players decide to set up a real stage and act the play out they'll each gain a Perform Special die during the Wrap-Up Scene!

Act 1: The door to Yeld

In this Act: The children discover a mysterious door leading to a magical land where all of their wishes will come true. But before they can go back home the door closes forever!

Narrator: Long ago, children from a far off world discovered a hidden door...

Stage direction: A basement in a normal home. Friendless, Heartless, Hopeless, Fearless and Thoughtless enter. There is a strange door on the other side of the room, closed.

Heartless: So you've been living here since school started but you never noticed this door?

Friendless: I don't really come down here very much, but I never saw it before yesterday!

Hopeless: M-maybe it wasn't there. Maybe its... a haunted door?

Thoughtless: Maybe you're an idiot.

Friendless: I wanted to show it to all of you because its so weird! I swear I can sometimes hear sounds coming out of it!

Stage direction: They all stop for a moment and listen.

Fearless: What are we waiting for? Let's open it! (Fearless walks to the door and opens it wide.) Holy crap!

Hopeless: It IS a haunted door!

Stage direction: The children step through the door into a dark forest. Its night. The freestanding door is behind them, light from the basement shining through.

Heartless: This is crazy. Where are we? I've never seen a forest like this before.

Hopeless: Its like something out of a book or a video game. Are we... are we even on Earth any more?

Friendless: How could something like this be in MY house?

Thoughtless: I wish I had known you had a cool magic door sooner. I always thought you were a loser.

Fearless: Lets go explore!

Stage direction: The Friends run off into the forest.

Narrator: The children explored for days, delighting in the strangeness of their new world and discovering magical creatures and secret places. Finally, after several adventures they returned to the door. But...

Stage direction: The children return to the door. They are dusty and bruised, but excited from their exploring. Some of them carry weapons and treasures.

Heartless: I can't believe we beat those goblins! Did you see the look on their faces?

Thoughtless: They wear those weird gas masks, dummy. You can't see their faces.

Fearless: Whatever. We kicked their butts! There's no way they'll mess with Boulder Town again!

Friendless: Umm... did one of you leave the door shut?

Stage direction: They all turn to look at the door, which is closed shut and locked.

Friendless: (Trying to open the door) Its locked. It won't open. Guys, it won't open!

Hopeless: Oh no! We're stuck! We're trapped!

Thoughtless: Shut up! We're not stuck. Its the door that's stuck! Just pull harder!

Friendless: I'm trying! It won't open. Its locked!

Hopeless: We're going to be trapped here forever! We'll never be able to go home!

Stage direction: Just then a Friendly Wizard steps out from the dark forest.

Narrator (As Friendly Wizard): Children, do not fear! I am a friendly wizard and I can help you find your way home!

Heartless: Can you open this door?

Narrator (As Friendly Wizard): Sadly I cannot. The door has been locked tight by the evil Vampire Prince, but there is a way to unlock it. You must search out seven magical keys...

Stage direction:Curtain. End of Act 1

Act 2: The Heroes and the Prince

In this Act: The children have taken on Heroic Jobs in their quest to find the magical keys that will allow them to return home. They've traveled across Yeld and defeated the Prince's Hunters one by one. Now they've finally come face to face with the evil Prince himself! But the Prince is too powerful, and one by one the young heroes fall.

Stage direction:The Prince's throne room, high atop his tower in the center of Yeld. The children are facing off against the Prince. They are armed and armored, veterans of many battles. This Act is a Fight that takes place on the Action Board. The Prince and all 5 characters start anywhere within 3 spaces of the middle of the board. For the purpose of this fight The Prince will roll 7 Strong, Smart and Brave dice and 7 Armor dice. The Prince has no Tough dice and can not be killed. Any Friend that beats The Prince's Strong, Smart or Armor roll at least once will gain a Good! die during the Wrap-up Scene.

Heartless: We've defeated your Hunters! We've stopped your armies! Now it's time to finally take care of you, Dragul! (Move and take an Action against The Prince)

Narrator (as The Prince): I won't be so easily defeated, child. Did you never wonder why you were brought to Yeld?

Fearless: I never wonder about anything! We're here to kick your butt! (Move and take an Action against The Prince)

Narrator (as The Prince): Did you never wonder why you were allowed to meddle in my affairs? (Move and take an Action against any Friend)

Hopeless: W-wait... what is he saying? What does he mean? (Move and take an Action against The Prince)

Thoughtless: Don't be a moron. He's screwing with us! (Move and take an Action against The Prince)

Friendless: What do you mean? You didn't "let" us do anything! (Move and take an Action against The Prince)

Heartless: Don't let him distract you! Keep attacking! We can beat him! (Move and take an Action against The Prince)

Fearless: Don't worry, I'm not even listening to this jerk! Watch this! I'll end this fight right now and we can all go home! (Move and take an Action against The Prince)

Narrator: But The Prince was unphased by the child's attack. Before Fearless could back away The Prince raised his sword and cut the child down.

Stage direction: The Prince kills Fearless.

Fearless: But... but... I was going to go home... (Fearless dies)

Friendless: He killed them! (Moves to Fearless' body). They're dead! The Prince killed them! They're really dead!

Hopeless: Oh no! Oh crap. He's going to get us all! He's going to kill us all!

Heartless: Don't give up! We can still beat him! Keep fighting! (Move and take an Action against The Prince)

Hopeless: R-right. We can still beat him. We can still beat him! (Move and take an Action against The Prince)

Narrator: But they couldn't beat him. The Prince was like an avalanche. Unstoppable, engulfing the children one by one.

Stage direction: The Prince kills Hopeless

Hopeless: I-I'm dying. Oh god, I don't want to die! I... I don't... (Hopeless dies)

Narrator (as The Prince): Do you see now? You cannot defeat me. You never could. I allowed you to come here. I allowed you to grow powerful. I allowed you to cull my Hunters. (Move and take an Action against any Friend)

Thoughtless: You jerk! You didn't "allow" us! We fought our way here! We bled! We struggled! We gave up so much! We gave up everything! (Move and take an Action against The Prince)

Friendless: We're still strong. We're still strong together. We can do this! (Move and take an Action against The Prince)

Stage direction: The Prince ignores Friendless' attack and moves to thoughtless, knocking the child down and pinning them to the floor under his boot.

Narrator (as The Prince): I allowed you to become heroes because I wanted to see how powerful you could grow. But I only need one of you...

Stage direction: The Prince lashes out with his sword, killing Thoughtless.

Thoughtless: You... absolute... Jerk...

Heartless: Dammit, I won't let you do this! I won't let you win! (Move and take an Action against The Prince)

Friendless: (Moves to Thoughtless' body) I'm sorry! I'm so sorry! This is all my fault. I wish I had never found that door! I wish I had never let you go through it!

Thoughtless: It... it is your fault. This is all... all your fault. I wish I had never... never met you... (Thoughtless dies)

Narrator (as The Prince): I am the ruler of Yeld, and I create monsters. One of you can be my monster. One of you can take the place of my fallen Hunters of Yeld and rule at my side. (Move and take an Action against Heartless)

Heartless: We'll never serve you! We'll never be your monsters! (Move and take an Action against The Prince)

Stage direction: The Prince brushes the attack aside as if it were nothing and grabs Heartless by the throat, lifting them off the ground.

Narrator (as The Prince): Then you will die.

Friendless: Wait!

Narrator: The Vampire Prince turned his head, his sightless helmet staring across the throne room at the child.

Narrator (as The Prince): You would become my Hunter? You would give yourself up to my power and stay in Yeld forever?

Friendless: If... only if you let my Friend go home.

Heartless: NOOOOOOOOOO!!!

Stage direction: Curtain. End of Act 2

Intermission: The Friends take a break to enjoy some Cliff Cookies and Forest Tea!

Act 3: Hunter of Yeld (The Boss Fight)

In this Act: Some time has passed. Friendless feels defeated and is resigned to their fate, but is at least grateful they were able to save Heartless. Heartless is furious that Friendless has chosen to become the Prince's Hunter. After everything they've gone through and the friends they've lost, this feels like the greatest betrayal. Their confrontation will end with Heartless dead and Friendless trapped in Yeld forever.

Friends not in this Act can offer to add their Special dice to Heartless or Friendless' Actions.
Stage direction: Heartless and Friendless stand amid the ruins of an ancient castle on a lonely mountaintop. It's night, and the full moon is rising behind them. Friendless stands with their back to heartless, looking out over the dark valley.

Narrator: So Friendless swore themselves to the Prince and became his Hunter of Yeld. As a Hunter they were doomed to stay in the magical land forever, but Friendless knew that at least their last, best friend would finally be able to go home. But Heartless would not leave.

Heartless: I can't believe you gave in to him. I can't believe you took his side! After what he did!

Friendless: I didn't take his side. I didn't have a choice. He was going to kill you.

Heartless: Only because you wouldn't fight! We could have beat him together! We could have both gone home!

Friendless: No. We couldn't. We never had a chance. It was a trap. It was always a trap!

Heartless: You gave up! He killed all of our friends in front of us and you just gave up!

Friendless: I didn't have a choice.

Heartless: You weren't strong enough. You gave up and you let him turn you into a monster!

Stage direction: Friendless turns to Heartless. They are already changing. Small horns grow from their scalp and their eyes glow with yellow light.

Friendless: Can't you see that I did it for you?

Narrator: But Heartless couldn't see. They were blinded by rage and grief, and all their anger focused like a dagger point on their former friend. Heartless drew their weapon and attacked!

Stage direction: Friendless and Heartless fight. The Fight continues for four Rounds or until Heartless is reduced to 0 Tough dice, at which point Friendless will reluctantly strike the killing blow.

Narrator: Heartless fell to the ground, struck down by their former Friend. As life left them the hatred and rage slowly fell away from their face.

Heartless: We could have made it. We could have gone home together... (Heartless dies)

Friendless: No. That door was locked forever. We never could have gone home.

Narrator: But there was part of their heart that still hoped...

Stage direction: Curtain. End of Act 3

Curtain call: All Friends take a bow.

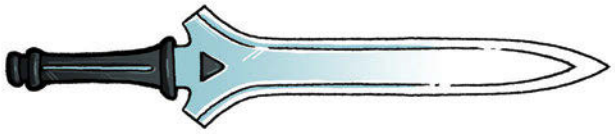
The Wrap-Up Scene

The play is over and dusk is setting in. As the Friends try to decide whether to head back down the mountain or make camp for the night they notice a small trail leading from the rear of the stage back through the trees and deeper into the ruins. At the end of the short trail, resting in the hollow of a tree, the Friends find the remains of a child not much older than themselves, dressed in a tattered cloak, rusted armor and a fadded Pokemon t-shirt. Clutched in one hand is a short black sword in a battered leather scabbard. In the other hand is a simple weather-worn mask. Carved into the back of the mask is the name Friendless.

Friendless' Treasure

This Treasure can be claimed once the Friends have completed Friendless' play.

The Book of Friendless and the Hunter's Key can be claimed even if the Friends choose not to perform Friendless' play. The Hunter's Mask and Black Hope can only be claimed once the play has been completed and the Friend's discover Friendless' remains. Only the Friend who took the role of Friendless can choose to take the Hunter's Mask as a reward, although they are not obligated too. Any Friend can take Black Hope or The Book of Friendless as a Reward. Friend's who do not take one of the three items receive a Reward die instead.



Black Hope

This sword hums with dark energy but glows with vibrant white light. It is said to be the sword of one of the very first heroes to come to Yeld from our world, a child who tried to stand against the Prince but lost all of her friends in the process. Before she gave in to despair she put the last of her hope into a weapon that could one day kill Dragul.

Legendary Rank X Sword

Benefits: + X Strong, + X Brave

Extra benefit: When facing the Vampire Prince Dragul the Strong and Brave dice provided by this weapon are doubled. All Friends within 1 square on the Action Board can use Restore rolls during Fights. A Friend holding this weapon can use it as if Swords were listed among their Job Weapons.

Cost: Can be found after finishing the Friendless Play.

The Book of Friendless

"My friends are the most important thing. That's the lesson I learned."

Legendary Rank 1 Gear item

Benefits: Once per fight your failed roll does not break the Action Chain.

Cost: Can be found by visiting the Ruins at the top of Beggar's Mountain

The Hunter's Mask

"A simple wooden mask worn by a hero who became a Hunter of Yeld. Could that happen again?"

Legendary Rank 1 Clothing (Head)

Benefits: +1 Armor, +1 Evil (this Special die may not be spent)

Extra benefit: When this Friend turns 13 and is forced to choose a Monster Job Prince Dragul will appear to them in secret and offer them a choice. Instead of choosing a Monster Job the Friend can swear themselves to The Prince and take the special Advanced Job Hunter of Yeld. This item counts as a Witch Hunter Black Mask.

Cost: Can only be found by the Friend who took the role of Friendless.

Special Advanced Job:

HUNTER OF YELD

The Hunters of Yeld are Prince Dragul's most trusted lieutenants. To be a Hunter is to be part of the Prince's iron grip over the land of Yeld and a willing accomplice to his evil deeds. But is becoming the Prince's servant worse than losing yourself and becoming a monster? And is it worth it to save your friends?

The Hunter of Yeld receives the following benefits:

Just remember: "I'll stay behind so my friends can go home."

Core dice: +1 to any Core dice

Weapons: The Hunter of Yeld can continue to use any weapon from their previous Job, plus Swords and Staffs.

Special dice: Sixth Sense, Cold Hearted

Kit: Mark of loyalty to The Prince.

Job ability: Dragul's Promise

On your 13th birthday Prince Dragul will come to you in secret and offer you a choice: serve him as a Hunter of Yeld or become a monster. Either way, you'll be trapped in Yeld forever. The Prince swears that if you agree to serve him he will allow your Friends to return home without facing him once they've defeated his other Hunters and gathered their magical keys.

Your nature as a Hunter of Yeld is a secret you keep from your friends. Instead of choosing a Monster Job you'll continue to keep the Core dice and Job ability from your previous job. You won't turn into a monster on your 13th birthday, although you'll still develop some minor monstrous features like horns or sharp teeth.

If your Friends choose to confront the Prince you'll be able to join the fight, but all rolls you take against the Prince will be reduced by 2 dice, and your Actions can never contribute to the Action Chain. Additionally, if you are reduced to 0 Tough dice during a fight with the Prince instead of becoming a Ghost the Prince will restore all of your Tough dice and you will be forced to fight against your Friends at his side.

Hunter of Yeld Special dice List

Here's a list of Special dice that only the Hunter of Yeld can purchase.

Dragul's Favor: Add to non-combat rolls against minions and agents of Prince Dragul. (Bonus)

Evil!: See Good! & Evil! Special dice

Hunter's Privilege: Once each round re-roll a single die from a failed roll. (Solo)

Mageproof: Add to Smart to resist any magic. (Bonus) (Combat)

Banneth of the Crimson Ministry

A master thief, legendary tomb raider and founder of the Crimson Ministry.

Banneth was a war orphan left alone after the Oathbreaker Rebellion. Her natural bravery and cunning brought Banneth into the care and tutilinge of a famous Soul Thief, but her rough childhood made her unstable and violent. Before her training could be completed Banneth killed her master and claimed his soul as her own. With her newly gained power, the young Soul Thief set off on the greatest crime spree Yeld had ever seen, amassing both a cult following and a bounty so large it would cripple the wealth of the kingdom if ever paid out. The cult that developed around Banneth became known as the Crimson Ministry, it's members consisting of murderers and thieves who worshiped their leader like a god and obeyed her word as law. After multiple attempts to crush the Ministry failed, Dragul found that he had no other choice but to strike a deal with it's infamous leader. The two entered into a sort of partnership that would allow the Crimson Ministers to operate without fear of retaliation from Dragul's armies. In return Banneth would pledge her service as assassin and enforcer to the Vampire Prince and limit her Ministry to the Eastern territories of Yeld, near the city of Pirate Bay. Although real trust has never formed between Banneth and Dragul a mutual respect keeps their treaty alive and the Crimson Ministry in check.

After the Friends have collected at least two other Hunter's Keys Dragul will send Banneth to track down the Heroes and return what they have stolen from him.

This Adventure's Guest Stars!

- Burg the vagrant: An old beggar cursed with future-sight by the Serpent God. Burg wishes desperately to warn the young heroes of Banneth's plans but his curse forces him to only communicate with lies.

- Postal Ward Dessa: A low ranking postal employee working at the Brevery Bend Mailbox. Dessa is desperate for adventure and loves meeting new heroes!

- The Town of Brevery Bend: A lovely coastal community known for its large Goblin population. The town's main street stretches along the beach for over a mile, making it a perfect place for riding bicycles!

Let's Begin!

Starting Scene!

The adventure begins after the Friends receive a strange letter in the mail congratulating them on passing something called the Heroes Test and urging them to claim their prize before the end of the season. The letter is signed by someone named Durg and stamped with the Mailing Seal of a nearby town. After a few days travel the Friends find themselves in Brevery Bend, hoping to uncover the mysteries of the strange and foreboding letter.

Story Scenes

Brevery Bend brims with excitement and laughter. Sailors on shore leave stumble out of bustling inns and children race up and down the beach on Goblin built bicycles. The Friends can purchase normal Items from the local shops or stay at the Inn for some Coins. If the Friends ask around about the letter or the name Durg they will be sent to speak with Dessa at the Brevery Bend Mailbox in town square. While exploring the town each Friend can make a Smart roll, adding the I know about Grownups or Investigate Special dice, against a Skill Challenge of 8. If at least half of the Friends are successful then they will get the distinct feeling that they are being watched but will not be able to find the source.

The Friends find that the Mailbox is actually a small kiosk overshadowed by the larger market stalls and vendors populating the town square. Above the kiosk is a large glowing "Mail Services!" sign. Sitting next to the kiosk the Friends can see a youthful Goblin staring off into the distance, a small badge on her tunic indicates that she's the local Postal Ward. Once the Goblin notices the Friends she will introduce herself as Postal Ward Dessa and quickly confess her obsession with heroes and all things related to adventure. If the Friends ask Dessa for her help she will gladly assist them. Dessa remembers who sent the letter and tells the Friends she will meet them at the local Inn after her shift has ended with more information.

If the Friends successfully noticed that they were being watched earlier in the adventure then while on their way to the local Inn the they may make a Smart roll, adding the I Know About Grownups or Investigate Special dice against a Skill Challenge of 12. If successful the Friends will notice that a Hooded Figure is following them through town. If the Friends acknowledge the Hooded Figure a fight will begin. If they ignore the Hooded Figure he will follow them into the local Inn and continue to spy on them.

Ministry Spook
An agent of the Crimson Ministry. These hooded villains live by two simple rules: "Don't get caught" and "Leave no witnesses".
Rank X Trickster
Titles: None
Strong 3 Tough 2 Smart 2 Brave 1
Special Dice: +1 Run, +2 Trip, +2 Snatch, +2 Excuse Me!
Stuff: Hidden Dagger (Rank x Dagger) +2 Brave, +1 Poison
Shady cloak (Rank x Medium Armor) +2 Armor, +2 Lie
Rewards: Roll on the Treasure table after defeating this Monster.

Special rules for this fight!

- The Ministry Spook may start on any corner square of the Action Board. The Ministry Spook's goal is to escape the fight by reaching the opposite corner of the board from where he started.

- The Friends cannot use the Scare or Negotiate Special dice to defeat the Ministry Spook.

- If the Friends manage to defeat the Ministry Spook without reducing him to 0 Tough dice they may take him to the Inn to be questioned. The Friends will learn that the Crimson Ministry is coming to take back the Hunter's Keys they've already earned and will be in Brevery Bend within the hour.

If the Friends try to take the Ministry Spook to the town guard they will discover the Ministry has complete immunity from local laws.

Not long after the Friends reach the Inn Dessa will show up accompanied by a muttering old man with wild eyes. Dessa introduces the man as Burg the Vagrant and reveals to the Friends that he sent them the letter. Burg immediately shouts "If you must die, die to each other!" repeatedly at the Friends. Any questions the Friends ask Burg are answered with obvious lies and nonsense. If the Friends ask Dessa about Burg or what he is saying she will tell them that Burg has only been in town for a few weeks and the only time they met was when she mailed his letter. After Burg calms down the Friends will notice that the Inn's other patrons have vanished and the town outside has grown oddly silent.

If the Ministry Spook was questioned and is still in their custody he will inform the Friends that the Ministry has arrived and that the two locals should stay inside if they want to live. Otherwise Dessa and Burg will run outside to find out what is going on.

Stepping outside the Inn the Friends will find that the town's residents have vanished and instead they are greeted by a hundred menacing figures standing in formation across the rooftops of Brevery Bend. Each figure wears the same red and black uniform, silently pointing a single finger at the Friends. Farther down the street the Friends can see a hooded rider approaching. The rider holds a large spear and sits on the back of a massive boar. Once the hooded rider enters the town square the boar stops, clears its throat loudly and proclaims in a proudful voice: "Lost little heroes! You have taken from the ruler of this land, and so you have taken from our lady Banneth! We of the Crimson Ministry have come to bear witness to our beloved's divine wrath. We have come to watch you die!". The hooded rider reveals herself as Banneth and salutes the Friends before starting a fight.

Banneth and Boomshalla
A young woman with the eyes of someone much, much older. The tattoo on her cheek marks her as a Soul Thief, but the other tattoos that cover most of her body speak to other more ancient disciplines. Banneth's trusted steed and closest ally, Boomshalla, is always at her side, vigilantly defending his beloved.
Rank X Hunter
Titles: Soul Thief
Strong 4 Tough 4 Smart 5 Brave 5
Special Dice: +3 Lightning Strike, +3 Pain Train, +1 Magic Masochist, +3 Snatch
Stuff: The Crimson Choir (Rank x Polearm) +2 Strong, +2 Smart, +1 Reach, +3 Disarm,
Boomshalla's Protection (Rank x Heavy Armor) +3 Armor, +1 Hard, +3 Excuse Me!

Special Rules for this Fight!

- Banneth and Boomshalla count as 1 Monster that gets 2 Actions each round. Banneth and Boomshalla cannot choose themselves to take the next action unless all other Friends have gone this round.

- If Dessa left the safety of the Inn with the Friends then she must be represented on the Action Board. Dessa can be placed in any available square next to a Friend at the beginning of the Fight. Any Friend can spend their Move to instead move Dessa up to 2 squares during their turn.

- After Banneth and Boomshalla are reduced to 2 Tough Dice they will seek out and try to kill Dessa. Banneth and Boomshalla can attempt to kill Dessa by moving to a square next to her and spending an Action. Any Friend within 1 Square of Dessa can force Banneth and Boomshalla to attack them instead. If Banneth and Boomshalla kill Dessa they will regain all their lost Core dice.

- When Banneth reduces a Friend to 0 Tough Dice she will permanently gain that Friend's Job Ability. If she already has that Job Ability the Friend instead loses 1 of their Restore Rolls for this Adventure.

- If the Friends reduce Banneth and Boomshalla to 0 Tough dice Boomshalla will die and Banneth will flee from the Fight, taking Dessa as a hostage if she is still alive. The Fight will end as the one hundred Crimson Ministers surround the Friends, cutting the Heroes off while their leader escapes. The Crimson Ministers will not attack the Friends, just block them from pursuing their leader. If the Friends wish to continue the fight they will find that the Crimson Ministers only defend themselves and keep the Friends from fleeing, and every Minister they defeat is immediately replaced by another. After two rounds the Crimson Ministers disperse, leaving the Friends bloodied and confused in the town square.

Rewards for this Fight

If Banneth manages to defeat all the Friends then she will steal 1 of their Hunter's Keys and return to her temple. If the Friends manage to defeat Boomshalla they will gain the Boomshalla Hood Clothes item

Pursuing the Ministry

Once everything has settled the locals will start to emerge, helping the Friends if they are wounded and repairing any damage from the battle. As soon as the Friends have regrouped Burg will try to communicate with them again. Any Friend can make a Smart roll, adding the Investigate or Languages Special dice, against an Effort Challenge of 15 to understand that Burg knows how to find Banneth and can lead the Friends to a shortcut. If failed the Friend will still get the jist of what Burg is trying to tell them, but lose a Smart die as they struggle to keep up with the crazy beggars insane ramblings. Once the Friends are ready, Burg will lead them to his secret shortcut.

Burg leads the Friends out of Brevery Bend and off the roadside into a nearby forest. As the Friends travel along Burg frantically swats at the underbrush, keeping sight of a pale, rotting root system that leads deeper into the woods. After what feels like hours of following the pale roots the Friends finally find their source at the base of a massive ancient stump. Burg gestures at the stump before walking over to it and knocking three times. The Friends watch as 2 eyes and a mouth slowly form across the bark of the ancient stump and it lets out a deep and mighty yawn. The stump looks over the Friends and then bows toward Burg addressing him in a strange language. After their brief conversation the stump turns toward the Friends and speaks to them plainly: "Our mutual friend has explained to me your situation, I am the Root God Theket, last of my seed and First to this Forest. I am willing to provide you safe passage to the Halls of the Crimson Ministry, but in return you must provide me with a sliver of life to brighten my bark and soothe my roots."

Theket stops for a moment to let the Friends think before continuing on: "I ask that one of you offer me a single year of life. It would take but a moment and the only thing you will feel is just a little older." The Friends will have to decide who will give a year to Theket. If they refuse or take too long to decide then Burg will offer a year of his own life which will put him near death and each Friend will gain an Evil! Special die. If one of the Friends offers a year then they will instantly become one year older and gain a Good! die. Once the Deal has been made the top of Theket's stump will open up into a sap filled tunnel. The Friends can slide down the tunnel through Theket's root system all the way to Banneth's Temple: The Crimson Ministry.

If a Friend would turn 13 as a result of Theket's deal they do not gain a Monster Job until the next Adventure.

After exiting Theket's root system the Friends will find themselves in a crumbling stone chamber filled with piles of gold coins and rare, rich trinkets. Lamp light shines from the room's only exit into a long hallway leading to similar treasure rooms. The Friends will find the area absent of guards. A spiral staircase leading upward is at the end of the hall.

Each Friend who decides to swipe some treasure may increase their Coin level by 1.

The spiral staircase leads to the backstage of a massive cathedral were hundreds of Crimson Ministers can be seen kneeling silently on alternating red and white woven rugs. At center stage in front of the Friends, Banneth practices her spear techniques with flawless execution. The Friends won't be able to sneak past Banneth and the Crimson Ministers but they may be able to surprise them. If the Friends choose to reveal themselves to Banneth she will greet them and formally introduce herself, saying: "The young heroes show courage seeking me out in my own domain. I propose a rematch, and this time the winner walks away with all of the losers keys! Are we in agreement?" Banneth will immediately start a fight with the Friends regardless of their answer.

The Boss Fight

Banneth, Hunter of Yeld
A young woman with the eyes of someone much, much older. The tattoo on her cheek marks her as a Soul Thief, but the other tattoos that cover most of her body speak to other more ancient disciplines.
Rank X Hunter
Titles: Soul Thief
Strong 4 Tough 3 Smart 5 Brave 5
Special Dice: +3 Lightning Strike, +3 Pain Train, +1 Magic Masochist, +3 Snatch
Stuff: the Crimson Choir (Rank x Polearm) +2 Strong, +2 Smart, +1 Reach, +3 Disarm
Soul Catcher (Rank X Gun) +2 Strong, +3 Bullseye, +1 Trickshot
Minister's Leather (Rank X Heavy Armor) +3 Armor, +3 Cold Hearted

Crimson Minister
A zealous member of Banneth's cult. These dangerous criminals will do anything for their beloved leader.
Rank x Trickster
Titles: None
Strong 3 Tough 2 Smart 3 Brave 3
Special Dice: +2 Jynx, +2 Break, +2 Trip
Stuff: Ministry Blades (Rank X Sword) +2 Strong
Ministry Hood (Rank X Medium Armor) +2 Armor, +3 Mageproof
Hurt (Black Spell)

Special rules for this Fight!

- Two Crimson Ministers will join Banneth at the beginning of the fight. At the start of each Round if there are less than 2 Crimson Ministers in the fight place a Crimson Minister on any edge of the Action Board.

- After Banneth is reduced to 2 Tough dice she can seek out and try to kill a Crimson Minister by moving to a square next to one and spending an Action. Any Friend within 1 Square of the Crimson Minister can force Banneth to attack them instead. If Banneth kills a Crimson Minister she will regain all her lost Core Dice.

- When Banneth reduces a Friend to 0 Tough Dice she will permanently gain that Friend's Job Ability. If she already has that Job Ability the Friend instead loses 1 of their Restore Rolls for this Adventure.

If the Friends fail to defeat Banneth she will take all of their Hunter's Keys and the Friends will wake up at their home Inn. They'll have to return to Theket in order to get back into the Crimson Ministry. Alternatively, if Banneth kidnapped Dessa during the first fight in Brevery Bend she will escape after the Friends are defeated and return home. The Friends can find Dessa in Brevery Bend, and she can lead them to the Temple's secret entrance in the back alleys of the city of Pirate Bay.

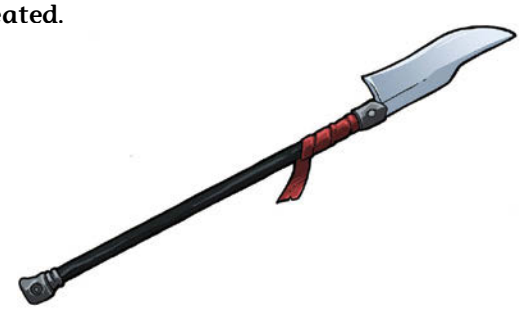
The Wrap-up scene

If the Friends defeat Banneth they will collect the Crimson Choir Polearm, her Hunter's Key and any Keys she had previously stolen from them as well as the normal rewards for a Dangerous Adventure. The remaining Crimson Ministers will ignore the Friends and immediately start mourning the apparent death of their leader. The Friends will be able to rescue Dessa and exit through the main entrance of the Temple and into the back alleys of the city of Pirate Bay.

If Boomshalla was not killed in the first fight with Banneth he will take control of the Crimson Ministry after her death as its new leader. Otherwise the Ministry will be disbanded making the roads and wilderness of Yeld safer for all to travel.

Banneth's Treasure

This Treasure can be claimed once Banneth is defeated.



Crimson Choir

Swordspear of the Hunter Banneth. This polearm feeds on its users will, growing in strength during times of great bravery.

Legendary Rank X Polearm

Benefits: +1 Brave, +1 Smart, +1 Strong, +1 Reach

Extra Benefit: Double the dice provided by this weapon while using a Banked Action. Gain a Banked Action when you reduce an enemy to 0 Strong, Tough or Smart dice with this weapon. Friends can use this weapon as if the Polearm weapon type was provided by their Job.

Boomshalla Hood

A hood made from the head of a once great Boar. Strength flows through it to the wearer, invigorating them to fight harder and faster than ever before.

Legendary Rank X Clothes (Head)

Benefits: +1 Food slot

Extra benefit: You may wear Armor as if you had 1 additional Tough Core die

THE HAND OF AUTUMN

Master Artificer of the Royal Army and chosen to the Tower of Autumn

Once upon a time the Hand of Autumn was just a nameless Princess of the Deep, a Mermaid sworn to the oceanic god and it's quest to thwart the undead plague. As a rite of passage the young Mermaid was given a task to seek out a cosmic weapon that had fallen from the sky centuries ago. What she found was a massive, impenetrable tower in the center of Yeld's most desolate terrain, the Sun Drowned Oasis. Beyond all odds and with only her wits and determination to guide her, the young Mermaid found a way into the tower and began to uncover its many secrets. What she learned was that it wasn't a tower at all, but a vessel used to travel the stars. Stranger still was that the vessel itself was "alive". Is spoke to her and shared its many secrets, including its name: Autumn.

After many seasons had passed the young mermaid became fixated on the creation of the "cosmic weapon" she had promised to the Deep, and with the help of Autumn the two began to build it, piece by piece. Before the weapon could be finished the tower was visited by a strange man who looked to be dying from exposure to the intense heat and radiation of the Sun Drowned Oasis. Without hesitation the young Mermaid took in the stranger and nursed him back to health. During his recovery the Mermaid fell in love with the stranger and the two spent many seasons together before he had to leave. Upon leaving the stranger revealed to the young Mermaid that he was a prince from a foreign land named Dragul and he himself was undead. The Mermaid was emotionally torn after his departure, unable to reconcile the two things most important to her, her new love for the Prince and her duty to the Deep.

Years passed before Dragul returned to the Tower of Autumn seeking the Young Mermaids Help. Since she had last seen the Prince he had taken the throne of Yeld, and now he needed her help to restore order to the magical land. Once again she gladly accepted, building weapons and devices to aid Dragul and his Hunters against the rebel Oathbreakers. And when the rebels were finally defeated, she found excuses to stay in her tower and create even stranger and more wondrous weapons for the Prince, who would visit her often and trusted her with his secrets.

To this day the young Mermaid, known to some as the Hand of Autumn, works tirelessly to unlock the secrets of the tower she takes her name from. She has never completely finished building the cosmic weapon promised to the Deep a lifetime ago. But then again, she never got rid of it either.

The Tower of Autumn is well known as a remote and dangerous place. The strange tower can be seen from miles and miles away, and is the tallest structure in all of Yeld. The Friends may attempt this Adventure at any point by traveling to the Sun Drowned Oasis.

This Adventure's Guest stars!

- Roach Bleeder Clan: A family of Toothfacers who make their home at the edge of the Sun Drowned Oasis. These cheerful monsters show great resilience in such harsh terrain and won't let the Heroes go into the Oasis without some Fresh Cactus Fruit to beat the heat!

- Autumn: An artificial intelligence that controls the tower. Autumn's protocols dictate that she must cooperate with any occupants inside the tower to the best of her ability, although she cannot accomplish much if you do not "lend her a Hand."

Let's Begin!

Starting Scene

The Adventure begins as the Friends reach the edge of the Sun Drowned Oasis, Yeld's largest desert. Windswept dunes stretch across the horizon farther than anyone can see and at its center sits a massive metal tower, blocking the sun and leaning ever so slightly north. Nearby the Friends can see a large hut made from limestone with the word "INN" poorly painted across its dome roof.

Story Scenes

As the Friends enter the large limestone hut they are greeted with the smell of mystery stew and the sound of a poorly played lute. The occupants of the Inn seem to all be Toothfacers and one by one each occupant greets the Friends and welcomes them to the Roach Bleeder Clan's Super Special Desert Paradise Hotel and Eatery. The Friends are offered a room to stay in for Some Coins and are pointed to the gift shop if they wish to purchase Normal items or Fresh Cactus Fruit. If the Friends ask about the Tower of Autumn the Innkeeper will explain that a small window on the tower opens up only twice a year, once on the first day of Winter and once on the last day of Summer. Otherwise the only way to get inside the tower would be to make your own entrance. Once the Friends are ready to leave they may start their journey towards the Tower of Autumn.
Traversing the Oasis is very dangerous and it will take the Friends several days to reach the tower. Each day the Friends spend in the desert they will need to make a Strong roll adding the Climb Special die against an Effort Challenge of 15 or lose a Tough die from heat stroke. Every night the Friends spend in the desert they will need to make a Tough Roll adding the Firebug Special die against an Effort Challenge of 15 or lose a Strong die from hypothermia. Once each day the Friends may forage for Lost Desert Loot. If they do they may roll on the Loot table. After two days and two nights the Friends will reach the Tower of Autumn.

If the Friends have Warehares they may make the journey to the tower in one day and one night.

The Tower of Autumn leans menacingly over the Friends, sending a shadow that visibly chills the air beneath it. The Tower's odd, alien exterior gives the Friends the impression of a crashed spaceship from an old comic book. There doesn't seem to be anything that could be considered an entrance along the base of the tower. The Friends can attempt to make an entrance into the tower by rolling Strong dice, adding the Break Special die, against a Skill Challenge of 30. If successful the Friends demolish a small section of wall and may enter the tower.

If the Friends arrived on the first day of Winter or the last day of Summer they will see several circular vent openings considerably far above the base of the tower that they could attempt to reach. Each Friend can roll Strong dice, adding the Climb Special die, against a Skill Challenge of 15. If successful they can scale the tower and enter through the vents.

If the Friends make their own entrance they will find themselves on the First Floor of the tower. If the Friends Climb in through the Vent openings they will find themselves on the Second Floor.

The First Floor of the tower is a large open room filled with burnt out control panels and collapsed workstations. Blinking boxes attached to the ceiling provide the only source of light. Gravity pulls the Friends upward, and they find themself standing on the ceiling, reoriented to the upside down ship. On the opposite end of the room the Friends can see two doors. The first door is marked as an Emergency Exit to the Second Floor. The second door appears to be the main exit to the Second Floor but is blocked by a large mechanical box. If the Friends choose to take the Emergency Exit they will set off an alarm but progress to the Second Floor. If the Friends choose to take the main exit they will activate the Guardian Automaton blocking the door and start a fight.

Guardian Autumnaton

A sleek mechanical box that transforms into a large humanoid figure when lifeforms are detected. It's only protocol is to exterminate any and all intruders with extreme prejudice.

Rank X Bruiser
Titles: Miniboss
Strong 3 Tough 4 Smart 3 Brave 3
Special Dice: +3 Mageproof, +2 Jinx, +3 Fatty Fat Fatty, +2 Break
Stuff: Missile Pod (Rank x Bow) +2 Strong, +2 Smart, +1 Trample
Gravity Shield (Rank X Shield) +1 Armor, +1 Run

Special Rules for this Fight!

If the Guardian Automaton loses its last Tough die before it has taken its Action during a Round it explodes, causing all Friends to lose a Tough die.

The Second Floor of the tower is a large cargo bay filled with bulky containers. A massive mechanical Servo Arm large enough to lift the containers hangs from the ceiling. After the Friends have entered the area a loud disembodied voice will acknowledge the Friends. "Welcome aboard passagers. My name is Autumn. I am an artificial intelligence created to preserve this vessel and assist you to the best of my ability." After a short pause Autumn continues. "This area of the ship is not currently suitable for passengers. Please make your way to the living quarters and await further instruction." Immediately after Autumn is done speaking a door on the far side of the area opens. But the door is blocked by a heavy storage container and the Friends cannot get through. Next to the blocked door is a smaller door marked as an Emergency Exit. If the Friends take the Emergency Exit they will set off an alarm but progress to the Third Floor. The Friends may instead attempt to use the Servo Arm to move the container and unblocked the door by accessing its nearby control panel. A Friend can make a Smart roll, adding the Fishing Special die, against a Effort Challenge of 15. If successful the container is moved and the Friends may progress to the Third Floor. If failed the container will still be shifted enough for the Friends to slip through the door, but a Security Drone will be deployed from an alcove in the ceiling and attack the Friends.

Security Drone

A small insect-like robot designed to protect the vessel from internal threats.

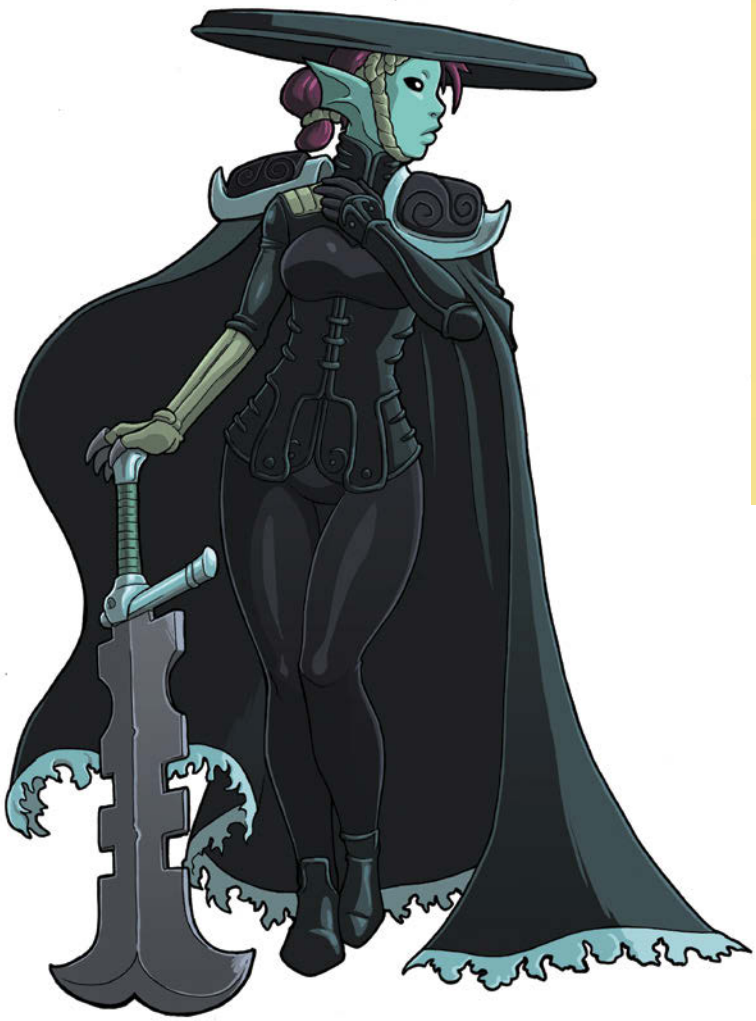
Rank X Trickster
Titles: None
Strong 3 Tough 3 Smart 1 Brave 3
Special Dice: +3 Fly, +3 Excuse me!, +1 Deathwish
Stuff: Atomic Collapser (Rank x Bow) +3 Strong, +1 Poison, +1 Firebreath
Gravity Shield (Rank X Shield) +1 Armor, +1 Run

The Third Floor of the tower is a series of smaller private rooms linked by multiple hallways. Most rooms are indistinguishable from each other, and have been thoroughly searched and scavenged from some time in the past. At the end of the main hall is a locked door leading to the Fourth Floor and next to it is a smaller door marked as an Emergency Exit. If the Friends take the Emergency Exit they will set off an alarm but progress to the Fourth Floor. If the Friends attempt the locked door Autumn will tell them they will need to type in a passcode to enter. A Friend can make a Smart roll, adding the Letter Writing Special die, against a Skill Challenge of 15 to guess the passcode (which is Autumn). If successful the door opens and the Friends can progress to the Fourth Floor. If failed the door remains closed and a Security Drone is deployed from somewhere in the area and attacks the friends.

The Fourth Floor of the tower is a partially rebuilt laboratory filled with half done machines and concoctions. The space seems well used and contains familiar items the Friends have seen in other parts of Yeld. on the far side of the room is a slightly ajar door leading to the next floor, as always an emergency exit stands next to it. If the friends take the Emergency exit they will set off an alarm but progress to the next floor. If a Friend attempts the main door then autumn will inform them that the door is protected by a laser grid and that they should proceed with caution. If a friend attempts to walk through the main door they will immediately lose all tough dice and become a ghost as they walk into an invisible laser beam. a friend may try to create something using the laboratory that will reveal the lasers. They may attempt this by rolling smart dice and adding the Cooking Special die against an effort Challenge of 15. If successful they create a gas that reveals the lasers allowing the friends to progress to the next floor. If failed the they still create a gas that reveals the lasers and allows them to progress to the next floor but also each friend must roll on the magical backfire table.

The Fifth Floor of the tower is a small engine room repurposed into a living quarters. The walls are lined with schematics and notes along with an occasional drawing of Dragul. On the other end of the room is an elevator leading to the final floor. If the friends enter the elevator autumn informs them that entering the private workshop will surely result in the Hand activating "doomsday protocols" and that the passengers should reconsidered continuing on. The friends may progress to the final level by using the elevators emergency exit but they will set of an alarm. A friend may also attempt to rewire the elevator by rolling Smart dice and adding the Sewing Special die against a Skill Challenge of 15. If successful the elevator works and the Friends progress to the final floor. If unsuccessful the elevator doesn't work and a Security Drone will be deployed from an alcove in the ceiling and attack the Friends.

The Fourth Floor is a well lit control room overlooking the construction of a giant robot. On the opposite side of the room stands the Hand of Autumn working furiously at an access panel. She speaks casually without turning to the Friends. "I'm not surprised you made it all the way up here. I assume technological creations like this vessel are common in your world. It doesn't matter though, I've already activated my machine and I will give my life before I see the technology of this tower used against the Prince!" The Hand of Autumn will then start a fight with the Friends



The Boss Fight

The Hand of Autumn
A daughter of the Deep who fell in love with her sworn enemy. Now she has nothing left but martyrdom to mend her conflicted heart.
Rank X Hunter
Titles: None
Strong 3 Tough 3 Smart 5 Brave 2
Special Dice: +3 Cold Hearted, +1 Deathwish, +3 Stubborn, +3 Shove
Stuff: Ignition Blade (Rank x Sword) +3 Strong, +3 Brave, +3 Disarm, +1 Reach
Flash Cannon (Rank x Gun) +3 Strong, +1 Huge, +1 Acid Spit, +1 Firebreath
Artificers Hat (Rank x Armor) +2 Armor, +3 Mageproof, +3 Sixth Sense

Special rules for this Fight!

- After 6 Rounds Autumn's Robot will activate and the Friends will immediately lose all Tough dice and become Ghosts as the Tower crumbles around them. The robot will unleash a blast of energy that destroys the entire Map Square and everything in it then starts slowly moving inland. If this happens the Adventure ends and the Friends fail to get the Hunter's Key, waking up in the crumbling remains of the Roach Bleeder Clan's Super Special Desert Paradise Hotel and eatery.

Note- For every alarm the Friends set off on their way to the Forth Floor reduce the number of rounds it takes for Autumn's Robot to activate by 1.)

- The Hand of Autumn will trigger the towers defense systems on every space on the Action Board she moves through. The affected spaces will explode into a beam of pure energy that lasts until the end of the Round. While the towers defense systems are active on an Action Board space all line of sight through that space is blocked for spells and ranged weapons, and any Friend who enters a square with this effect immediately loses a Tough die as they are blasted with cosmic energies.

The Wrap-up Scene

If the Friends defeat the Hand of Autumn before the Robot's activation they can use her Ignition Blade as a key to cancel the countdown and stop the activation. If they do this they acquire her Hunter's Key and the Journals of Autumn Legendary Gear. The Tower of Autumn will lock itself down and enter hibernation mode, no longer a threat to Yeld or the Friends.

Follow-up Adventure

If the Friends fail to defeat the Hand of Autumn before she activates her Robot the Robot will emerge from the tower and let out a blast of energy that destroys the entire Map Square. If a Map Square is destroy this way all life and settlements are removed from the map square and replaced with more of the Sun Drowned Oasis. There will be no survivors. The Robot will then start moving toward a random adjacent map square. The Robot travels slowly, so it will take a full year for it to reach the next Map Square. Each year on the anniversary of its activation it will let out another blast of energy and destroy another Map Square.

While the Robot is active the Heroes will be blamed for the destruction it causes and struggle to stay at Inns or trade with Merchants. The cost to stay at Inns is increased by 1 Coin Level and the cost of all items purchased from Merchants is increased by 1 Coin Level.

The Friends can attempt to fight the Robot at any time during a different Adventure as long as they are in the same Map Square.

The Child of Autumn

A massive robot created to cleanse Yeld, leaving the magical land with nothing but sand, ocean and silence
Rank X Bruiser
Titles: Gigantic, Boss, unstoppable
Strong 5 Tough 5 Smart 5 Brave 5
Special Dice: +3 Spell Deflection, +1 Huge, +1 Trample, +1 Reach
Stuff: Cosmic Metal plating (Rank x Armor)
+3 Armor
Reward: If the Friends defeat the Child of Autumn they will gain The Hand of Autumn's Hunter's Key as well as the Autumnation Controller Legendary Gear item and the Cosmic Battery Legendary Loot Item

Special rules for this Fight!

- At the end of the first Round a Guardian Autumnaton Monster is placed on a space next to the Child of Autumn on the Action Board.

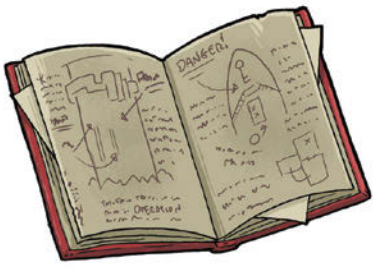
- If the Friends reduce the Child of Autumn's Tough Dice to 0 it will only be temporarily defeated. The Robot will shut down to start its repair process, and the date of its next map Square destroying blast of energy will be delayed by 25 days. During this time the robot cannot be harmed further, and after 25 days it will reactivate with any lost Core and Special dice restored.

- The Friends can purchase a Big Goblin Bomb from a Goblin Merchant for Tons of Coins and a False Elixir of the Gods Treasure item. If the Friends have this item with them when they reduce the Child of Autumn to 0 Tough dice they may spend the Big Goblin Bomb to defeat the Child of Autumn permanently.

- A Junkhound can attempt to disable the Child of Autumn once it's Tough dice have been reduced to 0. To do this the Junkhound must roll Smart dice, adding the Master Diffuser Special die, against a Heroic Challenge of 20. If the roll fails there will be an electric surge and the Junkhound will permanently lose a Core die of their choice. If the roll succeeds the Robot will be permanently defeated and the Junkhound will gain a Deathwish Special die.

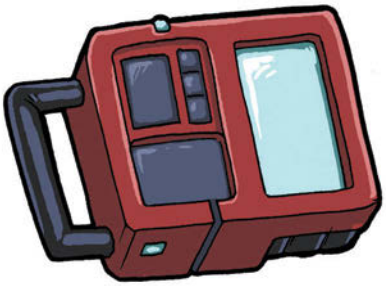
The Hand of Autumn's Treasure

This Treasure can be claimed once the hand of Autumn or the Child of Autumn is defeated.



The Journals of Autumn

The handwritten notes of a tortured genius. The secrets that lie between its pages would drive a lesser hero to madness.
Legendary Rank X Gear
Benefits: Re-roll a failed Smart roll. If the second roll also fails lose a Smart die.



Autumnation Controller

A small metal box fitted with a small video screen on one side. Whoever possesses this box controls the power of a Guardian Autumnaton
Legendary Rank X Gear
Benefits: As an Action during a Fight attempt a Smart roll, adding the I Know about Grown Up Stuff Special die, against a Skill Challenge of 27. If successful call a Guardian Autumnaton (found on page 232) to the Fight, placing it on the Action Board next to the Friend. The Guardian Automaton follows all the rules for a Called Monster. This item can only be used once each Adventure.

Cosmic Battery

A miniaturized galaxy encased within a small glass cylinder. Was this what gave life to the tower of Autumn?
Legendary Rank X Loot
Benefits: If the Friends are forced to return to their Home Inn after they've all died and become Ghosts they may instead destroy this Loot item and instantly return to life, regaining all lost Core Dice.

COMMANDER KERRIGOR AND THE SIEGE OF MARIGO

A highly decorated knight, awarded scholar, mage of renown and the most fearsome and destructive Hunter of Yeld, Kerrigor holds sway over both the royal courts and the Fairy armies in the name of the Vampire Prince.

Kerrigor began his career as a loyal Warrant Mage under the rule of the Old King, but his natural talent and a lust for power led him astray. He became obsessed with the Shadow Realm and the ancient Fairy Magics, abusing his position to gain access to forbidden knowledge that had been locked away centuries before. After one too many "deadly accidents" surrounding the young Warrant Mage's quest for personal power the Old King himself sent his Witch Hunters to investigate. It wasn't long before the evidence against Kerrigor was clear and he was sent to trial for his crimes. Dragul offered to represent Kerrigor during the trial and fought hard on his behalf, but the evidence against the corrupt Warrant Mage was overwhelming and Kerrigor was finally sentenced to exile from Yeld.

After Dragul claimed Yeld's throne he invited Kerrigor back from exile, absolving him of all crimes and knighting him as a protector of the Magical Land. With his ruthless tactics winning countless battles during the Oathbreaker Rebellion, Kerrigor quickly climbed the ranks of the Royal Army to the absolute position of power he holds today as Dragul's right hand.

Friends looking to claim the Hunter's Key from Kerrigor must travel to Marigo, an independent city state on the border between Yeld and the Fairy Lands. The Royal Army, led by Kerrigor himself has descended on the city in to finally conquer it in the name of the Vampire Prince. Kerrigor is known to leave Yeld for years at a time to wage war or conduct magical research, so the Friends may not get another chance to challenge Dragul's most fearsome Hunter of Yeld!

This Adventure's Guest Stars!

Catrick Spursby: The Mayor of Marigo and gentleman Toothfacer. The Spursbys have kept Marigo an independent city since Dragul claimed regency over Yeld and Catrick continues to fight for that independence during Kerrigor's siege.

Storm Mountain Rangers: A legendary band of knights who patrol the mountains between Yeld and the Fairy Lands. These fearless soldiers may be able to help the Friends reach Kerrigor in return for saving the city.

Madam Sabber: Owner and operator of Sabber's Sanctuary, an Inn just a few miles outside of Marigo. Deserters from both sides of the fight have come to stay with Sabber, making her Inn a neutral territory, free from conflict.

Let's Begin!

Starting Scene

The news of the Fairy army advancing toward the city state of Marigo has been the talk of Yeld for almost an entire season, and with the discovery that Kerrigor is leading those forces, the Friends would be fools not to take this as an opportunity to challenge the fiercest Hunter of Yeld. Luckily the Friends managed to catch a ferry that placed them within a few miles of Marigo and in walking distance of a bustling Inn.

The massive three story Inn flies a white flag next to it's sign reading "Sabber's Sanctuary". The wide front doors are propped open to reveal several rows of tables filled with people of every race and species that calls Yeld home. Behind the bar stands a youthful vampire who eyes the Friends for a moment before coming over to speak with them. The vampire introduces herself as Sabber, the owner and operator of the Inn. She offers the Friends a room and tells them that if they are trying to get into Marigo they should speak with some of her patrons first, pointing to a group of Fairy Soldiers on one side of the Inn and a group of Marigo refugees on the other.

Fairy Deserters: If the Friends choose to speak with the Fairy Soldiers they will have to play a hand of Serpent's Faro (a common Yeld card game) with them in order to gain any information. To play the game a Friend will roll Smart dice, adding the Gamble Special die, against a Heroic Challenge of 15 (only 1 Friend can attempt this Challenge). If failed the Friend's coin status will be reduced by 1 and they won't gain any information. If successful the Friends will learn about the Fairy Supply Line heading into Marigo tomorrow morning. With the right amount of Coins the Friends may be able to hitch a ride past the main Fairy encampments and straight into the besieged city.

Marigo Refugees: If the Friends choose to speak with the Marigo Refugees they will have to convince them that they are trustworthy. The Friends can roll their Brave dice, adding the I Know About Grownups Special die, against an Effort Challenge of 20. Only one Friend needs to succeed, but if all the Friends fail they'll lose a Brave die but still gain the Trust of the Refugees. Once they've gained their trust the Refugees will promise to take the Friends to the entrance of the ancient Marigo sewers that lead beneath the heart of the city. In return the Friends must promise to help the innocent people of Marigo survive the siege.

Once the Friends have talked with one or both groups they can purchase Normal items and Food items from Sabber and pay to stay at her Inn.

Story Scenes

The Friends will have to choose whether to take the ancient sewers or buy their way onto the Fairy Supply Line.

The Fairy Supply Line: The Fairy Supply Line will make a quick stop at Sabber's Sanctuary the next morning. The Supply Line consists of eight large wagons carrying food, arms and armor for Kerrigor's forces. While at the Inn the Friends can choose to either negotiate safe passage with the Fairy Quartermaster leading the Supply Line or sneak onboard one of the wagons without being noticed. If the Friends want to make a deal with the Quartermaster they must make a Smart roll, adding the Negotiate Special die, against an effort Challenge of 15. If failed each Friend will have to pay Lots of Coins for safe passage. If successful the Friends will only each have to pay Some Coins. Friends who cannot afford to pay will have to find another way into the city.

Any Friend who wishes to Sneak onboard a Supply Line Wagon must make a Brave roll, adding the Hide & Sneak Special die, against a Skill Challenge of 15. If failed the Friend will be caught and can either choose to be captured by the Quartermaster or start a fight. If successful the Friend makes it to Marigo without being discovered. Once the Supply Line Reaches Marigo it will stop at the Fairy Camp outside the city.

A captured Friend will be placed in a cage and held prisoner at the Fairy Camp outside Marigo until rescued. Only the Quartermaster has a key to the cage. A Friend may make a Smart Roll, adding the Pick Locks Special die, against a Skill Challenge of 15. If successful the captured Friend is released.

If the Friends decide to fight the Quartermaster he'll be joined by two Fairy Caravan Guards. If the Friends fight the Quartermaster they will no longer be able to take the Supply Line into Marigo and will have to find another way to reach the city.

Fairy Quartermaster
A clever Fairy in charge of supplies for the siege.
Rank X Leader
Titles: Brilliant
Strong 2 Tough 2 Smart 2 Brave 2
Special Dice: +1 Trip
Stuff: Caravan Whip (Rank 1 Whip) +1 Strong, +1 Smart, +1 Reach
Padded Armor (Rank x Armor) +2 Armor, +1 Mageproof

Fairy Caravan Guard
Tough guards trained to watch for trickery.
Rank X Trickster
Titles:
Strong 2 Tough 3 Smart 1 Brave 2
Special Dice: None
Stuff: Caravan crossbow (Rank 1 Bow) +1 Strong, +1 Fight Dirty, 1-handed weapon
Caravan Shield (Rank x Shield) +1 Armor

At the Fairy Camp the Friends will find themselves surrounded by large tents and bonfires. sounds of the battle in the distance can barely be heard over the local chatter and commotion. Not long after arriving the Friends are greeted by a Fairy Messenger, who recognizes them on sight. The Messenger tells the Friends that they have been invited to dine with Commander Kerrigor tonight as his guests of honor and refusal would be considered "very disrespectful". If the Friends accept they will be escorted to Marigo's City Hall safely.

The Ancient Sewers: The entrance to the ancient sewers of Marigo is a short walk from Sabber's Sanctuary and several Refugees are happy to lead the way. While walking the Refugees inform the Friends that the Storm Mountain Rangers are hiding out in the sewers and if the Friends can find them they may be willing to help fight Kerrigor. Once they reach the sewer entrance the Refugees say their farewells and point the Friends down a damp sewer tunnel. After entering the tunnel each Friend must make a Tough roll, adding the Smell Magic Special die, against an Effort Challenge of 12. If failed the Friends are unable to handle the stench and each lose a Brave die. After a few hours of wandering the dark sewers the Friends will come across a forked path. Each path is marked with a symbol the Friends may not be familiar with. The Friends can make a Smart roll, adding the Languages Special die, against a Skill Challenge of 20. If successful the Friends will learn that the right path is marked "safe" and the left is marked "dangerous" in ancient Serpent Glyphs.

If the Friends take the left path they will end up in a dead end room with dozens of pipes feeding water into a large central pool. If the Friends choose to enter the room to investigate, a giant Howligator will emerge from the central pool and start a fight.

Sewer King
A massive Howligator living in the ancient sewers of Marigo. This obese monster has gorged itself on all the scraps that float down from the city and has become spoiled by its terrible diet.
Rank X Bruiser
Titles: Giant, Unstoppable
Strong 3 Tough 3 Smart 2 Brave 2
Special Dice: +1 Huge, +3 Bite, +1 Poison
Stuff: Howligator Scale (Rank x Medium Armor) +2 Armor, +2 Snake Skin
Rewards: Roll on the Treasure table after defeating this Monster.

If the Friends take the right path they will find themselves leaving the sewers and entering the basement cellar of a residence. The candle lit area is littered with boxes and barrels. The first Friend who chooses to look through the boxes or barrels will discover 1 normal Food item of their choice. In a corner of the cellar the Friends find a half opened door, leading to Spursby Mansion.

At Spursby Mansion the Friends will find themselves entering a large kitchen that looks to have been recently used as a makeshift surgery. Through a doorway on the other side of the kitchen voices can be heard arguing in loud whispers, but slowly grow quiet as they become aware of the Friends. One of the voices speaks up, announcing himself as a Storm Mountain Ranger and demanding the Friends declare their affiliation. Recognizing the Friends as young heroes, the Storm Mountain Rangers plead for their help in protecting the city, requesting that the Friends rescue the imprisoned Mayor Catrick Spursby. If the Friends accept they will learn that Catrick is being held at the City Hall courtyard by Kerrigor himself. With the combined efforts of the remaining Rangers they may be able to reach the Mayor before his execution.

Showdown at City Hall: The twin spires that make up City Hall sit in the center of Marigo. The elegantly landscaped park nestled between the spires has become a staging ground for public executions. Upon their arrival the Friends can see the well dressed Toothfacer Mayor Catrick Spursby being fitted for a noose, with the infamous Commander Kerrigor standing ready to perform the execution.

If the Friends came to City Hall with the Storm Mountain Rangers they will have the element of surprise and may act before Catrick is executed, starting a Fight where a Friend will take the first Action. Once at least one of the Friends has revealed themselves or are discovered Kerrigor will immediately start a Fight and take the first Action.

If the Friends came by invite from Kerrigor they will be brought to watch the execution. Kerrigor will introduce himself and explain to the Friends that he is acting in the best interest of the kingdom and cannot show mercy to those who would commit treason by refusing the Prince's rule. If the Friends try to stop Kerrigor he will Immediately start a fight where he will take the first Action. If the Friends do not stop the execution then Catrick will die and Kerrigor will offer the Friends his Hunter's Key if they promise not to interfere further and leave Marigo immediately.

If the Friends let Catrick die then they will each gain an Evil! Special die. If the Friends save Catrick then they will each gain a Good! Special die.

The Boss Fight

Commander Kerrigor, Hunter of Yeld
An armor clad battle mage wreathed in fire and shadow. This terrifying monster holds little resemblance to the man it once was.
Rank X Hunter
Titles: Shadow, Veteran
Strong 3 Tough 4 Smart 5 Brave 3
Special Dice: +2 Hate, +1 Reach, +2 Courage eater
Stuff: Ember Casted Axe (Rank x Axe) +3 Strong, +1 Firebreath
Ember Casted Armor (Rank x Heavy Chest Armor) +3 Armor Dice, +3 Fireproof
Shadow Soul (Rank x Gear item) +2 Smart
Cloak of Ash (Rank x Head Clothes item) +1 Poison,
Extra Benefit: When Kerrigor loses a Core die all Friends and Monsters suffer the Darkness effect until the end of the round
Skeletonize (Black Spell), Scary Face (Black Spell), Fire Hat (Black Spell)

Elite Fairy Squadron
A group of grizzled Fairy soldiers. These well trained warrior keep in perfect formation under the watch of their sinister commander.
Rank X Bruiser
Titles: None
Strong 4 Tough 4 Smart 4 Brave 4
Special Dice: +1 Multiply, +3 Tease, +1 Trample, +3 Excuse me!
Stuff: Fairy Forged Sword (Rank x Sword) +3 Strong, +3 Brave
Fairy Forged Club (Rank x Club) +3 Strong, +3 Break
Veterans armor (Rank x Heavy Armor) +3 Armor
Fairy Forge Shields (Rank x Shield) +1 Armor

Special Rules for this fight!

- The Fight will take place on 3 Action Boards placed side by side. The center board will represent the City Hall courtyard and the left and right boards will represent the Twin Spires. To fight Kerrigor and his Elite Squad the Friends will have to climb back and forth from the Courtyard board to the Spire boards.

- Friends can move from board to board by moving to the edge of the Action Board and making a Strong roll, adding Climb, Jump or Fly Special dice, against a Skill Challenge of 12. If the roll is failed the Friend's movement immediately stops at the edge of the Action Board. Additionally, the Friend must make an Armor roll against a Challenge of 10 or lose a Tough die as they fall to the Courtyard floor.

- If the Friends arrive with the Storm Mountain Rangers then the Rangers will hold off the Elite Fairy Squadron for as long as possible. Roll a die at the beginning of each round after the first. On a 4 or more an Elite Fairy joins the fight in the Courtyard Action Board. If the Friends did not arrive with the Ranger than 2 Elite Fairies will join Kerrigor at the beginning of this fight, and an additional Elite Fairy will join the Fight on a roll of 4 or more at the beginning of each Round if there are less than 2 Elite Fairies in the Fight.

- Kerrigor uses his fire magic based power of flight to avoid attacks. Immediately after Kerrigor loses 1 or more Core die the Game Master will roll a die and consult the table below:

1-2: Move Kerrigor to any Square on the Left Spire Board

3-4: Move Kerrigor to any Square on the Courtyard Board

5-6: Move Kerrigor to any Square on the Right Spire Board

Once Kerrigor is reduced to 0 Tough dice he will vanish in a flurry of flame and smoke and leave the Friends wondering if he was killed or simply escaped.

The Wrap-up Scene

If the Friends defeat Kerrigor they will gain his Hunter's Key and either the Skeletonize Black Spell or the Kerrigor's Mask Medium Armor Item as well as the normal rewards for a Dangerous Adventure. If a Friend chooses one Reward the other can be purchased by any Friend who is willing to spend any combination of 3 reward and Evil! dice. After Kerrigor's defeat the remaining Storm Mountain Rangers will rally the city and force out the remaining Fairy Soldiers. If Mayor Catrick Survives then the Friends will be able to rest for free at any Inn in Marigo for the rest of their stay in Yeld as a token of appreciation for saving the city.

If the Friends fail to defeat Kerrigor Marigo will fall to the Fairy army and be consumed in darkness, turning all of the remaining citizens into Shadow Spawn.

Follow-up Adventure

If the Friends wish to challenge Kerrigor again they will have to return to Marigo during a different Adventure. In that Adventure all Monsters the Friends fight will have the Shadow Monster Title for free.

Kerrigor's Treasure

This Treasure can be claimed once Kerrigor is defeated.

Kerrigor's Mask
The cursed mask of the Hunter Kerrigor. Some say it is a relic of the ancient Fairy tribes that depicts the true face of an old witch, while others believe Kerrigor acquired it in a distant realm during his exile from the Magical Land.
Legendary Rank x Medium Armor (Head)
Benefits: +2 Armor, +1 Magic Masochist
Extra benefit: Roll 1 extra die for all Actions while suffering the Fire effect.

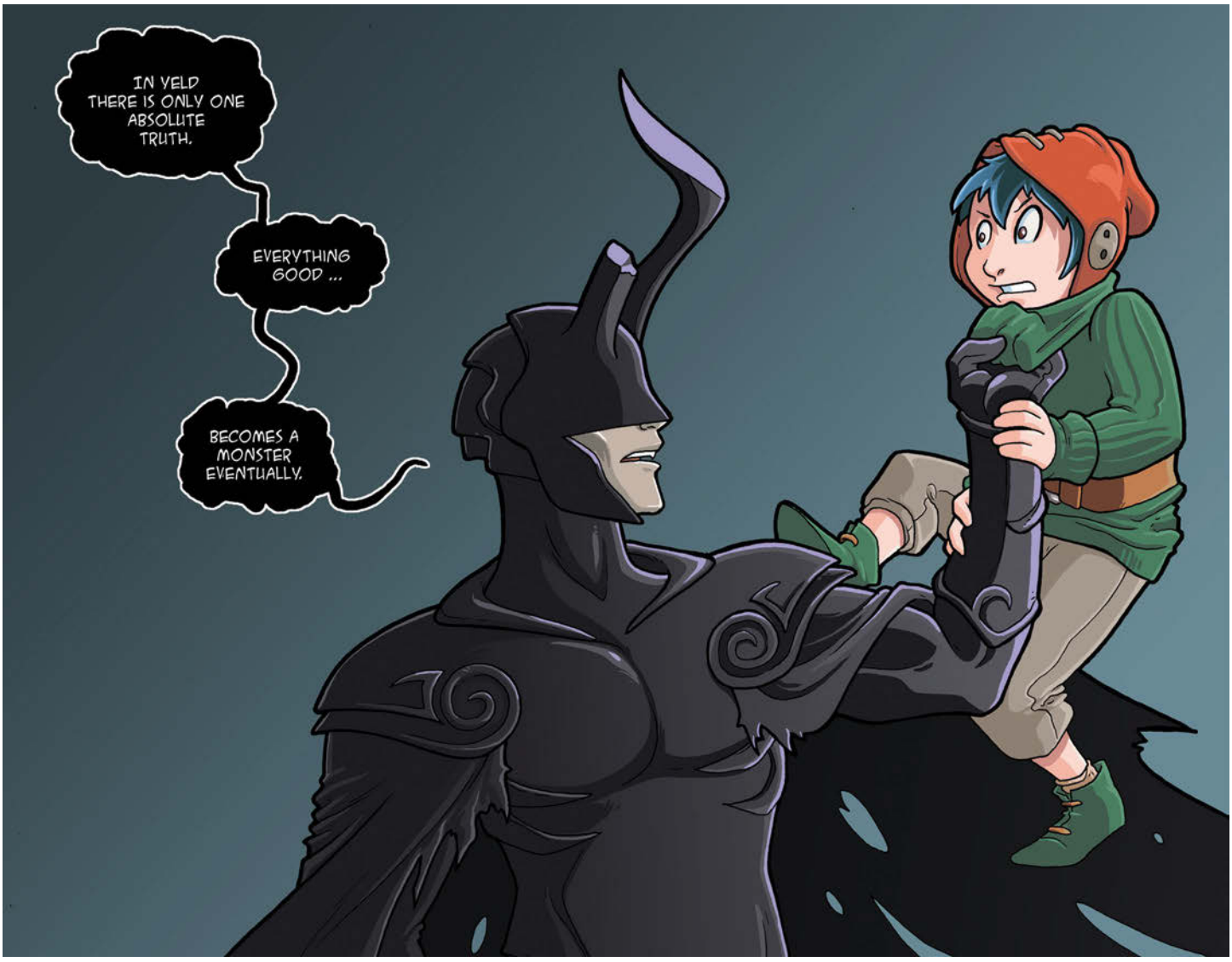
Skeletonize
Challenge: 30 **Range:** 3 Spaces
Legendary Red Spell
This spell strips the flesh and muscle away in a blast of flame, leaving nothing behind but a skeleton!
Effect: The target of this spell is reduced to 0 Tough dice. Targets can avoid this attack by spending a Banked Action or by giving up their Action if they have not taken their turn yet this Round.

ENDING OUR ADVENTURES IN YELD

After the Friends have collected all 7 Hunter's Keys they can unlock the magical door and return home, or continue their adventures in Yeld for as long as they like., However, any Friend who has turned 13 years old while in Yeld and has taken a Monser Job must remain in Yeld as long as Prince Dragul is still in power.

To free themselves from Yeld's corrupting influence and return home the Friends must confront the Vampire Prince in the throne room of his castle and defeat him once and for all...

I ADMIRE THE STRENGTH OF HEROES.
THATS WHY I BROUGHT YOU HERE.
WHAT ARE YOU TALKING ABOUT?!!
YOU DIDN'T BRING US TO YELD!
WE FOUND THE DOOR!
WE FOUGHT OUR WAY HERE!
AND WHO OPENED THAT DOOR FOR YOU?
YELD THRIVES ON HEROES.
IT DEVOURES THEM.
BREAKS THEM AND REFORMS THEM.
TURNS THEM INTO MONSTERS.



THE VAMPIRE PRINCE DRAGUL

There are many worlds. Some worlds are nearly identical to our own, separated by only the smallest details. Others have diverged greatly from our own, the smallest difference in their distant past resulting in a world that we would never recognize. Once upon a time there was a man who found a way to step between these worlds. He was brave and sincere, and hoped that he would change his own world forever. But though he couldn't have foreseen it, his actions brought about a cataclysm that left his world in ruins, and he had no way to return home.

The man wandered from one world to another, leaving a maze of doorways behind him. He was devastated by what he had caused and what he had lost, and could find no solace even in the worlds he visited where the faces were familiar and the people knew his name.

Decades passed before he found a world to live out the rest of his days, a solitary place where he could grieve and let his guilt consume him. It was there that he discovered the legend of the Arsenal of Winter.

Somewhere, hidden and secret, was a collection of the most powerful, devastating and reality altering artifacts, tools, creatures and weapons ever created, each gathered from a different world and sealed away forever by an unknown curator. It was called the Arsenal of Winter, and it's origin was as much a mystery as it's location. Within this arsenal was an artifact more powerful than any other, one that could save his world and undo his mistakes, and the man knew he must have it.

The location of the arsenal was a secret that no one knew, but the man spent lifetimes searching, scouring new worlds for clues. As he traveled from world to world he grew more powerful and more determined, and learned to master strange technologies and arcane magics. On some worlds he found allies and friends that would help him in his quest. On other worlds he found people who needed his help, and when he could help them he did. On some worlds he found powerful and terrible evils that only he could stand against, and on those worlds he was a hero. The man lost track of the lifetimes he spent searching, and slowly his travels became conquests. He conquered worlds, then left them behind to continue his search, until one day he finally found what he was looking for. A legend of a world unlike any other, built on the back of an ancient serpent god. And hidden somewhere on that strange, magical world was a doorway to the Arsenal of Winter.

This Adventure's Guest Stars!

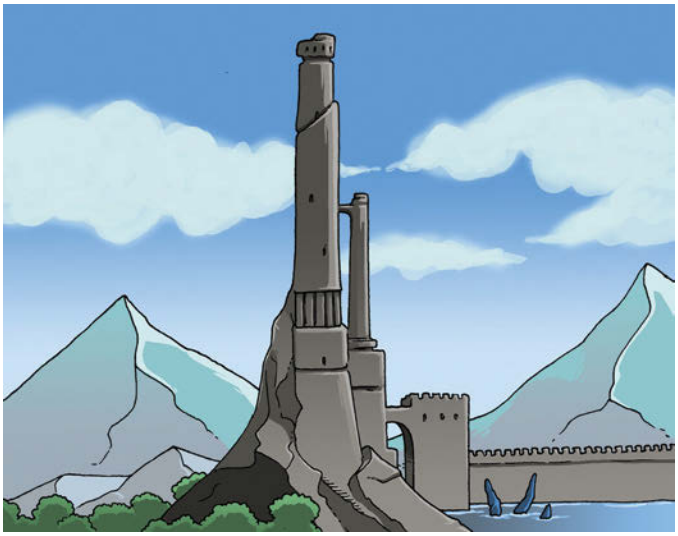
The Bragodian, Keeper of the Last Key: Under Castle Malicant and below the surface of the lake that surrounds it lies a small cave that once belonged to the Gorgon. In this cave sits a creature that was once a girl, now changed into something monstrous. That monster holds a key that some would argue is the most important key in all of Yeld.

Dasheim, ghost of an ancient Oathbreaker: Upon his death, the royal knight Dasheim vowed to haunt Dragul until the Vampire Prince was finally defeated. Ever since that day, the ghost of Dasheim has stalked the halls of Castle Malicant, waiting for the day he can finally be free.

Researcher Faebarr: A Goblin scientist working on a secret project at the local lake. Faebarr is a very busy Goblin, but in exchange for a Trading Permit she will happily assist the Friends.

Castle Malicant: The grim fortress of the Vampire Prince. Commissioned by Dragul himself, the castle sits dead center between the 7 ancient temples controlled by his Hunters of Yeld. Castle Malicant does not entertain guests and its gates always remain locked. Anyone wishing to gain entrance must possess immense strength or a determination that is only found in true heroes.

Let's get started!



The Adventure begins with the Friends arriving in the small city of Malcadia, a quite but sizable lumber and fishing community that sits across the lake in the shadow of Castle Malicant. The local Inn happens to be the closest building as the Friends enter town.

The Friends will find two different paths for entering the castle, depending on whether they have more Good! Or Evil! Dice between them.

- If the Friends have more Good! dice they will be visited by the ghost of Dasheim, who will help them enter the castle.

- If the Friends have more Evil! dice they they will be able to acquire secret information about the location of a key that can open any door within Castle Malicant.

- If the Friends have an even amount of Good! and Evil! Dice they will be able to choose either option.

The good path

The ghost of Dasheim has been visiting the Friends in their dreams ever since they started their journey towards Castle Malicant. Now that they have reached the town of Malcadia maybe tonight their dreams will finally provide some clue to breaching the castle and defeating the Prince?

The local Inn is named the Malcadia Soiree and has beds for rent and normal Stuff for sale.

While the Friends wait for nightfall they can ask around about the looming castle across the lake. The local townsfolk are mostly King's People and Fairies, and will tell the Friends that the castle almost never gets any visitors at all, even during holidays. Many of the locals believe the castle is actually empty. Once night falls the Friends will feel sleepy enough to rest. allowing Dasheim to visit them one last time.

As they sleep Dasheim will speak to the Friends more clearly than in any previous visit.

"The walls of Castle Malicant cannot be destroyed by the living, but the dead trespass freely through it's halls. Join me in the Ghost World and I will lead you to the treacherous Prince himself!"

With that, Dasheim fades away and the Friends are left in peace for the remainder of the night.
The next morning the Friends will have to find a way into the Ghost World in order to enter Castle Malicant.

The evil path

The Friends will have to investigate to find a way into Castle Malicant. The local townsfolk aren't much help, since most of them have never been close to the castle and believe it to be haunted or deserted. The Friends may be able to find better information in the shadier parts of town. Any Friend can attempt a Smart roll, adding the Investigate or Negotiate Special dice, against an Effort Challenge of 30. If successful the Friends learn of the myth of the Bragodian. If failed the Friends still learn about the myth, but each Friend's Coin Status will be reduced by 1 in order to pay the expensive bribes of the back alley informants.

The Bragodian myth is the tale of a young hero who fought her way to Castle Malicant, past its unbreakable gates and all the way up the tower to the throne room, only to fall short before defeating the Vampire Prince. She was gravely wounded by the Prince, but before she could be killed the hero escaped into the tunnels beneath the castle and hid in an abandon cave below the lake. If the legends are true she's still hidden in those caverns to this day, in possession of the castle's Gate Key. With this information the Friends will be able to search for the Ancient cave below the local lake.

The good path, part 2

After finding their way into the Ghost World and traveling to the main gates of Castle Malicant the Friends are greeted by a line of ghosts stretching through the castle's courtyard and into its enormous main hall. The ghosts shout in anger and impatience, each waiting for a chance to direct their rage at Prince Dragul, the man responsible for their deaths. After a few moments of chaos the Friends finally spot Dasheim who escorts them through the crowded courtyard. Dasheim is tall and powerful in person, and even as a long dead ghost he looks noble and kind in his knightly armor. He explains that the ghostly crowds around him are like-minded spirits, who even in death wish to see Dragul punished for his misdeeds.

"Come now young heroes, the Prince sits in his throne room waiting for an audience worthy of his attention."

Once they are inside the castle and have met with Dasheim the Friends may return from the Ghost World at any by making a Restore Roll, having the Refresh Spell cast on them, etc. However, living Friends will no longer be able to see or communicate with Dasheim.

The Friends follow Dasheim through the Main Hall and through a series of smaller passages. The interior of the castle could at one time have been considered beautiful, with hand painted walls, engraved glass windows and fine silk curtains, but years of neglect have left the cold, dark passages covered in cobwebs, dust and debris. Slowly the Friends follow their ghostly guide through long hallways and up steep stairs as they climb the castle's central tower. After what feels like forever they reach a small antechamber and a pair of large doors. Guarding the doors are three Native Ghosts, each bigger than the last. The ghosts do not notice the Friends at first, and Dasheim whispers:

"These spectral thugs were hired by Dragul to keep ghosts like myself out of the throne room. But I believe you young heroes possess the strength to handle such dangerous foes."

The Friends will have to defeat the three Native Ghost guards in order to gain entrance into the throne room. A Fight will begin as soon as the Friends make themselves known to the Native Ghosts.

Vicious Grand possessor

A cruel ghost compelled by violence. Its body shifts and rearranges to form numerous bladed arms, each crying out in hunger.
Rank X Trickster
Titles: Native ghost
Strong 3 Tough 0 Smart 1 Brave 4
Special Dice: +3 Grateful Dead, +3 Trip
Stuff: Ghost blades (Rank x Axe) +4 Strong, +3 Scare
Possessor scarf (Rank x Light Armor) +1 Armor,
+3 Spell Deflection
Rewards: After defeating this Monster roll once on the Treasure Table

Wizened Grand Possessor

An elderly ghost compelled by pain. Its frail body leans heavily on a strange spectral staff. It's eyes glow with the light of forbidden knowledge.
Rank X Leader
Titles: Native ghost
Strong 2 Tough 0 Smart 3 Brave 3
Special Dice: +3 Grateful Dead, +3 Acid Spit
Stuff: Ghostly Staff (Rank x staff) +4 Smart,
+3 Smelly
Possessor Robes (Rank x Medium Armor) +2 Armor
Rewards: After defeating this Monster roll once on the Treasure Table

Massive Grand Possessor
A towering ghost compelled by hunger. Its massive stomach stretches and rumbles under the weight of it's last meal.
Rank X Bruiser
Titles: Native ghost, Gigantic
Strong 3 Tough 0 Smart 2 Brave 3
Special Dice: +3 Grateful Dead, +3 Headbutt
Stuff: Possessors Armor (Rank x Heavy Armor) +3 Armor, +1 Hard
Ghostly Totem (Rank x Gear) +3 Tease
Rewards: After defeating this Monster roll once on the Treasure Table

Special rules for this Fight!

- The 3 Grand Possessors share all of their Banked Actions between them. This means that if one Grand Possessor Banks an Action, any other Grand Possessor can use it.

- At the beginning of the fight the Grand Possessors Bank a number of Actions equal to the number of Ghost Friends in the Fight.

- When a Ghost Monster or a living Friend is defeated the Grand Possessors Bank an Action.

- Once each turn Dashiem will perform the Ghostly Cheer Ghost Action to support a living Friend, or cast the Refresh spell on a Ghost Friend to restore a single Brave die. Dashiem rolls 3 dice to cast Refresh and is considered to have unlimited range. Do not place a marker for Dashiem on the Action Board.

After the Friends defeat the Grand Possessors the doors will open, revealing a narrow bridge that stretches from the castle's main tower to the tower that houses the Throne Room. Dashiem will wish them luck, but can go no further.

The evil path, part 2

The entrance to the Ancient Cave is said to be somewhere at the bottom of the lake, so the Friends will need to figure out some way to reach it. The Friends can try to swim, but they'll all need to roll Strong dice against a Skill Challenge of 20, adding Swim Special dice, in order to reach the bottom of the lake and find the cave. If any Friends fail the roll they'll all have to come back to the surface to avoid drowning. If the Friends look for a boat they will find a local fisherman willing to lend his out for the day for Some Coins or 3 Fish. The Friends can take the boat out to the middle of the lake where they can make a Strong roll, adding Swim Special dice, against an Effort Challenge of 20. If the Friends succeed they will be able to swim deep enough and reach the cave entrance without worry. Any Friend that fails will still reach the cave entrance but lose a Tough die from holding their breath for too long. Friends with 3 Swim dice will automatically succeed on any Swimming Challenge,

Alternatively the Friends can talk with a Goblin engineer named Faebarr who has set up a laboratory on the lakefront. The local townspeople say Faebarr has a special diving bell set up for underwater research, but won't talk to anyone unless they give her a Goblin Trading Permit (Loot Item). If the Friends have a Goblin Trading Permit to give Faebarr she will treat them to a Sushi lunch (All Friends consume one Sushi Food Item) before taking them down in her Diving Bell and leading them to the ancient cave entrance.

The entrance to the ancient cave is surrounded in moss and coral. As they climb out of the water the smell of rotting fish fills the Friend's noses, making them gag. Up ahead is nothing but darkness and the faint sound of dripping water. As the Friends progress further into the cave they will enter into a large open area that was likely the Gorgon's old nest. Brittle bones litter the ground, snapping under the Friend's feet as they explore the cavern. Even though the cave is dark the Friends can feel eyes upon them and a sense of dread fills them from head to toe. Each living Friend (except for Witch Hunters) must roll their Core Brave dice against one another. The Friend who has the lowest roll will lose their free will, becoming controlled by a malevolent entity. The eyes of the controlled Friend turn bright white and through their mouth an unfamiliar voice speaks to the Friends.

"Have they come to kill the last true Witch in Yeld?"

The Controlled Friend struggles against the invisible force before it speaks through their mouth again.

"Have they come to take it's treasure?"

The Controlled Friend readies their weapon and bares there teeth before shouting violently.

"The Bragodian will drink Hero's blood and leave nothing for the Vampire Prince. It is the only way for Yeld to remain unbroken."

After screaming out their challenge the Controlled Friend will start a Fight.

The Bragodian
Formless and fueled by Yeld's chaotic magics, the Bragodian is a True Witch born from the broken heart of a Hero. The Bragodian is the last of its kind, forced to hide in order to protect its only possession; the key to Castle Malicant. The Bragodian wasn't born during the seasons of the Witch, it only knows the world it was left in and the key it had promised to protect.
Rank X Secret Hunter
Rewards: Key to Castle Malicant (Loot Item). After defeating this Monster roll on the Heroic Treasure Table. If the Bragodian was reduce to 0 Tough dice by a Soul Thief then that Friend will gain the Witch Death Soul Thief Job ability.

Special rules for the fight!

- This Fight will pit one Friend controlled by the Bragodian against the rest. That Controlled Friend must try their hardest to defeat the rest of their Friends. The Controlled Friend is fueled by the Bragodians rage and hatred, and as the Fight goes on they won't be able to stop themselves from bringing up every grievance they have with their Friends, no matter how petty of hurtful. The Bragodian knows that even best friends argue and fight, and is using this to her advantage by fueling the Controlled Friend with rage. Take this as a fun roleplay opportunity to shout and argue about every disagreement you're had during your adventures in Yeld!

- Before the Fight begins Bragonian will fortify the Controlled Friend. The Controlled Friend will regain all lost Core dice and increase each Core die by 1 for the duration of the Fight. The Controlled Friend will also gain 3 Ranks in the Fireproof Special die and 1 Rank in the Cold Hearted Special die for the duration of the Fight.

- The Controlled Friend will still benefit from and contribute to the Action Chain as normal but otherwise is considered a Monster until defeated.

- The Bragonian must be driven out with Fire! To do this the Friends must defeat the Controlled Friend while they are suffering from the Fire effect. Alternatively, a Soul Thief can defeat the Controlled Friend by reducing their Tough dice to 0. If the Controlled Friend is defeated in any other way the Bragodian will attempt to seek a new host by taking over a new Friend. All Friends (except Witch Hunters and Ghost Friends) must make another Brave roll, with the lowest roll becoming the Bragodian's new host. The Bragodian will not fortify this new host. If there is no host for the Bragodian to take her presence will fade away and she will be considered defeated.

Soul Thief Job Ability: Witch Death When a Soul Thief is reduced to 0 Tough dice and becomes a Ghost they may immediately spend a Banked Action to force their body to explode in magical energy. The Soul Thief rolls Core Strong and Brave dice against all Monsters within 4 Squares on the Action Board. Monsters resist by making Armor rolls. Monsters that fail this roll lose 1 Tough die.

Once the Friends have defeated the Bragodian the cavern will start to shake as a strange white light forms where the body of the Controlled Friend fell. With great speed the white light breaks into multiple pieces, each piece colliding with a Friend before dissipating around them. As the cavern stops shaking a whispering voice can be heard.

"When all is done and you leave this land, known that you have taken more than you have given. But it is not your fault. Yeld was never meant to be a place for the weak."

The presence of the Bragodian fades from the cave leaving the Friends with a sense of sadness and melancholy. The Friends will find the Key to Castle Malicant has magically appeared in one of their hands, and the Friend who had been controlled by the Bragodian now sits on the cavern floor, shaken but restored to life with a single Tough die. The Friends are free to leave the way they came. If they wish to explore they will find nothing of interest in the cave and no other exits. Once the Friends are ready to leave they can make it back to the surface with little effort and reach the castle gates within the hour.

Friends may wish to return to the Inn before heading to the castle.

The Castle Gates stand strong in front of the Friends, and a humming magical barrier can be easily heard. A small ornate lock glows brightly where the doors of the gate meet. The lock seems a perfect fit for the key the Friends just obtained.

When the Friends try the Key to Castle Malicant at the main gate the lock will immediately shatter and the gates will violently swing inwards, shattering the briefly visible magical barrier. A fierce wind blows the Friends off their feet and into the castle courtyard. The wind rushes through the castle, driving out the dust and cobwebs and forcing every window and door open one by one until sunlight illuminates the castle's immaculate interior. When the Friends enter the Main Hall they are greeted with black and gold carpets lining the floors and polished chandeliers swinging from the ceiling. A perfect row of torches along the wall seamingly light themselves in a pattern pointing the Friends in a particular path. Following that path the Friends zig zag through small passageways and up dozens of steep flights of steps as they ascend the castle's central tower, until they finally reach an antechamber where two massive doors sit slightly ajar. From the other side of the doors the Friends can make out the faint sound of a seasoned voice keeping a tune. If the Friends choose to continue forward they will enter the Throne Room.

The Throne Room

The Throne Room is a spacious stone chamber, with large glassless windows along each side, leaving it open to the elements and providing an unparalleled view of the kingdom. Large oak trees grow in rows along either side of the room, creating a clear path across the length of the large room from the doors to the dark throne. Above the throne are even stained glass windows, each depicting a magical key and a temple. Most of the temples are recognizable. The Friends can see the Oracle Caves, the Tower of Autumn, the ruins at Beggar's Mountain, the Fairy Forge, the Crimson Ministry and the Ghost Oak Forest. The last is a mystery. The light streaming through the windows creates colored shadows that dance across the polished stone floor. Upon the dark throne sits a tall, cloaked man dressed in the colors of mourning. Before the Friends can see his face the man dawns a horned helm obscuring his features, then slowly stands and acknowledges the Friends. The Friends know that this man is the Vampire Prince Dragul.

Even if the Friends are all Ghosts Dragul will be able to see and communicate with them normally.

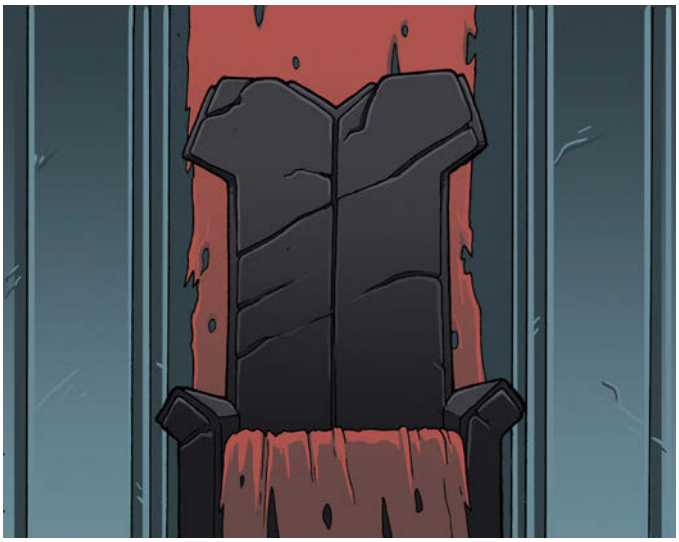
Without warning the Throne Room doors slam shut behind the Friends, locking the living and the dead inside. A moment later Dragul smiles gently and bows before the Friends, addressing them with great care.

"I am honored by your presence, my young friends. We have come a long way to be here. We have faced countless, harrowing trials across endless, exhausting adventures. We have risked everything for a single purpose, but today we will taste the fruits of our labor. We have shown Yeld what true Hunters look like! Forgive my manners, children. I failed to introduce myself. My name is Dragul, and like you, I too wish to go home."

Dragul's quest

Since he first arrived in Yeld Dragul has been searching for the secret entrance to the fabled Arsenal of Winter, which he believes to be deep below Yeld's surface. Dragul is certain that the Arsenal contains a vast array of world shattering artifacts, including one that can help him return home and allow him to save his world and right his mistakes. Dragul will stop at nothing to claim the Arsenal of Winter as his own.

With the help of the Hand of Autumn Dragul finally discovered that the only way to access the Arsenal of Winter is through a portal created with ancient Serpent Oracle magics. Dragul tried to summon this portal himself, searching out and visiting each of the seven ancient serpent temples, paying tribute to the sleeping god and even taking a hydra as his consort and naming a young Serpent Oracle as his heir. It wasn't enough. In the end he assigned each of his Hunters to guard one of the temples, hoping that eventually he would unlock their mysteries.



When the solution finally came it was by accident. A child from another world found their way to Yeld, and unable to go home, took on the role of a hero and challenged one of Dragul's Hunters. And even though the child failed and perished, something amazing happened.

The Serpent God stirred in her sleep.

Dragul conferred with his most trusted advisors. The Gorgon agreed that the Serpent God had shown it's favor, however briefly, on the child hero. The Hand of Autumn suggested that if it happened once, perhaps it could happen again. It was Kerrigor, Dragul's most vicious and cunning lieutenant, that suggested luring children from other worlds and forcing them to become heros. Forcing them to do the impossible and challenge the Hunters of Yeld. Surely such a quest would be a fitting tribute to the Serpent God. Surely the ancient slumbering god would bestow its favor. And once the young heroes had completed their quest, they would naturally seek out the Prince to end his reign. And Dragul would have his key to the Arsenal of Winter.

Many children have come to Yeld since then. Many young heroes have faced the Hunters of Yeld and failed. Now, finally, the Hunters of Yeld have been defeated and the Serpent God's favor has been granted. The ancient Serpent Oracle spell has finally been completed. As the Friends watch a shimmering door sized portal opens behind the Prince. A portal that leads to the Arsenal of Winter.

The Prince and the Arsenal of Winter

The portal to the Arsenal of Winter stands open, but Dragul cannot enter. His unique nature as the Prince of Vampires prevents him from entering a new world without first being invited, and if he tries the transition will burn him to cinders. Only the Friends, Heroes who have gained the favor of the Serpent God, may enter the portal to the Arsenal freely.

Dragul will do what he must to gain access to the Arsenal of Winter, including offering the Friends the freedom to go home or the chance to rule Yeld at his side as his new Hunters if only one of them will enter the Arsenal and invite him to follow. If the Friends refuse to be bribed Dragul will attempt to force them to escort him through the portal, fighting and killing them one by one until he gets what he wants.

A Friend who has taken on the Hunter of Yeld Advanced Job is compelled to assist Dragul and must invite him through the portal to the Arsenal of Winter, no matter what.

Accepting Dragul's offer

If the Friends possess the Key to Castle Malicant Dragul will offer the Friends the title of Hunters of Yeld in exchange for helping him reach the Arsenal of Winter. Dragul will tell them that they now possess the last Hunter's Key and that gives them the right to help him rule Yeld at his side. They can be fair rulers or tyrants. Kind or greedy. The choice will be up to them.

If the Friends do not possess the Key to Castle Malicant Dragul will offer them the freedom to go home in exchange for helping him reach the Arsenal of Winter. The Friends will be able to leave the castle unharmed, and return to their own world with arms full of treasures and riches.

If the Friends accept Dragul's offer at least one of them will have to pass through the portal to the Arsenal in order to invite Dragul in. Once they have invited Dragul through he will close the portal behind him, leaving the Friends alone in the throne room. If the Friends change their mind and try to stop Dragul before he closes the portal he will start a Fight and will not stop until the Friends agree to help him or die.

If the Friends accept Draguls offer they will be allowed to take whatever Treasure they want from the castle (each Friend rolls twice on the Heroic Treasure table) and leave Yeld whenever they want by returning to the Magical Door that first brought them to Yeld and using the seven Hunter's Keys to unlock it.

If the Friends decide to stay in Yeld as Hunters they will find that they each grow more powerful. Each Friend gains a Core die and can choose a new weapon type to use. Since the Prince is nowhere to be found the Friends are now the rulers of Yeld and can command the royal court and armies as they like. At first all will seem well, but as time passes small earthquakes will start to be felt all around the kingdom. These earthquakes will grow larger and more frequent until the land starts to break and crumble under the power of violent tremors. In this state Yeld will not survive a year. 100 days after the disappearance of the Prince the magical land will crumble and be destroyed forever.

Refusing Dragul's offer

If the Friend's refuse Dragul's offer they'll have to fight. Before the Friends or Dragul start a Fight Dragul will summon 7 portals around the throne room, each leading to one of the locations of the ancient Serpent Oracle temples somewhere in Yeld. Specifically, the portals lead to:

- The Oracle Caves, near the Gorgon's garden of statues.

- The ruins of the Fairy Forge at Angry Mountain.

- Deep in the Ghost Oak Forest, near where the Tree Prince was slain.

- The peak of Beggar's Mountain, in the ruins where the Friends performed Friendless' play.

- The top of the Tower of Autumn (or if the Tower has been destroyed, in the crater where it once was.

- The Crimson Ministry, where the Friends faced Banneth

- The Shadow Cliff, a desolate mountainside rife with dangerous magics, and the home and fortress of Kerrigor.

In some of these locations, like the Oracle Caves and Beggar's Mountain, the remains of the ancient temples are still clearly visible. In the other locations the temples have crumbled with time or been buried deep underground. But their magic still remains.

The Vampire Prince Dragul

A Prince, a ruler, a hunter, a hero. Dragul is a man of great determination who has dedicated himself to the pursuit of the truest power. The power to be free from chance, to ignore the rules that tell us when and where we are allowed to exist and to leave destiny behind forever.

Rank 4 Hunter
Titles: Vampire
Strong 5 Tough 5 Smart 5 Brave 5
Special Dice: +3 Fly, +1 Hard, +3 Mageproof, +3 Bite
Stuff: The Foreign Sword of a Distant Prince (Rank 4 Sword) +3 Strong, +3 Brave, +3 Lightning Strike, +3 Break,
Mourning Attire (Rank 4 God Armor) +4 Armor dice, +1 Hate, +1 Patience, +1 Revenge
Rewards: After defeating this Monster the Friends will receive The Foreign Sword of a Distant Prince (Legendary Rank 4 Sword)

Dragul will do anything to gain access to the Arsenal of Winter, and will kill the Friends one by one until one of them finally agrees to enter the Arsenal and invite him to join them. If Dragul enters the Arsenal without invitation he will be destroyed. Dragul is a devastating combatant who seemingly cannot die. The only way for the Friends to defeat him is to force him through the portal into the Arsenal.

Special rules for this fight!

- Dragul cannot gain Tough dice when using the Vampire Monster Trait's effects.

- Dragul can attack and be attacked by Ghost Friends as if he were also a Ghost. If Dragul reduces a Ghost Friend's Brave dice to 0 they are permanently killed.

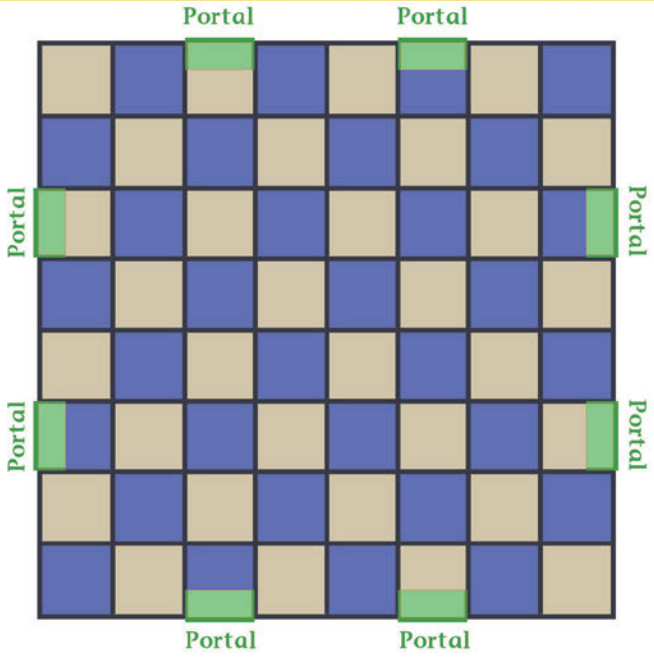
- Everytime a Friend who benefited from the Action Chain breaks the Action Chain by failing their Action Dragul will bank an Action.

- During Dragul's Action instead of moving he may cast Control Carbon (Vampire Spell)

- Friends add their Good! Special dice to all rolls against Dragul.

- The Friends begin this Fight on any space along the middle of the Action Board. Dragul begins the Fight on any of the 4 central spaces not occupied by a Friend.

- On each edge of the Action Board there are 2 portals, as shown in the diagram below. One portal leads to the Arsenal of Winter, the other 7 portals lead to serpent temples. The Friends already know which portal leads to the Arsenal. If a Friend or Dragul moves into a portal space they will be transported to that location.



- If a Friend is transported to an ancient Serpent Oracle temple the portal will close behind them and they will find themselves facing a new enemy: a Friendless. The Friend must defeat the Friendless in a fight on a separate Action Board. If the Friend manages to win the Fight the portal to the Throne Room will reappear. The Friend can step back through to the Throne Room and the portal to that Serpent Oracle temple will close behind them forever.

A Friendless

How many children have come to Yeld only to never return? How many failed to defeat Dragul and instead gave up their lives in order to let their Friends go home? Each Friendless was once a Hero and just like the Friends, believed that one day they would go home too. Now they are shambling corpses cursed in undeath to serve the Vampire Prince. Each sits in the silence and darkness of a forgotten temple waiting for the moment they must stand and fight the very thing they once were.

Rank X Hero
Titles: Undead
Strong 2 Tough 3 Smart 3 Brave 2
Special Dice: +3 Smelly, +3 Cold Hearted, +3 Firebug, +3 Mageproof
Stuff: Broken Weapon of a Hero (Rank x Gear) +3 Fight Dirty, +3 Headbutt
Broken Shield of a Hero (Rank x Shield) +1 Armor, +3 Shield Bash, +3 Throw Shield
Rewards: After defeating this Monster the Friend may Immediately make a free Restore roll and Bank an Action.

- If a Friend is transported to the Arsenal of Winter they will find themself in a large airless empty room very similar to the interior of the Tower of Autumn. On the far side of the room sits a small control panel with faint blinking lights. The Friends will be unable to interact with the control panel in any significant way or destroy it. Any Friend in the Arsenal of Winter may use a Move to return through the portal to the Throne Room. Since the Arsenal has no air the Friends (even Ghost Friends) will only be able to stay there for a single Round. If they wish to stay for an additional Round the must roll Tough dice against a heroic Challenge of 16. If they fail they'll lose a Tough dice and be expelled from the portal back into the Throne Room.

- Dragul cannot be defeated by any normal means. If Dragul is reduced to 0 or less Tough dice and is forced to lose another Tough die he gets -1 Tough dice instead. After making a successful Attack or casting a successful Spell against Dragul a Friend can move him 1 space on the Action Board for each negative Tough die he has. For example, if Dragul has -3 Tough dice a Friend could move him 3 spaces after making a successful Attack.

- If Dragul enters or is moved into any of the portals leading to the Serpent Oracle temple the portal immediately closes. Dragul stays on that space and loses his next action as he is burned by magical fire.

- If Dragul enters or is moved into the portal leading to the Arsenal of Winter without a clear invitation from a Friend who is already inside he will be consumed in magical fire as he passes through the portal. The Friend's glimpse Dragul roaring in pain as he struggles to reach back through the portal, before the portal snaps shut and vanishes, leaving Dragul's severed arm still clenching his sword on the Throne Room floor. Any Friends inside the Arsenal of Winter when the portal closes are lost and considered permanently dead.

Control Carbon
Exotic Vampire Spell
Challenge: 15 Range: 7 spaces
Dragul's mastery of telekinesis is without equal. Long ago he even used this power to pull a meteor from the sky.
Effect: Use the table below to determine how many spaces Dragul moves his target on the Action Board.

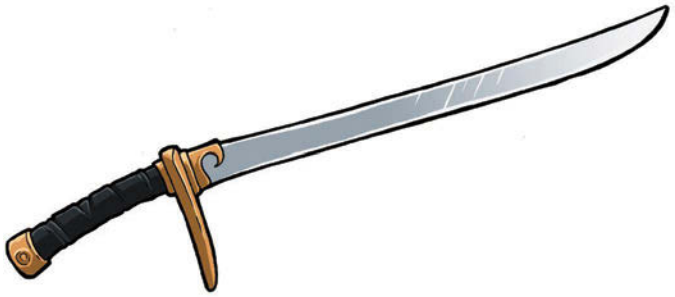
If Dragul beat his opponent's resist roll by:
1-5: Move the Friend 2 spaces
6-10: Move the Friend 4 spaces
11-15: Move the Friend 6 spaces
16 or more: Move the Friend 8 spaces

Once Dragul is defeated Castle Malicant will immediately start to crumble, and the Friends will have to move quickly in order to escape.

Once free of the castle the Friends can choose to continue their adventures or return to the magical door and leave Yeld whenever they want, secure in the knowledge that they have defeated Dragul and his Hunters, and that they are leaving the magical land a better place.

Dragul's Treasure
This treasure can be claimed once Dragul is defeated.

The Key to Castle Malicant
A key taken from the Old King on his deathbed by Dragul. Crafted when the kingdom first unified under one ruler, the key was meant to be be a symbol of unity, able to open every castle across the land. Now the key is proof of Yeld's true ruler.
Legendary Loot Item
Benefits: The Friends can use this key to open the magical door between their home and Yeld and travel between the two wolds as often as they would like.

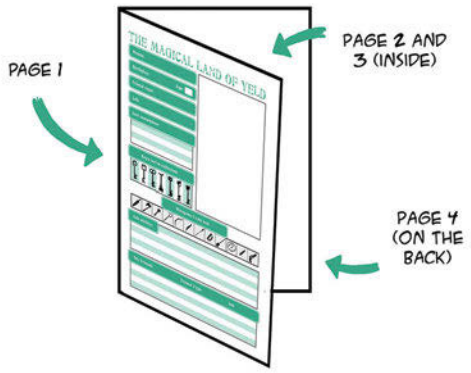


The Foreign Sword of a Distant Prince
A sword from a different world, it's blade made from a metal never seen before in Yeld. Dragul has used this sword in countless battles and it has never dulled.
Rank 4 Legendary Sword
Benefits: +3 Strong, +3 Brave, +2 Smart, +1 Tough
Extra benefit: Any Friend can use this weapon as if Swords were among their Job Weapons.

CHARACTER SHEETS AND WHATNOT

In this section you'll find the Yeld character sheets, map, calendar and action board!

The Yeld character sheet is a two-sided 8.5 x 11 sheet folded in half like a booklet to create 4 pages. Like this:



Let's take a look at each page and see what's there:

1. A space for your Friend's name, your Yeld birthday and your age, your Friend Type, and your Job!

2. A space to write your "Just Remember". We've given you enough room to write more than one, since you'll get one when you start the game and a second when you take a Job.

3. A space to keep track of the Magic Keys you've collected, which also indicates how many Hunters of Yeld you've defeated, what Rank of Stuff you can get and how close you are to opening the magical door home!

4, Right below the Keys you'll find a row of Weapons. Circle the icons representing the weapons your Job can use.

5. Plenty of space to write down your Job Ability.

6. Space to keep track of who your Friends are and what they do.

7. A big space for drawing your Friend, your Sheep, your favorite weapon or whatever you want!

Page 2 and 3 are a double page spread. This is where all your really important info is. You'll spend most of your games with these pages spread open! Here's whats happening on these pages:

8. Your Core dice! These are the dice you'll add to every roll you make. You have a circle to write in your Full Core dice as well as a circle to write how many Core dice you have Now. So you may normally have 3 Smart dice when you're rested and Full, but if you get hit with a Headbutt and lose a Smart die you'll write "2" in the Now circle.

9. Keep track of your Restore Rolls here. Just like Core dice, you have spaces for Full and Now. There's a space to track your Banked Actions right next door!

10. All of your Special dice! We've found that over the course of a game you'll collect a LOT of these, so we gave you 25 spaces to fill! There's room for you to write the Special dice name, what it does, what type of Special die it is (Bonus, Combat, etc) and how many you have.

11. Over on the right side of the page we have all of your Stuff! Stuff is all the weapons, armor, magic items, clothes and other treasure and gear you'll collect on your adventures. We've given you 8 Stuff spaces here, but we'll also have separate sheets you can download for keeping track of even more. Each Stuff space has room for you to write the name of the item, the dice it provides, any benefits it provides and check boxes for whether its Broken or Lost (lost means snatched, stolen, disarmed or otherwise not available to your Friend at the moment). There's also an empty space for you to draw a picture or include some notes!

The first 6 Stuff spaces have little icons in the upper right corner that represent your Friend's hands, head, chest, arms and legs. The weapons or gear like Spell Books your Friend is holding go in the hands. Armor and Clothes need to be equipped in the other spots. You'll see that the listing for each Stuff item in the rule book tells you where to equip it (and some Stuff doesn't need to be equipped in a specific place).

12. Coins are your most common currency. Keep track of your Coin Status here by checking how many Coins you have: None, Some, Lots or Tons!

13. Good! and Evil! dice are an unusual form of Special dice that can also be spent on some neat rewards. Track them here!

14. You'll get Reward dice for completing Adventures, and use them to buy Special dice and Treasure or unlock Advanced Jobs. You'll want to keep track of both the total Reward dice you've earned and how many you have left to spend.

15. You'll generate Restless Dead each time you kill a monster during an Adventure. This mostly won't be something that will affect your Friend, but you'll want to keep track of how many Restless Dead you've generated so at the end of the Adventure you can tell the next Game Master. They'll need that info to buy the Monsters for their game!

16. Plenty of space for notes!

17. Lots of space for Loot. You can also track any odds and ends gear and more mundane stuff (like extra weapons and armor) here.

18. A small space to keep track of your Food items.

You can use the full sized character sheets on page 252-253, or download and print black and white sheets from our website.

PAGE 1

THE MAGICAL LAND OF YELD

1 Name:

Birthday: Age:

Friend type:

Job:

Just remember:

2

3 Keys we've collected:

4 Weapons I can use:

Job ability:

5

My Friends | Friend Type | Job

6

7

12 Coin Status:
None ☐ Some ☐ Lots ☐ Tons ☐

13 Good dice: ☐ Evil dice: ☐

14 Reward dice:
Earned ☐ / ☐ Spent

15 Restless Dead: ☐

Notes, hints and clues!

16

LOOT!

17

FOOD!
Eat before any Action or roll.

Food Name	Benefit
18	

PAGE 4

PAGE 2

8 CORE DICE
Add these dice to every roll!

STRONG	SMART	TOUGH	BRAVE
Full	Full	Full	Full
Now	Now	Now	Now

9 Restore rolls: Full ☐ Now ☐ Banked Actions: ☐

SPECIAL DICE
Add to Core dice rolls.

Name	Description	Type	Dice
	10		

11 STUFF!
All of your weapons, armor, clothes and gear!

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

Name: Dice: Other benefits: Broken? ☐ Lost? ☐

PAGE 3

Coin Status:
None ☐ Some ☐ Lots ☐ Tons ☐

Good dice: ☐ **Evil dice:** ☐

Reward dice:
Earned ☐ / ☐ Spent

Restless Dead: ☐

Notes, hints and clues!

LOOT!

FOOD!
Eat before any Action or roll.

Food Name	Benefit

THE MAGICAL LAND OF YELD

Name:

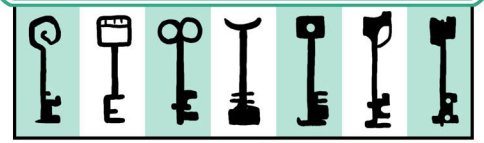
Birthday: **Age:** ☐

Friend type:

Job:

Just remember:

Keys we've collected:



Weapons I can use:

Job ability:

My Friends	Friend Type	Job

CORE DICE

Add these dice to every roll!

STRONG	SMART	TOUGH	BRAVE
Full	Full	Full	Full
Now	Now	Now	Now

Restore rolls: Full ☐ Now ☐ **Banked Actions:** ☐

SPECIAL DICE

Add to Core dice rolls.

Name	Description	Type	Dice

Coin Status:
None ☐ Some ☐ Lots ☐ Tons ☐

Good dice: ☐ **Evil dice:** ☐

Reward dice:
Earned ☐ / ☐ Spent

Restless Dead: ☐

Shepherd Flock

Strong	Smart	Tough	Brave
☐	☐	☐	☐

Special dice

Name	Dice
Bite	
Charge	

Sheep Clothes & Armor

LOOT!

FOOD!

Eat before any Action or roll.

Food Name	Benefit

THE MAGICAL LAND OF YELD

Name:

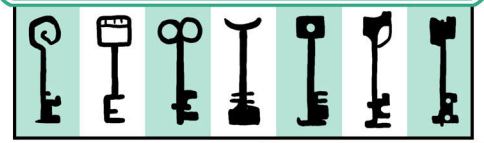
Birthday: **Age:** ☐

Friend type:

Job:

Just remember:

Keys we've collected:



Weapons I can use:

Job ability:

My Friends	Friend Type	Job

Coin Status:
None ☐ Some ☐ Lots ☐ Tons ☐

Good dice: ☐ **Evil dice:** ☐

Reward dice:
Earned ☐ / ☐ Spent

Restless Dead: ☐

Spells!

Name	Difficulty

LOOT!

FOOD!

Eat before any Action or roll.

Food Name	Benefit

THE MAGICAL LAND OF YELD

Name:

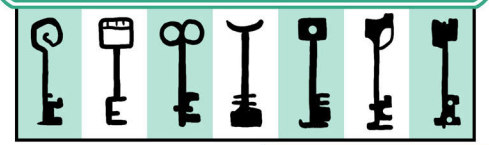
Birthday: **Age:** ☐

Friend type:

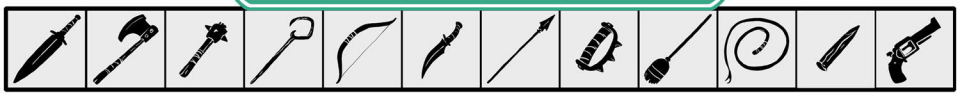
Job:

Just remember:

Keys we've collected:



Weapons I can use:



Job ability:

My Friends	Friend Type	Job

SUMMER SEASON

1st	2nd	3rd	4th	5th
6th Chef's Day	7th	8th	9th	10th
11th	12th Blue Wind Festival	13th Blue Wind Festival	14th Blue Wind Festival	15th
16th	17th	18th	19th	20th
21st	22nd Treaty Day	23rd	24th	25th

FALL SEASON

1st Dragul Day	2nd	3rd	4th	5th
6th	7th	8th	9th	10th
11th	12th	13th Day of the Dead	14th	15th
16th	17th	18th	19th	20th
21st	22nd	23rd Witch Fire Festival	24th Witch Fire Festival	25th Witch Fire Festival

WINTER SEASON

1st	2nd	3rd	4th	5th
6th	7th	8th	9th	10th Keymas
11th	12th	13th	14th	15th
16th	17th	18th	19th King's Day Feast	20th
21st	22nd	23rd Pirate Bay Masquerade	24th Pirate Bay Masquerade	25th Pirate Bay Masquerade

SPRING SEASON

1st	2nd	3rd	4th Goblin Carnival	5th Goblin Carnival
6th Goblin Carnival	7th Goblin Carnival	8th Goblin Carnival	9th	10th
11th	12th	13th	14th	15th
16th	17th The Black Opera	18th	19th	20th
21st Wolf Hunt	22nd Wolf Hunt	23rd Wolf Hunt	24th Wolf Hunt	25th Wolf Hunt

The Action Board

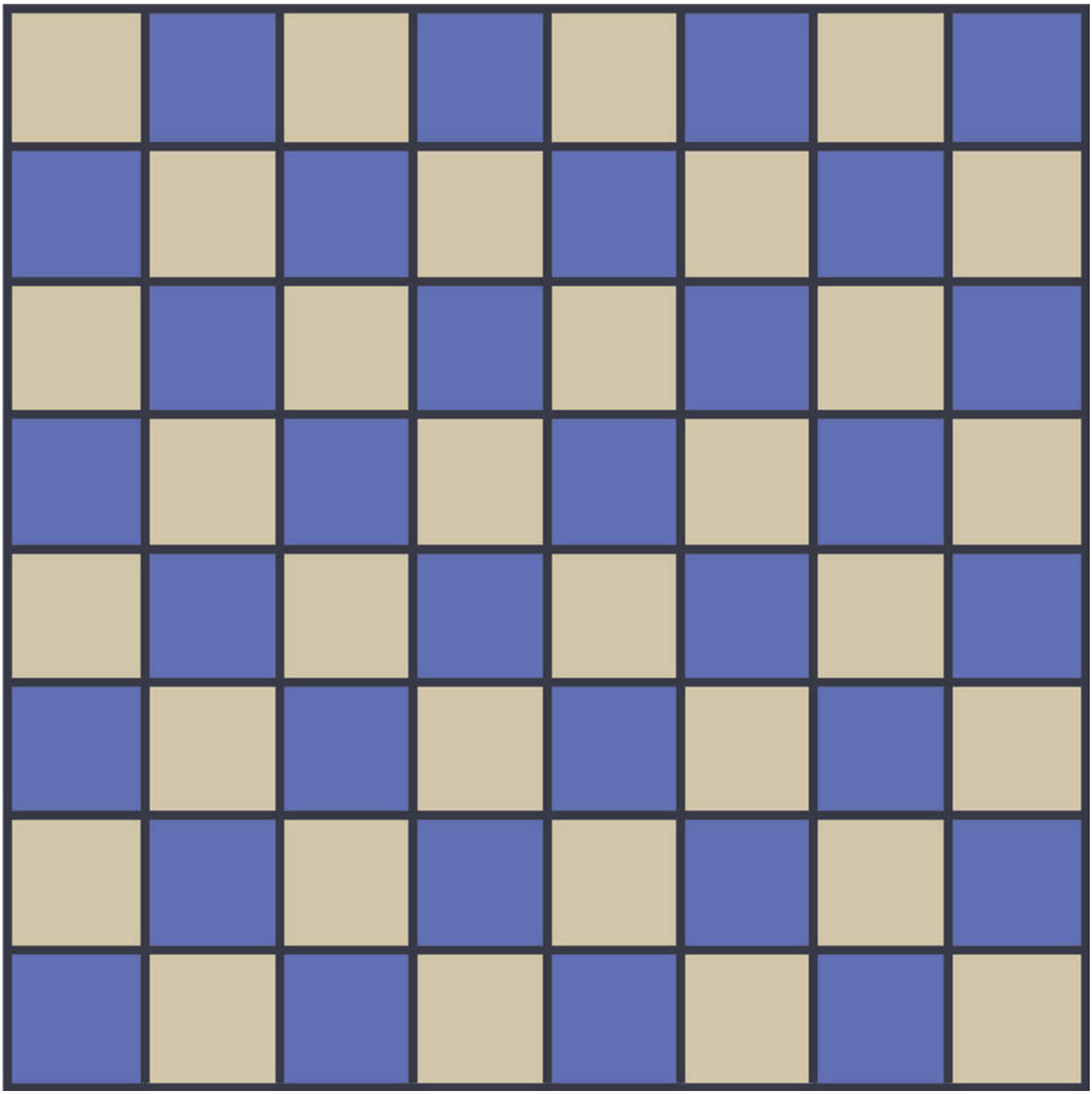
The Action Board is an 8 by 8 square board. You can use this board or print a larger black and white version from the download available on our website.

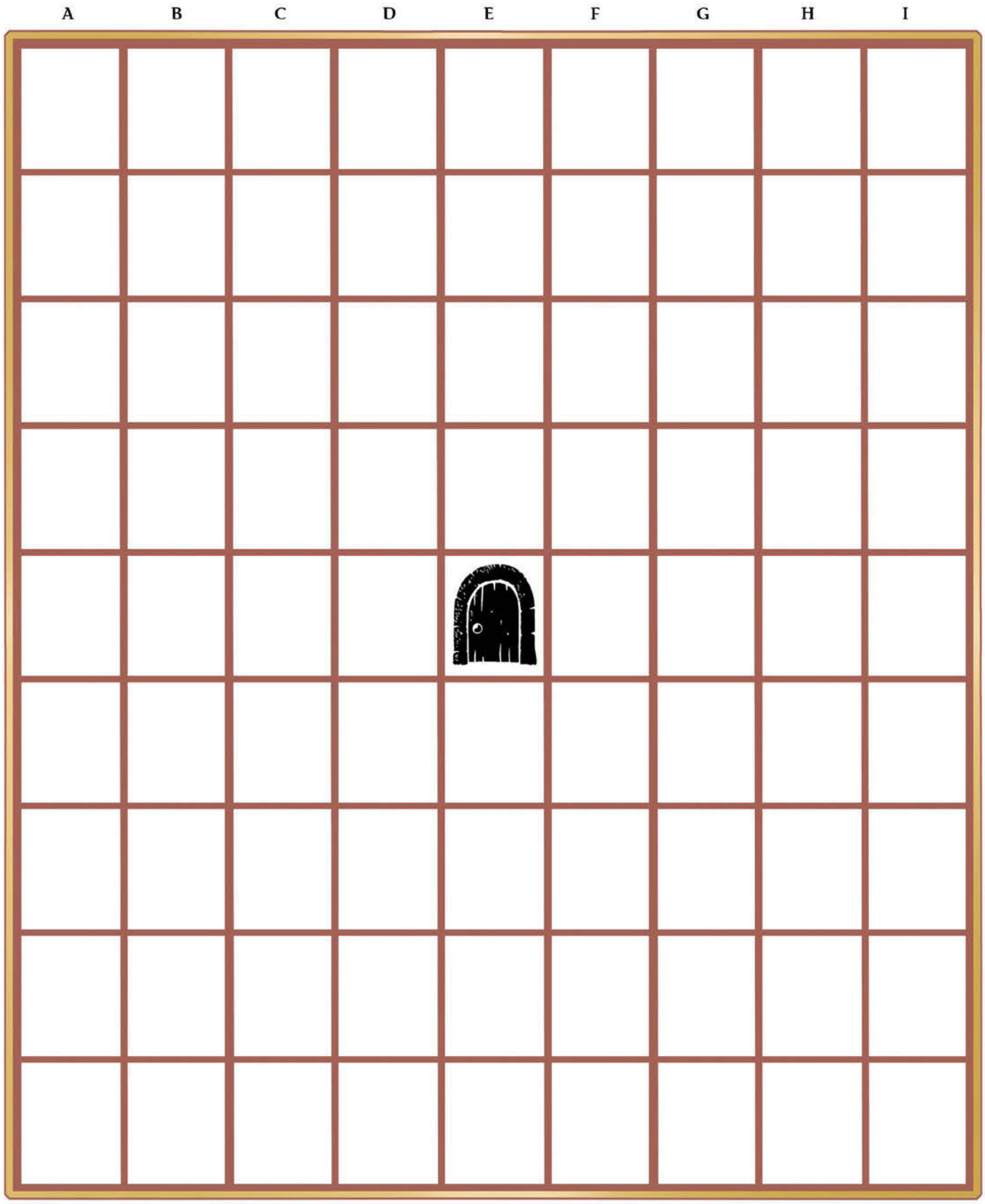
Any checker or chess board will also work really well! You can represent Friends and Monsters on the Action Board with board game pieces, miniatures, Lego mini-figures, toys or anything else you want to use!

The Yeld Map

The Yeld Map is a 9 by 9 grid. Each part of the grid represents a distinct part of Yeld the Friends can visit, with the door home at the very center of the map. Use a seperate sheet of paper to take notes on the special features and locations of each square of the grid!

You can use this map or print a larger black and white from teh download available on our website.

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ACKNOWLEDGEMENTS

Creating this game has been a very satisfying experience, but also a very long, challenging and exhausting one. I don't think either Nick or I can say exactly when we started working on Yeld, but it was definitely more than 10 years ago. We had already been playtesting the game with friends in Portland and Seattle when I decided to include a reference to Yeld in an early Modest Medusa strip, and a few days later I realized that Modest Medusa would be intrinsically connected to Yeld and a large part of the story we wanted to tell. The path from there to here seems very direct and very short to me. I can't belive its been 8 years.

- Jake

To our friends and playtesters...

Over the years we've been lucky to have dozens of Yeld playetesters and friends from all over the world give us so much helpful feedback, and we appreciated every but of it! Thank you all your help and enthusiasm! Thanks especially to our Portland area game designer and writer friends Tyler Tinsley, Skull Dixon, Ben Lehman, Joli St Patrick and Ben Hsu for so much advice and support over the years! We also want to thank the players from our very first Yeld groups, Gabe Sutherland, Woody Sutherland, April Brown, Travis Brown, Kaden Brown (the original Sushi Kid), Joli St. Patrick. and Eric Paul.

A special thank you...

This game was made possible with the support of over 500 very generous and extremely patient Kickstarter backers. Thank you all so much for your enthusiasm and understanding during this very long production process. We hope you love the game we made for you as much as we loved making it. We couldn't have done this without you.

Please give a hand to our backers...

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Seriously, thank you all so much!

And finally...

Thanks so much to our family for all of your help and encouragement. Thanks Kate, Marah, Belinda, Mom, Will and Carl!

(Here we are with our sister Katie, the night before our Kickstarter launched.)

AH!
I THINK IT'S WORKING!
WE CAN FINALLY GO HOME!
WELL...
SOME OF US.
SARAH MADE HER CHOICE.
THERE'S NOTHING WE CAN DO.

TO BE CONTINUED...