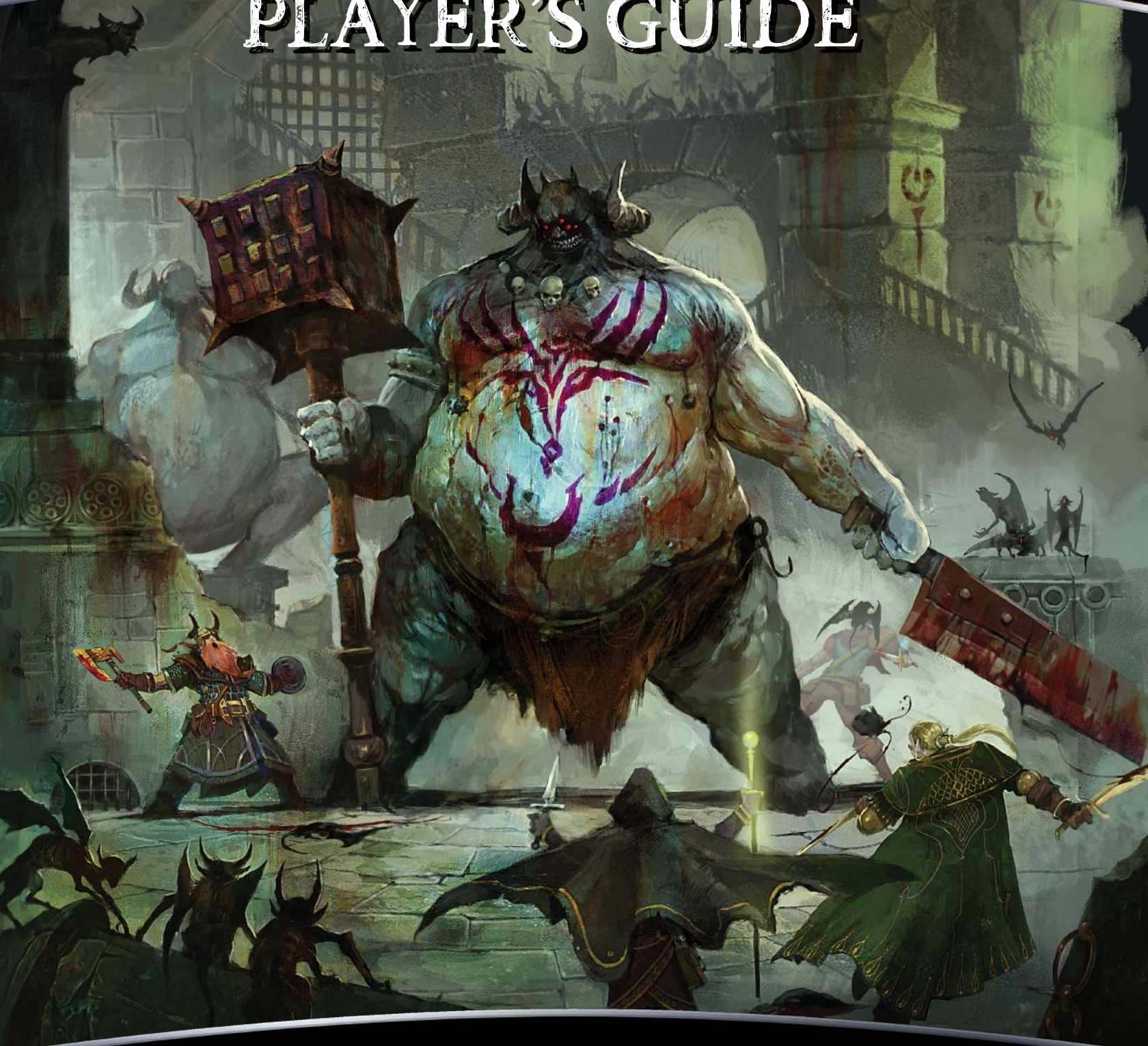


shadow ^{of the} demon lord

PLAYER'S GUIDE



ROBERT J. SCHWALB

shadow ^{of the} demon LORD

PLAYER'S GUIDE

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THE LANDS OF RŪL



DESOLOATION

NORTHERN REACH

FIREPEAKS

KINGDOM OF SAILS

SHIELD MOUNTAINS

SHIELD MOUNTAINS

FREEHOLD OF NAR

TEAR

DEEPING'S GORGE

OLD EDENE

HOLY KINGDOM

CRESCENT BAY

THE EMPIRE

CAECRAS

GRAND DUCHY OF THE WEST

CONFEDERACY OF THE NINE CITIES

PIRATE ISLES

MYXIAN OCEAN

ENDLESS STEPPE

LOW COUNTRY

AURORAL OCEAN

SHIELD MOUNTAINS

SALTSEA

MARCH LANDS

BALGRENDA

ICEWATCH ISLANDS

KINGDOM OF SKULLS

PATCHWORK LANDS

THE BLASTED LANDS

BLÖTLAND





INTRODUCTION

The Demon Lord wears many masks. It is the One Foretold, the Destroyer of Worlds, the Hunger, the Shuddering One, the One Who Whispers, the Shadow in the Void, the Dark Between the Stars, and the Unspeakable One. Its will alone snuffs out the stars and its shadow ends realities.

Shadow of the Demon Lord is a roleplaying game set in a fantasy world's last days. Reality frays as time and space unravel, weakening the laws governing what's possible and what isn't. As a result of this deterioration, threats from beyond the universe intrude, vile demons spawned in the endless Void, hungering for the utter destruction of all things. Where they tumble free into the mortal lands, they bring death and doom to all.

These are dark times foretold by the oracles and prophets, shouted by preachers on their pulpits, and whispered on the hot winds swirling out from the gates of Hell. All the unrest, suffering, doom, and decline spread from the Demon Lord's shadow that creeps across the mortal world. It corrupts whatever it touches, twisting it to evil ends, fomenting madness, and quickening the doom this being demands. The resulting chaos has seen horrors long forgotten to rise up from their tombs to roam the lands as they once did. Armies muster over the most minor slights, bringing war, famine, plague, and death across the civilized lands.

As bad as things are, all is not yet lost. Exceptional men and women have a chance to delay or possibly avert the looming disaster. They come from all backgrounds. They are hard-bitten mercenaries, power-hungry sorcerers, and priests of inscrutable gods. They are the people living in the bowels of the earth and the cities' slums. They rise from the fighting pits, emerge from the academies, and venture from the farms and fields that sustain the great cities. These peoples, from all across the lands, come together in the world's hour of need to be its champions, its defenders, and, perhaps, its saviors.

PLAYING THE GAME

Shadow of the Demon Lord is a game of cooperative storytelling. You need a few friends to play, as many as you want, but you'll need at least two others to form the group. One of you becomes the Game Master and the rest act as players. Together, you and your friends tell a story of your creation focusing on the characters you create and play.

THE GAME MASTER

The Game Master (GM) acts as narrator and rules arbiter. The GM decides what obstacles must be overcome, creates the plots, keeps the story moving forward, and, above

INTRODUCTION

all, decides what happens, what doesn't, and what might happen with a bit of luck.

The GM decides what the player characters (PCs) face, fight, and must overcome to reach their objectives. The Game Master controls the monsters the PCs battle, decides what traps lie in wait, concocts the villains' diabolical schemes, and decides all the other challenges the characters face. All this might suggest that the GM is opposed to the characters, but this is not the case. The GM is not an adversary to be overcome but a partner in the telling of good stories, and acts as the players' advocate within the parameters set by the game rules.

THE PLAYERS

Everyone else in the group is a player. As a player, you interact with the game using a character. Your GM can provide you with a character or ask you to make a character using the rules in this book. In either case, you control your character and make all decisions about how your character acts, reacts, and behaves in the game. You assume the character's persona during gameplay and make decisions based on your character's personality.

THE GAME

You play the game by talking to each other. The GM presents situations and players describe how their characters react to those situations. The players tell the GM where their characters go and what they attempt to do, and the GM tells them what happens next. The GM interprets described activities using common sense, considering the implications of how those actions affect the story, or, when all else fails, by turning to the rules.

THE STORY

The game focuses on a group of characters who come together to achieve common objectives. They assemble by accident or by intent. One group might have begun as a band of pilgrims determined to lay eyes on the site of the New God's ascension. Another might come from the ranks of an acting troupe, the various characters coming together to survive an attack by wild beastmen. Another still might be made from childhood friends, soldiers serving in the same military unit, or thralls in service to a common master.

What the group does once it forms depends on the reasons for staying together. A band of adventurers could seek fame and fortune, venturing into dangerous places to wrest treasures from monsters. A mercenary company can safeguard a land, investigate threats, go on combat missions, and root out traitors and spies embedded in their ranks. Groups working

for a patron undertake missions on their master's behalf, such as traveling to distant lands to recover a vital relic or an ancient tome containing the only copy of a powerful incantation, or to sabotage cultists using magic for unspeakable ends.

MORAL AMBIGUITY

Neither the player characters nor the people they meet in the game neatly fit into the categories of good or evil. Most are somewhere between the two. One person might be kind and generous despite having murdered several people. A cruel and vicious tyrant could be nice to animals. Characters are complex. The "good guys" have fatal flaws and the "bad guys" have redeeming qualities or, at least, a reason for their villainous behavior.

THE END IS NEAR

In *Shadow of the Demon Lord*, the characters live in the land's last days, on the frontiers of a civilization tumbling into ruin, all brought about by vile cultists in service to an insane and monstrous being eager to claw its way from the Void and plunder the world and all of creation for souls. Here, death stalks the land. One can hear the gibbering and hooting cries of the insane as an unholy chorus in the darkest hours of the night. Rapacious dragons wing overhead, soaring through the skies, while devils, twisted faerie, scuttle out from the depths of Hell to tempt mortals to darkness. All these threats and more lie in wait for the unwary and incautious.

DANGER EVERYWHERE

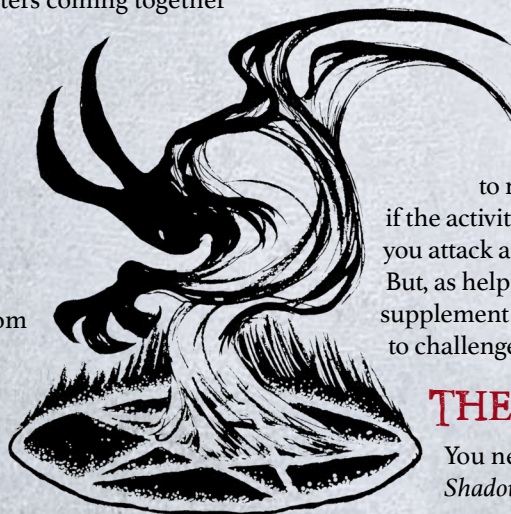
The world is dangerous. The game has no expectations about player character survival. The overly bold and the reckless meet swift and sudden ends. The characters might not win every fight, and not every battle is winnable. Sometimes the best solution is to run away. *Shadow of the Demon Lord* can be a harsh and unforgiving game, one in which death can come at any time for the characters.

THE RULES

Shadow of the Demon Lord uses rules to supplement the storytelling. The rules describe what's possible and what's not. They also tell you how to resolve situations when you're not sure if the activity happens or doesn't, such as when you attack a monster with a weapon or a spell. But, as helpful as the rules can be, they exist to supplement play. They provide you with solutions to challenges that come up in the story.

THE DICE

You need at least one set of dice to play *Shadow of the Demon Lord*. A set includes at



least one die with 20 sides (d20) and at least three dice with 6 sides (d6). Physical dice are best and are available at most hobby and game shops. You can also use one of the many dice-rolling apps available for phones and tablets.

DICE EXPRESSIONS

The rules use a shorthand expression for all other dice rolls. The shorthand is “xdy.” The “x” is a number that tells you how many dice to roll. The “d” stands for die or dice. The “y” is a number that tells you what kind of dice to roll. This number is 6 or 20.

So if you see “2d6,” roll two 6-sided dice and add them together. If you see “1d6 + 2,” you roll a d6 and add 2 to the number.

1D3

When the rules instruct you to roll a d3, you roll a d6 and treat rolls of 1 or 2 as if you had rolled a 1, rolls of 3 or 4 as if you had rolled a 2, and rolls of 5 or 6 as if you had rolled a 3.

ROUND DOWN

Whenever you end up with a fraction, such as from halving damage, always round down to the next lowest whole number.

OTHER STUFF YOU’LL NEED

In addition to this book and dice, you need something to write with, something to write on, and a copy of the character sheet. You can copy the one in the back of the book or download one from schwalbentertainment.com.

EXAMPLE OF PLAY

The characters played by Heather, Jay, Larry, Leslie, and Troy together form a group working for a powerful wizard named Astronicus. The wizard sent them to investigate the troubles plaguing the tiny town of Thorpe. There, a demon named the Quivering Prince has slipped into the world and has been corrupting the locals, compelling them to turn against one another in an orgy of violence. Last session, the group discovered the existence of a powerful incantation capable of forcing this demon back into the Void. Only one copy of the incantation remains—and it is in the *Tome of the Nailed Tongue*, which they believe is interred inside the Tomb of the Deceiver. The group has just found the tomb and Troy’s character, Garrison, have pushed open the door to the tomb’s antechamber.

Dan (as GM): The door makes a terrible racket as you open it into the antechamber’s darkness. Light from outside reveals a broken and cracked stone floor littered with



pottery shards and broken bones. It’s too dark to see any farther into the room. What do you do?

Jay (as Gunter, a dwarf warrior): I have darksight. Do I see anything else?

Dan: You see the room is about 8 yards square. Fat pillars line the walls to either side, each carved to look like there’s a serpent coiled around it. Two high-backed chairs flank a set of double doors directly across from you. Heaped in each chair is a pile of entrails, glistening and fresh.

Leslie (as Mara, a human rogue): Well, I can’t see anything. I light my lantern.

Dan: OK. Sounds like a good idea. What about the rest of you?

Larry (as Cecil, a goblin priest): Hmm. I’d like to inspect the floor to see if there are any traps, tracks, or anything, really.

Heather (as Rene, a clockwork magician): And I will cast *arcane sight* to see if there’s any magic here.

Dan: Gotcha. What about you two?

Jay: I draw my warhammer and ready my shield. I don’t like the look of those entrails.

Dan: Troy?

Troy (as Garrison, a human warrior): I draw my longbow and nock an arrow.

Dan: Great. OK. Leslie, you light your lantern and light fills the chamber. You can see that painted on the walls between the pillars are images of demons eating people. It’s nasty stuff.

Larry, give me a Perception challenge roll.

Larry: Will do. (Rolls a d20.) I got a 12. My Perception modifier is a +2, so that’s 14.

Dan: Fantastic. You examine the floor and you see a thin wire stretched across the entrance at about ankle height. You might have missed it if it hadn’t been for all the dust.

Heather, your eyes roll back in your head as the spell takes effect. You perceive a flickering aura around the chairs, specifically on the guts.

Heather: Hmm. I know stuff about magic since I have the academic (magic) profession. Do I know anything about that aura?

Dan: You’re pretty sure it’s Forbidden magic. The dark and nasty stuff.

Heather: Probably demonic. Be careful, guys.

Larry: So, Mara, can you do anything about this trap?

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Leslie: Sorry. I'm not that kind of rogue. We can step over the tripwire, though, right?

Dan: Yep.

Jay: Enough talk. I enter the room. Oh, and I step over the tripwire.

Dan: OK. What about the rest of you?

Troy: I'll cover the dwarf.

Heather: I'll go in.

Leslie: I'll stay with Garrison.

Larry: I'm going to move alongside the tripwire to one of those columns.

Dan: Got it. Gunter, you step into the room, over the tripwire, but when you do, the entrails begin to quiver and gather themselves up until they take humanoid forms. Ghostly green light flickers around the greasy organs and you see dung sliding through the meat. They lurch toward you! They're horrifying, so I need everyone to make Will challenge rolls.

(Each player rolls a d20.)

Jay: 12

Leslie: 8

Heather: 10

Larry: 15

Troy: I got a 20!

Dan: You all succeeded except Leslie. Sad face. Seeing this is too much for you. Gain 1 Insanity, and you become frightened for a number of rounds equal to your Insanity total.

Leslie: I'm already crazy. That's 4 points. Crap! Who wants to run?

Heather: Suck it up, you.

Dan: Who wants to take a fast turn?

Jay: I do. Am I close enough to attack?

Dan: Sure. Make an attack roll against the target's Defense.

Jay: OK. (He rolls a d20.) I got a 14 on d20 plus my Strength modifier of +3 puts me at 17. Take that, chum monster!

Dan: That's more than enough to succeed. How much damage?

Jay: Let me roll. (He rolls 2d6.) I did 8 damage.

Dan: A solid hit! Anyone else? No? OK. The walking

entrails are going to take their turns. Jay, they both throw ropes of their bodies at you. One gets a 17 and the other a 13. Succeed?

Jay: Damn! Yeah, the first one got me.

Dan: Take 5 damage as the slippery entrails wrap around your body and tighten with an iron grip. That's it for me. Anyone else want to take a turn?

Heather: I'll take a slow turn. I'm going to move into position and cast *unerring darts*. I'm sending all seven at the last bag of guts. Each one deals 1 damage so that's 7 damage total.

Dan: The darts rip through the soft tissue, causing blood and feces to go everywhere. It's still up though. Anyone else?

Leslie: Screw this. I pull my pistol and shoot the guts in the face.

Dan: Make an attack roll . . .

. . . And the game continues.

USING THIS BOOK

How you use this book depends on whether you are a player or the GM.

PLAYERS

Unless the Game Master provides you with characters, you need a character to play the game. Start with **Chapter 1** and follow the instructions to make your character.

When you have finished your character, familiarize yourself with **Chapter 2**. That chapter contains all the game's rules. You might keep this chapter handy while you play so you can refer to the rules when you need them.

As your group's level increases, you will use other parts of the book.

GAME MASTER

If you intend to be the Game Master, start by making a character, using the rules in **Chapter 1**. Being familiar with the process makes it easier for you to help others make their characters. When you have a handle on creating characters, move on to **Chapter 2** for a look at the rules and **Chapter 9** for guidance on how to be a Game Master and to create adventures. You don't have to have perfect knowledge of how the game works, but familiarity helps you when it comes time to run the game. You can find predesigned adventures on schwalbentertainment.com.





CHARACTER CREATION

You need a character to play *Shadow of the Demon Lord*. A character is the persona you adopt when you play the game, the individual you pretend to be in the troubled world of the Demon Lord. The Game Master can provide you with a character or you can create one using the rules in this chapter.

When you create a character, you make all the decisions about what your character looks like, how your character thinks and behaves, and how your character fits into the game's setting. These decisions set the stage for the story to come and help you portray the character in a consistent manner.

ANCESTRIES

The first thing you do to create your character is to pick your ancestry. Ancestries tell you something about your homeland, culture, religious inclination, and appearance. As well, they indicate areas in which your character excels and where your character might be wanting.

The following ancestries are among the most common to the lands of the Northern Reach. Other ancestries might be available at your GM's discretion.

- **Humans** are a diverse people encompassing numerous civilizations, cultures, and ethnicities. They are the

dominant people in the world. Humans excel in any path they choose.

- **Changelings** conceal their hideous forms behind identities stolen from other creatures so they can move more freely through the lands. Changelings make exceptional magicians and rogues.
- **Clockworks** are people created by binding souls stolen from the Underworld to mechanical bodies. Clockworks have many different forms, and their origins determine the paths they will walk.
- **Dwarfs** are an elder race cursed by the gods for their vanity and doomed to toil and dig in the earth for the treasures they covet. Dwarfs make powerful warriors and priests.
- **Goblins** are exiles from the realms of faerie, forced to live among humanity or on the edges of human lands. They are a filthy, grubby people of low character and malicious disposition. Goblins do well as rogues and magicians.
- **Orcs** were made from dark magic to be the ultimate slave soldiers in the Empire's armies. Brutish, strong, and violent, they exceeded expectations and helped their masters conquer the continent. They have recently thrown off their shackles and taken their destiny into their own hands. Bred for battle, orcs make strong warriors and deadly rogues.



ANCESTRY BENEFITS

Ancestries provide you with story cues that guide how you might play your character and tell you your character's starting traits.

ANCESTRY STORY

In each ancestry, you will find suggestions about how those people fit into the game, their behavioral tendencies, and how they interact with others. These story elements offer generalizations to help you understand the ancestry and to give you ideas about how to play the character, but they are only suggestions. Just because most orcs are violent

LANGUAGES OF THE NORTHERN REACH

The following languages are used throughout the lands of the Northern Reach.

- **Common Tongue:** The dominant language in the ruined lands of the Empire, merchants cobbled the Common Tongue (or just Common) from local languages to facilitate trade. It uses its own alphabet.
- **Dark Speech:** A guttural language filled with hard consonants, Dark Speech originated centuries ago in Gog, the accursed kingdom that spread across the lands of Rûl and was cast down and destroyed by the Empire's founders. Beastmen, cultists, and others seeking forbidden knowledge learn and use this language.
- **Dwarfish:** The language of the dwarfs has a harsh sound, a precise lexicon, and long, compound words. It uses a runic alphabet.
- **Elvish:** The language used by the elves and other faerie has a soft and musical sound, perfectly suited for singing and reciting poetry. Elvish uses its own script, its characters flowing into one another.
- **High Archaic:** The language of scholarship and magic, few people use High Archaic in conversation. It uses the same alphabet as the Common Tongue.
- **Trollish:** The language of the trolls is as ugly as Elvish is beautiful. It belongs almost exclusively to trolls and giants, and it sounds like a mixture of grunts and barks. It uses a runic alphabet similar to Dwarfish.
- **Secret Language:** Many organizations use secret languages to communicate. Druids, assassins, thieves, and even rangers use such languages.
- **Dead Languages:** Many languages fall out of common usage. The GM can introduce languages from lost peoples and languages that have largely fallen out of favor. Such languages may be important for deciphering ancient scrolls and tomes.

and temperamental doesn't mean you can't play an orc who is compassionate, kind, and noble. Similarly, your goblin might reject the filth and squalor in which these exiles seem so comfortable. Instead, your goblin could be quite fastidious about personal hygiene. So while the story suggestions provide you with a ready-to-play character concept, feel free to expand, alter, or abandon them to play the character *you* want to play.

ANCESTRY TRAITS

Statistics are the numbers that describe your character's capabilities. Just record the information in the spaces provided on your character sheet. The mechanics include all of the following.

ATTRIBUTES

Four attributes describe your character's fundamental capabilities. They are Strength, Agility, Intellect, and Will. For each attribute, you have a **score** and a **modifier**. For information on what attributes mean and how you use scores and modifiers, see **Chapter 2**.

SCORES

A score is a number ranging from 1 to 20. Average people have a score of 10. Record the starting scores from your ancestry in the spaces provided on your character sheet.

- **Adjusting Scores:** You can increase one score by 1 by decreasing another score by 1. You can make this adjustment only once.
- **Increasing Scores:** Your scores increase as your group's level increases.

MODIFIER

Your score determines your modifier. It is equal to the score minus 10. So if you have a 12 Strength, your Strength modifier is +2. Note the modifiers for each attribute in the spaces provided.

CHARACTERISTICS

In addition to attributes, your character has several characteristics that include Defense, Health, healing rate, Perception, Size, Speed, Power, Damage, Insanity, and Corruption. Your ancestry tells you the numbers you assign to each. Information about using characteristics is in **Chapter 2**.

CHARACTER SHEET

A character sheet, such as the one found at the end of this book, has places for you to record all the important mechanics for your character. You can use a copy of the provided sheet or note important information about your character on scratch paper. In either case, you reference this information during play.



LANGUAGES AND PROFESSIONS

Your ancestry tells you the languages you can speak as well as any you know how to read and write. See the **Languages of the Northern Reach** sidebar for descriptions. In addition, your ancestry might grant you an additional profession. Professions are described after ancestries in this chapter.

TALENTS

Record any talents gained from your ancestry on your character sheet, noting what they do.

LEVEL 4 BENEFITS

You gain the level 4 benefits when your group reaches level 4.

ANCESTRY TABLES

Your ancestry presents several tables you can use to determine your character's background, appearance, personality, and other story elements. You can roll dice to randomly determine these elements, choose them, or come up with something else instead. When looking at each entry on the tables, bear in mind that the descriptions are relative to your ancestry, so your character could be short for a goblin or might be an orc who repels other orcs in terms of appearance.

HUMAN

Determination, resourcefulness, and sheer numbers helped humanity rise from its humble, primitive origins to become the most widespread and numerous people in the world. Few places have escaped human expansion, and settlements exist in mountains and swamps, desolate wastes and verdant plains. Human civilization has defined the last thousand years of history and continues even as the shadow falls.

- **Many Variations:** Humans comprise many different ethnic groups. Skin tones can range from almost black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about seventy years.
- **Strength in Numbers:** Community plays a strong role in human civilization. People are stronger when they work together than when they work alone. The resulting tribalism has been a source of strength and a great asset in human expansion, but it has also been a source of conflict that erupts into violence between rival groups.
- **Diverse Natures:** Noble or crude, virtuous or wicked, courageous or craven, greedy or selfless—most humans fall somewhere between these extremes and behave in a way that looks after their interests and those of their loved ones.

Character Creation

- **Religious Inclinations:** Few humans question the gods' existence, and many find their life's meaning in worshipping one or more gods. In the Northern Reach, humans might belong to the Cult of the New God, follow the tenets of the Old Faith, or practice witchcraft. See **Chapter 8** for details on religions.
- **Common Names:** Aengus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Joan, John, Kane, Kiera, Margery, Richard, Roisin, Rordan, , Saraid, Seamus, Walter, and Yvonne.

CREATING A HUMAN

Starting Attribute Scores Strength 10, Agility 10, Intellect 10, Will 10. Choose one attribute and increase it by 1.

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2 or 1, **Speed** 10, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common Tongue, and you can either speak one additional language or add a random profession.

LEVEL 4 EXPERT HUMAN

Characteristics Health +5

You either learn one spell or gain Determined.

Determined When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

HUMAN BACKGROUND

d20	Background
1	You died and returned to life. You start the game with 1d6 Insanity.
2	You were briefly possessed by a demon. You start the game with 1 Corruption.
3	You spent 1d6 years as a prisoner in a dungeon.
4	You murdered someone in cold blood. You start the game with 1 Corruption.
5	You caught and recovered from a terrible disease.
6	You belonged to a strange cult and saw many strange things. You start the game with 1 Insanity.
7	The faerie held you prisoner for 1d20 years.
8	You lost a loved one and their loss haunts you still.
9	You lost a finger, a few teeth, or an ear, or you gained a scar.
10	You earned a living working in your profession.
11	You fell in love and the relationship ended well or is ongoing.
12	You have a spouse and 1d6 -2 children (minimum 0).
13	You traveled extensively. You speak one additional language.
14	You received an education. You know how to read the Common Tongue.
15	You saved your town from terrible monsters.
16	You foiled a plot to kill someone important or you brought a killer to justice.
17	You performed a great deed and are a hero to the people in your hometown.

d20 Background

18	You found an old treasure map.
19	Someone important and powerful owes you a favor.
20	You came into money and start the game with 2d6 cp.

HUMAN PERSONALITY

3d6	Personality
3	You are cruel, wicked, and self-serving. You enjoy making others suffer.
4	You are erratic and unpredictable. You have a hard time keeping your word and tend toward capricious behavior.
5-6	Might makes right. Obedience to authority is the highest ideal.
7-8	You look after yourself first and foremost. You're not above double-crossing friends.
9-12	You put your interests and those of your friends above all else.
13-14	You help others because it's the right thing to do.
15-16	You try to do what you think is right, even if it breaks laws and social conventions.
17	Your honor and duty guide everything you do.
18	You are committed to good and noble causes, and you never stray from your beliefs even if your insistence would cost you your life.

HUMAN RELIGION

3d6	Religion
3	You belong to a cult dedicated to a dark power.
4	You belong to a heretical sect.
5-6	You were raised in the teachings of witchcraft.
7-10	You follow the tenets of the Old Faith.
11-15	You belong to the Cult of the New God.
16-18	You have no religion.

HUMAN AGE

3d6	Age
3	You are a child, 11 years old or younger.
4-7	You are an adolescent, 12 to 17 years old.
8-12	You are a young adult, 18 to 35 years old.
13-15	You are a middle-aged adult, 36 to 55 years old.
16-17	You are an older adult, 56 to 75 years old.
18	You are a venerable adult, 76 years old or older.

HUMAN BUILD

3d6	Build
3	You are short and thin.
4	You are short and heavy.
5-6	You are short.
7-8	You are slender.
9-12	You are average in height and weight.
13-14	You are a bit overweight.
15-16	You are tall.
17	You are tall and thin.
18	You are very tall and heavy.

HUMAN APPEARANCE

3d6	Appearance
3	You are hideous. You look like a monster. Children cry when they encounter you, the weak of heart faint when they see you, and one person vomited after getting a good look at your face.
4	You are ugly, and people find your visage unpleasant thanks to a scar, wen, beetling brows, boils, piles, a wandering or weeping eye, or something else of a similar magnitude.
5-6	Most consider you homely: not quite ugly, but a bit worse than plain.
7-8	You are plain and uninteresting to look upon. People notice you, but your appearance fails to make an impression.
9-12	You are perfectly average in appearance. You look like everyone else.
13-14	You have a physical quality that makes you attractive to others. You might have pretty eyes, lips, hair, shape, or something else.
15-16	You have several attractive physical qualities that make you quite comely.
17	You are one of the great beauties in the land, an individual of almost unsurpassed form and appearance. People notice you.
18	You put beautiful people to shame. You are so striking, heads turn to follow you wherever you go. People become infatuated with you, stumbling over their words and feeling flustered when you show them attention. There's a fine line between love and hate. Should you spurn the attentions of people you enamor, their affection might sour to resentment and even hatred.

CHANGELING

Faerie create changelings to conceal the absence of children they steal. They construct a changeling from natural materials and use magic to give it the appearance of the missing child. The magic often fades after a few weeks, but sometimes it lingers and lets the changeling grow up to become a real person.

- **Many Masks:** Changelings can use their magical nature to adopt the forms of anyone they see. They assume different forms to conceal their true nature, forms that most deem hideous and unsettling. When stripped of their disguises, changelings look like humanoids formed from dirt, sticks, and rocks, with glowing green eyes set in otherwise featureless faces. Changelings in their natural form stand 5 feet tall and weigh 90 pounds.
- **Changeable Identities:** Constantly changing identities has a deleterious effect on changeling personalities. Most mimic the attitudes and outlooks of the people around them, having no particular views themselves or, if they have them, burying them so deep they cannot remember who they started out being or what they hope to become.
- **Common Names:** When not using the names of the people they impersonate, changelings use nicknames such as Coy, Jester, Mirth, Rook, Shadow, Slick, or Sly.



CREATING A CHANGELING

Starting Attribute Scores Strength 9, Agility 10, Intellect 10, Will 10
Perception equals your Intellect score + 1
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health, round down
Size 1, Speed 10, Power 0
Damage 0, Insanity 0, Corruption 0
Languages and Professions You speak the Common Tongue.
Immune damage from disease; charmed, diseased
Iron Vulnerability You are impaired while in contact with iron.
Shadowsight You see into areas obscured by shadows as if those areas were lit.
Steal Identity You can use an action to alter your appearance to match that of a target living creature you can see within short range. The target must be Size 1 or 1/2 and have a humanoid shape of flesh and blood. Your body changes so you look like the target, though your clothing and possessions remain unchanged. The effect lasts until you use this talent again. If you become incapacitated or touch an object made from iron, you immediately revert to your normal appearance.

LEVEL 4 EXPERT CHANGELING

Characteristics Health +4

You either learn one spell or gain Doppelganger's Advantage.

Doppelganger's Advantage You can use a triggered action on your turn to use Steal Identity. As well, when you steal a creature's identity, your attack rolls against that creature are made with 1 boon while you have that creature's appearance.

CHANGELING TRUE AGE

3d6	Age
3	You are a child, 8 years old or younger.
4-7	You are an adolescent, 9 to 14 years old.
8-12	You are a young adult, 15 to 25 years old.
13-15	You are a middle-aged adult, 26 to 40 years old.
16-17	You are an older adult, 41 to 60 years old.
18	You are a venerable adult, 61 years old or older.

CHANGELING APPARENT GENDER

d6	Starting Form
1-3	You appear to be male.
4-6	You appear to be female.

CHANGELING APPARENT ANCESTRY

3d6	Starting Form
3-4	You appear to be a goblin. Go to the Goblin ancestry entry to determine your age, build, and appearance.
5-7	You appear to be a dwarf. Go to the Dwarf ancestry entry to determine your age, build, and appearance.
8-15	You appear to be a human. Go to the Human ancestry entry to determine your age, build, and appearance.
16-17	You appear to be an orc. Go to the Orc ancestry entry to determine your age, build, and appearance.
18	The GM determines your ancestry, age, build, and appearance.



CHANGELING BACKGROUND

d20 Background

- 1 You only recently discovered your true nature, and you are having a difficult time adjusting to your new reality. You start the game with 1 Insanity.
- 2 You have no idea that you're a changeling. You think you are a member of the ancestry whose form you adopted. Add an extra random profession. Until you become incapacitated or touch iron for the first time, you cannot use Steal Identity.
- 3 You were enslaved by a hag and forced to perform unspeakable acts as she commanded you. You start the game with 1 Corruption.
- 4 You murdered the person whose identity you stole so you could take over that person's life. You start the game with 1 Corruption.
- 5 When your "parents" learned what you were, they cast you out from your home and you were forced to make your own way in the world.
- 6 You ran away from home when you learned what you were and lived among the faerie for many years.
- 7 You have earned the enmity of a witch hunter. This foe hunts you and will try to kill you if your paths ever cross.
- 8 Fearful townsfolk drove you out of your hometown. You have grown to hate them and plot revenge.
- 9 The first time you stole someone's identity, you also stole a few of that person's memories.
- 10 You earned a living working in your profession.
- 11 You fell in love, and your lover is not aware of your true identity.
- 12 After you were exiled from your hometown, a druid or witch took you in and cared for you. You always have a home with this character.
- 13 You worked as an informant for the Inquisition.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You learned a terrible secret while masquerading as someone else. Work out the nature of that secret with your Game Master.
- 16 Your parents raised you even though they knew what you were. Their love and encouragement gave you the stability you needed to grow into a mature personality.
- 17 The elf who made you recently found you and befriended you. You can call in one favor from that elf by speaking into a shell he or she gave you. The extent of the favor's power is subject to the GM's discretion.
- 18 You adopted the form of someone famous, powerful, and important.
- 19 You have ties to a criminal organization after being recruited into it for your magical gifts.
- 20 You came into a quantity of money and start the game with 2d6 cp.

CHANGELING QUIRK

d20 Quirk

- 1 You always speak in the third person.
- 2 Your eyes glow green in the dark.
- 3 Animals become nervous around you.
- 4 You can adopt only male forms or only female forms.

d20 Quirk

- 5 You are wild and impulsive.
- 6 You always revert to the first form you adopted.
- 7 The scent of iron sickens you.
- 8 You have terrible nightmares.
- 9 You sometimes hear voices.
- 10 You tend to lose small, inconsequential things.
- 11 One night each year, you lose your Steal Identity talent.
- 12 You can only assume the appearance of dead people.
- 13 You speak in whispers.
- 14 You give off an odd, earthy smell.
- 15 You can never keep your clothes clean.
- 16 You cannot get drunk.
- 17 You must always speak the truth as you know it.
- 18 You find meat repulsive.
- 19 You laugh at inappropriate times.
- 20 Forms you adopt have no hair or fingernails.

CHANGELING PERSONALITY

3d6 Personality

- 3 You steal the forms of others so you can do what you want without facing repercussions. You don't care about how this affects other people.
- 4-5 You enjoy taking on forms that let you work mischief.
- 6 You adopt forms that give you power over others. Power ensures your safety.
- 7-10 You take on other forms for profit, usually to gain access to places normally forbidden to you.
- 11-13 You are careful about the forms you take. You try to stay out of trouble and keep your secrets safe.
- 14 You strive to do the right thing and use your disguises to help other people, as well as to protect yourself from your enemies.
- 15-16 Your nature is a gift, and you use it to do what you think is right, even if it means upsetting others along the way.
- 17 You tend to stick to one form as long as possible; you crave stability and would do anything to be "normal."
- 18 You use your talents to help others, to make the world a better place, and to right wrongs.

CLOCKWORK

Clockworks are mechanical people made from metal plating, gears, wires, bits of spring, and cogs to which are bound a soul plucked from the Underworld. The magic binding the soul tethers it to the clockwork but allows it to manipulate the body only while its internal mechanisms are moving. All clockworks have keys somewhere on their body, and while wound up, they move, think, and act like creatures. Should the key wind down, a clockwork becomes dormant—an insensate object.

- **Common Names:** Typically, clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose

names they find interesting or use names dredged up from their souls' memories.

CREATING A CLOCKWORK

Starting Attribute Scores Strength 9, Agility 8, Intellect 9, Will 9

Perception equals your Intellect score

Defense 13

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, Speed 8, Power 0

Damage 0, Insanity 0, Corruption 0

Languages and Professions You speak the Common Tongue.

Immune damage from disease and poison; asleep, diseased, fatigued, poisoned

Key You have a key somewhere on your body that you cannot reach. When the key is cranked and turning, you count as a creature. When it stops, you become an object. Your key stops turning when you become incapacitated. It also stops turning at the end of any round in which you got a total of 0 or lower on an attack roll or challenge roll.

While you are an object, you cannot use actions, move, talk, or perceive your surroundings. Any creature that can reach you can use an action to wind up your key. If you are not incapacitated, you become a creature once more. If you are incapacitated, roll a d6. On a 3 or lower, there is no effect. On a 4 or higher, you heal 1 damage and become a creature at the end of the round.

Although you are an object while you are incapacitated, you are still subject to the rules for incapacitated creatures.

Mechanical Body You do not eat, drink, or breathe.

You do not age and you cannot be transformed into an undead creature. Your mechanical body makes it impossible for you to swim, so you sink to the bottom when you are submerged in liquid.

Repairing Damage When you are a creature, you heal damage as any other creature. If you are an object, a creature can use an action to start repairing you with a tool kit. The creature must work for at least 4 hours. At the end of this time, it makes an Intellect challenge roll with 1 bane. On a success, you heal damage equal to your healing rate.

LEVEL 4 EXPERT CLOCKWORK

Characteristics Health +5

You either learn one spell or gain Grind the Gears.

Grind the Gears You can increase the number of actions you can use on your turn by one. When you finish your turn, roll a d6. If you roll an odd number, you become an object at the end of the round.

CLOCKWORK AGE

3d6 Age

- 3-8 You are new, 5 years old or younger.
- 9-12 You are experienced, 6 to 10 years old.
- 13-15 You are old, 11 to 50 years old.
- 16-17 You are very old, 51 to 150 years old.
- 18 You are ancient, more than 150 years old.



CLOCKWORK PURPOSE

d20 Purpose

- 1-4 You were built for war. Increase your Strength or Agility by 2.
- 5-8 You were built to work. Increase your Strength by 2.
- 9-12 You were built to use magic. Increase your Intellect or Will by 2.
- 13-16 You were built to gather intelligence about or assassinate targets. Increase your Agility or Intellect by 2.
- 17-20 You were built for an inexplicable purpose. Increase one attribute of your choice by 2.

CLOCKWORK FORM

3d6 Form

- 3 You are a small winged clockwork. Reduce your Health by 5 and your Size to 1/2. You can fly, but you must land at the end of your movement or fall. You are 3 feet tall and weigh 50 pounds.
- 4-5 You are a small spider-like clockwork with functional hands. Reduce your Size to 1/2. You ignore the effects of difficult terrain when you climb. You are 3 feet tall and weigh 50 pounds.
- 6-9 You are a small humanoid clockwork. Reduce your Size to 1/2. You are 4 feet tall and weigh 75 pounds.
- 10-15 You are a humanoid clockwork. You are 6 feet tall and weigh 300 pounds.
- 16-17 You are a large humanoid clockwork. Increase your Size to 2, but reduce your Speed and your Defense by 2. You are 10 feet tall and weigh 750 pounds.
- 18 You are a large clockwork with the lower body of a horse. Increase your Size to 2 and your Speed by 2. Reduce your Defense by 3. You are 6 feet long, 6 feet tall, and weigh 750 pounds.

CLOCKWORK APPEARANCE

3d6 Appearance

- 3 You have a strange and unsettling appearance.
- 4 You appear crude and ill-formed.
- 5-6 You appear battered, broken, and in poor repair.
- 7-8 You have no facial features or distinguishing markings.
- 9-12 You have a mere suggestion of facial features.
- 13-14 You appear well made and in good working condition.
- 15-16 You have a stylized and ornate body.
- 17 You have an ornate body festooned with etchings and ornamental jewels.
- 18 You have an exquisite body festooned with elaborate etchings and ornamental jewels, and trimmed in precious metals. If you are dismantled, your body parts are worth 1d6 gc.

CLOCKWORK BACKGROUND

d20 Background

- 1 Your soul came from Hell. Start the game with 1d3 Corruption.
- 2 Your soul was plucked from the Underworld before it could forget its former life. Start the game with 1d6 Insanity and add an extra profession.
- 3 You spent 1d20 years in a dormant state.

d20 Background

4	Your maker treated you poorly. You escaped and now fear your maker will find you.
5	Fire, plague, or monsters destroyed your home and you are the sole survivor.
6	You were stolen from the workshop where you were made and lived as a slave for 1d6 years.
7	Goblins captured you and almost took you apart for scrap materials. You have replaced your missing components with bits of wood, old weapons, and other rubbish.
8	You were left to find your own way in the world when your maker died.
9	You fell off a boat and spent 2 years walking to shore.
10	You worked to fulfill your purpose for 1d6 years.
11	Choose a member of the group. That character found you and turned your key. You owe that character a debt.
12	You were one of 1d6 other clockworks made at the same time. You hope to find them one day.
13	You were made to be a translator. You can speak one additional language.
14	You were made to be a scribe. You know how to read and write the Common Tongue.
15	Your maker set you free to find your destiny.
16	You can't remember your past. You don't know where you came from or how you came to be where you are.
17	You built a lasting monument in your community.
18	You found a cryptic message inside your body. You have not yet deciphered its meaning.
19	You have a sword grafted to one of your arms.
20	You came into money and start the game with 2d6 cp.

CLOCKWORK PERSONALITY

3d6 Personality

3	You hate living things and take pleasure in pulling them apart.
4	You are terrified of becoming dormant.
5-7	Your body gives you power and strength. You use it to enforce your will on others.
8	You didn't ask for this existence, but you make the most of it while you have it.
9-13	You search for meaning in a world in which you have no place.
14	You were made to serve. You commit your existence to aiding others.
15	You don't know how you fit into this world, but you will spend your life trying to find out.
16-17	You obey the instructions of anyone you deem to be an authority.
18	Your maker gave you three commandments and you must obey them.

DWARF

Dwarfs live under the mountains in elaborate subterranean cities. From them, they launch expeditions deep into the earth to pry gold and silver from the unyielding rock. They hoard their treasures in great vaults

and view other peoples with distrust, suspecting them all of coveting their wealth. The dwarfs have few friends and gain little aid when the forces of darkness overrun their strongholds to lay claim to their vaults. Thus many dwarfs wander the lands, homeless, friendless, searching for a new place to call their own.

- **The Beard's the Thing:** Dwarfs have thick, stout bodies, limbs corded with muscle, and bellies bulging from their fondness for alcohol and food. All dwarfs, male and female, wear elaborate facial hair, braiding it in their clan designs, decorating it with silver or gold rings, or greasing it up into unusual shapes. Other dwarfs have fanciful mustaches or thick muttonchops that hang past their waists.
- **Short but Dense:** Dwarfs stand between 3 and 4 feet tall, and they can weigh up to 250 pounds. They have the human range of coloration, though they tend to be grimy and wrinkly from their work in the mines and forges.
- **Dour and Suspicious:** Gruff, critical, and suspicious, dwarfs make few friends outside their own kind. They covet treasure but temper their greed with the certainty that their ancestors are always watching. Thus, dwarfs conduct themselves with honor to avoid bringing shame to their clans.
- **Common Names:** Anise, Brunhild, Doogan, Erika, Franz, Grete, Guntur, Heida, Helmut, Ilse, Martok, Oda, and Ragnar.

CREATING A DWARF

Starting Attribute Scores Strength 10, Agility 9, Intellect 10, Will 10

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score + 4

Healing Rate equals one-quarter your Health, round down

Size 1/2, **Speed** 8, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common

Tongue, and you speak, read, and write Dwarfish.

Darksight You can see in areas obscured by shadows or darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Hated Creature Choose a creature from the **Hatred** table. Your hatred grants 1 boon on attack rolls made against creatures you hate.

Robust Constitution You take half damage from poison. You make challenge rolls with 1 boon to avoid or remove the poisoned affliction.

LEVEL 4 EXPERT DWARF

Characteristics Health +6

You either learn one spell or gain Shake it Off.

Shake it Off You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.



DWARF AGE

3d6	Age
3	You are a child, 20 years old or younger.
4-7	You are an adolescent, 20 to 30 years old.
8-12	You are a young adult, 31 to 50 years old.
13-15	You are a middle-aged adult, 51 to 100 years old.
16-17	You are an older adult, 101 to 150 years old.
18	You are a venerable adult, 151 years old or older.

DWARF BUILD

3d6	Build
3	You are short and scrawny.
4-6	You are short and fat.
7-8	You stand a bit shorter than other dwarfs.
9-12	You are average in height and build.
13-15	You have a magnificent belly.
16-17	You are tall.
18	You are tall and heavy.

DWARF APPEARANCE

3d6	Appearance
3-4	You have a monstrous appearance, likely due to hard living and several near misses. Your face is a mass of scar tissue, probably missing an ear, an eye, or your nose. You also display some unusual habit, such as pounding nails into your skull or greasing your body with troll fat.

3d6 Appearance

5-6	You have several interesting features that work together to make you one ugly brute. Filth from digging in the dirt, mites infesting your hair, skin lashed with healing scars, and a rich aroma of vomit—all these contribute to your distinctive style.
7-8	You look like a typical dwarf, being hairy, portly, and grubby.
9-11	You take better care of yourself than most dwarfs and keep your facial hair well groomed.
12-15	You take pride in your appearance. You stay clean, oil your facial hair, and perhaps braid it or tie it with metal rings.
16-18	You are quite fetching for a dwarf. You have regal features, good bearing, and a deep voice. You take pride in your appearance.

DWARF HATRED

d20	Hated Creature
1-2	Ogres
3-4	Troglodytes
5-6	Beastmen
7-8	Orcs
9-10	Goblins
11-12	Elves
13-14	Trolls
15-16	Giants
17-18	Dragons
19-20	Demons

DWARF BACKGROUND

d20	Background
1	You sold your soul to a devil to gain wealth. The devil betrayed you and left you penniless. You start the game with 1 Corruption.
2	Your ancestors appeared to you in a vision and sent you to recover a fabled relic.
3	You accidentally killed someone close to you.
4	You stole gold from a rival clan and the theft shames you.
5	You fought against the creatures you hate and lost.
6	You brought shame to yourself and your clan. You live as an exile, searching for redemption, even if that redemption comes with a glorious death.
7	You were taken prisoner by the creatures you hate. You lived as a slave for 2d6 years.
8	The creatures you hate overran your home and wiped out your clan.
9	You survived a cave-in and get a bit nervous when underground.
10	You earned a living working in your profession.
11	You are a sworn servant of the Dwarf King.
12	You are a gifted artisan. Add artisan (any one) to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You inherited a battleaxe or a warhammer from an ancestor.
15	You discovered a vein of gold under your mountain home.
16	You hunted down and helped kill a creature you hate.
17	You performed a great deed, and you are a hero to your clan.
18	You have a key to an ancient treasure vault lost to the dwarfs long ago.
19	You are the rightful heir to a stronghold overrun by the enemies of your people.
20	You came into money and start the game with 2d6 cp.

DWARF PERSONALITY

3d6	Personality
3	Your hatred is a living thing. It drives you, gives you strength, and helps you triumph over your enemies.
4	You seek a glorious death killing your enemies.
5-6	You love gold more than anything. You love the way it feels, the sound it makes, and the taste of it.
7-8	You believe other people covet your wealth. It is your duty to protect what is yours—at any cost.
9-12	Your honor is your life. You would never do anything to bring shame to your people.
13-14	You surrender to the will of your ancestors, the customs of your people, and the good of all.
15-16	You believe your people must rise above their greed and suspicion. In these dark times, you must band together to overcome the doom that awaits you all.
17	You don't trust or like non-dwarfs, but they have their uses.
18	You have little use for the customs of your people. It's time to move past the dusty caves and seek out fortunes elsewhere.

GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep them from making trouble for their neighbors.

- **Bizarre and Varied Appearance:** All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption.
- **Weird Habits:** Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish as good luck charms, or can never bathe for fear of losing their vital essence.
- **Common Names:** Goblins love crude humor and it shows in such names as Blix, Blunder, Bubo, Cough, Drips, Hack, Pecker, Phlegm, Poop, Pox, Puke, Sludge, Snot, and Vomit.

CREATING A GOBLIN

Starting Attribute Scores Strength 8, Agility 12, Intellect 10, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1/2, **Speed** 10, **Power** 0

Damage 0, **Insanity** 0, **Corruption** 0

Languages and Professions You speak the Common Tongue and Elvish.

Immune damage from disease; charmed, diseased

Iron Vulnerability You are impaired while you are in contact with iron.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

Sneaky When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

LEVEL 4 EXPERT GOBLIN

Characteristics Health +4

You learn one spell or gain Spring Away.

Spring Away When a creature you can see gets a failure on an attack roll against your Defense or Agility, you can use a triggered action to retreat.



GOBLIN AGE

3d6	Age
3	You are a child, 6 years old or younger.
4-7	You are an adolescent, 7 to 10 years old.
8-12	You are a young adult, 11 to 25 years old.
13-15	You are a middle-aged adult, 26 to 50 years old.
16-17	You are an older adult, 51 to 75 years old.
18	You are a venerable adult, 76 years old or older.

GOBLIN BUILD

3d6	Build
3	You are short and spindly.
4	You are short and round.
5-6	You are short.
7-8	You are wiry.
9-12	You fall within the normal height and weight ranges for goblins.
13-14	You are pudgy.
15-16	You are tall.
17	You are tall and lanky.
18	You are very tall and heavy.

GOBLIN DISTINCTIVE APPEARANCE

d20	Distinctive Appearance
1	You have a long, pointed nose.
2	You have bright green or orange skin.
3	You have the head of a dog.
4	You have a reptilian appearance with small horns sprouting from the top of your head.
5	You have a wide, leering grin.
6	You have a pig's snout in place of a nose.
7	You have long, slender fingers.
8	You have a tooth growing out from your forehead.
9	You have a tail.
10	Fur grows thickly on your arms and legs.
11	You are completely hairless.
12	You have all the warts.
13	A large cyst grows on your back.
14	You have an abnormally long and pointed chin.
15	A single horn grows out from the side of your head.
16	You have one eye.
17	You have 1d6 extra fingers, placed on your body wherever you wish.
18	You have enormous ears.
19	You have stubby little legs.
20	Make something up!

GOBLIN ODD HABIT

d20	Habit
1	You save all your secretions in small bottles and give them as gifts to people you like.
2	You never bathe.
3	You punctuate your sentences by spitting.
4	You have tremendous flatulence, yet you seem never to notice when you break wind.
5	You eat only candy.
6	You collect the genitals from creatures you kill and wear them as jewelry.
7	You lick things to claim them as your own.
8	You dress in fancy clothes.
9	You refuse to wear shoes.
10	You keep cockroaches as pets.
11	You always inspect your bowel movements, spreading the mess around with your fingers.
12	You keep a bit of iron on your person at all times.
13	You speak in a singsong voice.
14	You eat a bit of flesh from any living thing you kill.
15	You cry a lot.
16	You tell filthy jokes at inappropriate times.
17	You wear a child's costume and refuse to take it off.
18	You keep a large collection of spoons.
19	You like to hide.
20	Make something up!

GOBLIN BACKGROUND

d20	Background
1	You spent the last 1d6 years in a drunken stupor. You're not proud.
2	The Goblin King turned you into a toad. You escaped that fate after you convinced an elf maiden to kiss you. When she did and screamed, you killed her. You start the game with 1 Corruption.
3	You accidentally got your entire tribe killed.
4	You were orphaned and raised by giant rats.
5	You accidentally released a demon into the world.
6	You spent two days believing you were a fearsome dog. You start the game with 1 Insanity.
7	A hag made you her love slave for 1d6 years.
8	Dwarfs almost wiped out your tribe. You are one of 1d6 survivors.
9	You nearly drowned when the sewers flooded.
10	You earned a living working in your profession.
11	Choose a character. He or she saved your life and you now owe that character a debt.
12	You are an unrepentant criminal. Add a random criminal profession to your list of professions.
13	You traveled extensively. You speak one additional language.
14	You stole a knife from a dashing knight.
15	You snuck into Alfheim and stole a lock of hair from the Faerie Queen.
16	You killed and ate 100 diseased rats.
17	You were a henchman to a powerful wizard.
18	You found a signet ring in a sewer.

d20 Background

- 19 You are the seventeenth son or daughter of the Goblin King.
- 20 You came into money and start the game with 2d6 cp.

GOBLIN PERSONALITY

3d6 Personality

- 3 You are a bully and enjoy tormenting things that are weaker than you.
- 4 You like violence, especially when it's random and senseless.
- 5-6 You try to rise above the filth and squalor of your people to do good in the world.
- 7-8 You love playing tricks on other people and find their pain hilarious!
- 9-12 You look out for yourself. To hell with everyone else!
- 13-14 You're just trying to stay alive!
- 15-16 Your people didn't deserve exile, but exile you got. You believe you will make places for yourselves and prove to those stinking elves they were wrong.
- 17 You live to serve the strong and mighty.
- 18 You hope to redeem your people in the eyes of the Faerie Queen.

ORC

Long believed to be the perfect soldiers, the orcs have thrown off slavery's shackles and risen up against their imperial masters in a war that threatens to drown the Empire in blood.

- **Fearsome and Powerful:** Mighty, threatening figures, orcs tower over humans. Most have thick, coarse hair covering their bodies. Some shave their body hair into lewd or grotesque patterns to accentuate their fearsome look. Blotchy skin, bone white to nearly black, blistered and scarred from flaws in the magic that made them gives them a ghastly appearance aided in part by their brutish, exaggerated features. Most orcs have short pug noses and wide mouths filled with sharp teeth and a tusk or two. Orcs stand 6 to 8 feet tall and weigh 200 to 600 pounds.
- **Created to Kill:** Dark wizards in service to the Empire created the orcs from jotun prisoners brought from the icy south to face the judgment of the Alabaster Throne. Using vile magic, the wizards stripped away everything from the giant-blooded warriors until they were little more than wild animals. The Empire used these new soldiers in the wars of conquest that would secure its hegemony for a thousand years.
- **Slave Revolt:** After centuries of slavery, the orcs turned against their masters. Rumors claim the Orc King, Drudge, strangled the emperor and seized the throne. Others whisper that the orcs have made unholy pacts with the Adversary and even now march against the other provinces. Whether true or not, the rumors have done their work and orcs all across the Empire have abandoned their posts or slaughtered their masters.
- **Common Names:** Bastard, Bunion, Dredface, Grubthumb, Hate, Killer, Mung, Pliers, Pung, Stenchfist, and Wosname.



CREATING AN ORC

Starting Attribute Scores Strength 11, Agility 10, Intellect 9, Will 9

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health, round down

Size 1, Speed 12, Power 0

Damage 0, Insanity 0, Corruption 1

Languages and Professions You speak the Common Tongue and Dark Speech.

Shadowsight You see in areas obscured by shadows as if those areas were lit.

LEVEL 4 EXPERT ORC

Characteristics Health +6

You learn one spell or gain Rising Fury.

Rising Fury When you take damage, you make your next attack roll before the end of the next round with 1 boon.

ORC AGE

3d6	Age
3	You are a child, 8 years old or younger.
4-7	You are an adolescent, 8 to 12 years old.
8-12	You are a young adult, 13 to 18 years old.
13-15	You are a middle-aged adult, 19 to 26 years old.
16-17	You are an older adult, 27 to 32 years old.
18	You are a venerable adult, 33 years old or older.

ORC BUILD

3d6	Build
3	You are short and wiry.
4	You are short and muscular.
5-6	You are short.
7-8	You are thin.
9-12	You are of average height and weight.
13-14	You are corpulent.
15-16	You are tall.
17	You are tall and gaunt.
18	You are a giant among orcs.

ORC APPEARANCE

3d6	Appearance
3-5	You are grotesque. Your face is a mass of scar tissue. Thick scars crisscross your body, held together with crude, leather stitching. Swaths of open sores weep streams of pus, and you reek of excrement, blood, and rot.
6-8	You are monstrous, with thick, brutish features, weird growths sprouting from your skin, and nasty scars that cut jagged lines across your thick hide.
9-12	You are ugly. You have thick tusks jutting from your broad jaw, a sloping forehead, and tiny eyes set deep in your skull.
13-15	You are an orc of typical appearance, dirty and unkempt.

3d6 Appearance

- 16-17 Your features are somewhat less brutish, though you might have odd skin coloration, extra fur, and thick features.
- 18 You stand out from other orcs. Your body is remarkably free from the scars and injuries that maim your fellows, and you are in pretty good health.

ORC BACKGROUND

d20 Background

- 1 You butchered helpless people. Gain 2 Corruption.
- 2 You were briefly possessed by a demon. Gain 1 Corruption.
- 3 You spent 1d6 years in the fighting pit, testing your skills against other orcs for the amusement of the crowds.
- 4 You stayed loyal to the Empire and fought against other orcs. You were branded as a traitor and cast out.
- 5 You caught the rot and lost your nose and ears.
- 6 You were chained to the oars in a slave ship for 1d6 years.
- 7 You were made a eunuch and stood guard over the emperor's concubines.
- 8 You have scar tissue over half your body from when you were caught in the blast of a spell.
- 9 You escaped your slavery and have lived in the wilderness ever since.
- 10 You earned a living working in your profession.
- 11 You fell in love with a human and were spurned for your affections.
- 12 You sired or gave birth to 3d6 children. Roll 3d6 again and subtract that total from your total number of children to find out how many are still alive (minimum 0).
- 13 You traveled extensively. You speak one additional language.
- 14 You received an education. You know how to read the Common Tongue.
- 15 You fought bravely for the Emperor and were awarded a medal for your courage.
- 16 You saved an important noble from an assassination attempt.
- 17 A human broke your chains and freed you to find your fortunes in the world.
- 18 You took a sword from the corpse of a warrior you killed.
- 19 The Gods of Blood and Iron visit you in your dreams. You start the game with 1 Insanity.
- 20 You came into money and start the game with 2d6 cp.

ORC PERSONALITY

3d6 Personality

- 3 You fight to liberate your people from slavery.
- 4 Orcs are more than the killers the emperor made them to be. They are people, with hearts and souls, dreams and ambitions. You believe you must rise above the savagery and find your place.
- 5-6 The world is going to Hell. You say, let it.
- 7-8 You take care of yourself, take what you want, and do what you want.
- 9-12 Kill!

3d6 Personality

- 13-14 You never question orders. You always do as you're commanded.
- 15-16 You want revenge and you'll kill anyone that gets in your way.
- 17 You believe you were made for a reason. Without your chains, you have no purpose.
- 18 You believe your people have committed great acts of evil in the Empire's name. You strive to right the wrongs.

PROFESSIONS

Professions are occupations, pursuits, and areas of knowledge, broadly conceived to give you all the room you need to define your character in concert with the other descriptive elements gained during character creation. Thus, it's up to you to decide what your character did within the profession, how your character gained it, and what it means in the context of other information you learned about your character.

STARTING PROFESSIONS

You begin with two professions. You can choose any profession you like or let the dice decide. In the latter case, roll a d6 and consult the **Profession Types** table, following the instructions.

LANGUAGES

You can trade out a profession to learn to speak another language or gain the ability to read a language you already know how to speak.

USING PROFESSIONS

Professions describe what your character knows how to do and how your character fits into the setting. They act as cues to help you decide how your character acts, what your

PROFESSION TYPES

d6 Profession

- 1 **Academic.** You are a scholar. You can read and write one language you know how to speak. Roll a d20 and consult the "Academic Professions" table to determine your area of scholarship. You can recall information related to your area of scholarship.
- 2 **Common.** You work in a trade. Roll a d20 and consult the "Common Professions" table to determine your trade. You can recall information related to your trade and, if your trade involves manufacturing, you know how to produce goods related to your trade from raw materials.
- 3 **Criminal.** You engage in illegal or illicit activities. Roll a d20 and consult the "Criminal Professions" table to determine your profession.
- 4 **Martial.** You joined the army, law enforcement, or the local militia. Roll a d20 and consult the "Martial Professions" table to determine your profession.
- 5 **Religious.** You belong to a religious institution. Roll a d20 and consult the "Religious Professions" table to determine your profession.
- 6 **Wilderness.** You live beyond civilization's bounds. Roll a d20 and consult the "Wilderness Professions" table to determine your profession.



COMMON PROFESSIONS

d20	Profession
1	Animal trainer
2	Apothecary or healer
3	Artisan. Choose a manufacturing trade. Examples include baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, dyer, glassblower, jeweler, leatherworker, mason, potter, printer, and tailor.
4	Artist. Choose a medium. Examples include painter, poet, sculptor, and writer. If you choose poet or writer, you can read and write one language you know.
5	Boatman or ferryman
6	Butcher
7	Cook
8	Drover or herder
9	Entertainer. Choose a style. Examples include actor, athlete, comedian, courtesan, dancer, orator, puppeteer, singer, and storyteller.
10	Farmer
11	Fisher or whaler
12	Groom
13	Laborer. Choose a labor. Examples include chimneysweep, gravedigger, porter, stevedore, and street-sweeper.
14	Merchant. Choose a good. Options include arms, grains, livestock, slaves, spices, and textiles.
15	Miner
16	Musician. Choose an instrument. Examples include percussion, string, and wind.
17	Sailor
18	Servant or valet
19	Shopkeeper
20	Teamster

ACADEMIC PROFESSIONS

d20	Area of Scholarship	d20	Area of Scholarship
1	Architecture	11	Magic
2	Astrology	12	Medicine
3	Engineering	13	Navigation
4	Etiquette & customs	14	Occult
5	Folklore	15	Philosophy
6	Geography	16	Politics
7	Heraldry	17	Nature
8	History	18	Religion
9	Law	19	Science
10	Literature	20	War

CRIMINAL PROFESSIONS

d20	Profession	d20	Profession
1	Agitator	11	Informant
2	Beggar	12	Murderer
3	Burglar	13	Pickpocket
4	Carouser or rake	14	Pirate
5	Charlatan or confidence artist	15	Prostitute
6	Cultist	16	Rebel or terrorist
7	Fence	17	Saboteur
8	Forger	18	Spy
9	Gambler	19	Thug
10	Grave robber	20	Urchin

MARTIAL PROFESSIONS

d20	Profession	d20	Profession
1	Constable	9-10	Militia member
2	Detective	11-12	Patroller
3-4	Guard	13-15	Peasant conscript
5	Jailer	16	Slave
6	Officer	17-18	Soldier
7	Marine	19	Squire
8	Mercenary	20	Torturer

WILDERNESS PROFESSIONS

d20	Profession	d20	Profession
1	Bandit, brigand, or highway robber	12	Poacher or rustler
2	Barbarian	13	Prospector
3	Exile	14	Outlaw
4	Gatherer	15-16	Refugee
5-6	Guide	17	Spelunker
7	Hermit	18	Tracker
8-9	Hunter	19	Trapper
10	Nomad or vagabond	20	Woodcutter
11	Pioneer		

RELIGIOUS PROFESSIONS

d20	Profession
1-2	Devotee. You are a strong believer and follower of your faith's tenets. You can read and write one language you know.
3-4	Evangelist. You travel from place to place, preaching your faith to any who will listen and rely on the charity of believers. You can read and write one language you know.
5	Fanatic. You cloak yourself in deprivation to bring you closer to your gods. You might scourge yourself, deprive yourself of food and drink, or find other, creative ways to make yourself suffer.
6	Heretic. You hold religious beliefs deemed dangerous and heretical by the leaders of your faith.
7-8	Initiate of the Old Faith. You have been initiated into the Old Faith.
9-10	Minister. You are a religious leader in your community. You know how to read and write one language you know.
11-12	Acolyte of the New God. You study to become a priest in the Cult of the New God. You know how to read and write one language you know.
13	Inquisitor's Henchman. You serve an inquisitor or witch hunter.
14-16	Pilgrim. You travel to sites deemed holy to members of your religion.
17-18	Street Preacher. You preach on street corners, beseeching people to seek redemption as the end is near.
19-20	Temple Ward. You were raised in a temple. You were likely an orphan and brought up by the clergy.

character can do, and what things your character knows. The Game Master will sometimes look to your professions to judge whether an activity you describe results in a success or failure. A profession could grant a success or it might grant 1 or more boons to your roll if the outcome isn't clear.

ALTERING PROFESSIONS

Since a profession can be anything that involves a lifestyle or occupation, you can substitute other professions for the ones listed here. Rather than become a comedian, for example, you could be a clown or a mime. You can substitute chimney-sweep for laborer or pastry chef for cook. Before making a substitution, talk to your GM to make sure it is appropriate for the game.

STARTING EQUIPMENT

You start with equipment based on your character's wealth. To determine your wealth, roll and total 3d6, then consult the **Wealth** table. Keeping your professions and ancestry in mind, come up with a story for how your character came by this lifestyle.

Your starting wealth tells you the equipment you have when the adventure begins. For details on equipment, see **Chapter 6**.

DESTITUTE

You have a club or sling with 20 stones, rags, and a pouch containing 1d6 bits.

POOR

You have a staff or club or sling with 20 stones, patched basic clothing, a sack, bread, a waterskin, a tinderbox, a candle, and a pouch containing 2d6 bits.

WEALTH

3d6 Lifestyle

3-4	Destitute You are penniless and live on the streets.
5-8	Poor You live in squalid conditions and you're never sure where you're going to get your next meal.
9-13	Getting By You earn enough to meet all your expenses.
14-16	Comfortable You live well and make enough that you can save a little.
17	Wealthy You live very well. You have nice clothes and fine accommodations, and you have probably not gone without for a long time.
18	Rich You want for nothing. You likely come from a noble family, and you have servants and an estate, castle, or house in the best part of town. Your fortunes earn you many friends and many enemies.

GETTING BY

You have a dagger, a staff or club or sling with 20 stones, basic clothing, a backpack, a week of rations, a waterskin, a tinderbox, 2 torches, and a pouch containing 1d6 cp.

COMFORTABLE

You have a dagger, a staff or club or sling with 20 stones, fine clothing, a backpack, a cloak, a week of rations, a waterskin, a coil of rope, a tinderbox, 2 torches, a *healing potion*, and a pouch containing 2d6 cp. You also have a small shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

WEALTHY

You have a dagger, courtier's clothing, a cloak, a backpack, a week of rations, a waterskin, a coil of rope, a tinderbox, a lantern, 2 flasks of oil, a *healing potion*, and a pouch

character creation

containing 1d6 ss. You also have a shield; an incantation of a rank 0 spell of the GM's choice written on a scroll; or a healer's kit, tool kit, or writing kit.

RICH

You have a dagger, noble's clothing, a cloak, a week of rations, a waterskin, a *healing potion*, and a pouch containing 2d6 ss. You also have a personal servant, a guard, and three horses with saddles.

INTERESTING THINGS

Your character begins the game with one interesting thing. An interesting thing could be an unusual item, a character trait, an heirloom inherited from a mysterious ancestor, or something that makes your character unique.

To determine your interesting thing, roll a d6 to see which **Interesting Thing** table you use. Then roll a d20 and consult the appropriate table.

INTERESTING THING TABLES

d6	Table	d6	Table
1	Table 1	4	Table 4
2	Table 2	5	Table 5
3	Table 3	6	Table 6

INTERESTING THINGS TABLE 1

d20	Interesting Thing
1	A tiny metal box with no opening that makes a faint ticking noise.
2	A skull made from clear crystal.
3	A glass ball filled with water in which swims a tiny living goldfish.
4	A curious odor, a pungent stench, or a skin condition that never quite heals.
5	A bottle filled with a maiden's tears.
6	A flower that never withers.
7	A small magnet or silver mirror.
8	An invitation to a party or a masquerade mask.
9	A monogrammed handkerchief that always stays clean.
10	A folding knife that always stays sharp.
11	A pair of dancing shoes.
12	A tiny inert mechanical spider.
13	A shrunken head.
14	A glass eye or a bezoar.
15	A book written in an unknown language or a book containing things you never wanted to know.
16	A deck of fortune-teller's cards.
17	A pair of loaded dice.
18	Six small cakes that can nourish the person who eats one until the next day at dawn.
19	A phylactery that holds a scrap of paper on which is written a single word.
20	A reputation for being a badass.

INTERESTING THINGS TABLE 2

d20	Interesting Thing
1	A flute or set of panpipes, or other musical instrument.
2	A reliquary containing a small bone.
3	A tiny idol of a demon carved from green stone.
4	A token from an admirer or lover.
5	A pet mouse, squirrel, or rabbit.
6	A monocle or pair of heavy goggles.
7	A silver necklace with a medallion.
8	A snuffbox filled with snuff.
9	A gleaming dragon's scale.
10	A fist-sized egg covered in blue spots.
11	Unrequited love.
12	A black iron cauldron filled with bones.
13	A box of 1d20 iron nails.
14	A vial of sweet perfume or a bottle of rotgut.
15	A feather made from bronze.
16	An iron coin with a scratch on one side or a steel coin with a dragon's head on either side.
17	A box containing 1d6 + 1 brushes.
18	A bloodstained doll.
19	A silver engagement ring worth 1 ss.
20	A brush, comb, or umbrella.

INTERESTING THINGS TABLE 3

d20	Interesting Thing
1	A bar of soap or a towel.
2	One hundred feet of twine wrapped up in a ball.
3	A tiny portrait, a lock of hair, or some other favor from someone who loves you.
4	A small keg of beer.
5	A brace of conies or pack filled with pots and pans.
6	An arrow or bolt with a silvered head.
7	Half a treasure map, a map of a foreign land, or a large, blue map covered with circles with weird bits of writing between them.
8	A weapon of the GM's choice.
9	A light or heavy shield with an unusual heraldic device.
10	A fancy set of clothes bearing a curious stain.
11	A personal servant.
12	A silver holy symbol or a fine religious icon.
13	A bag of 2d6 rocks, acorns, severed heads, or yummy mushrooms.
14	A music box that plays a sad, sad song when opened.
15	A bag of 100 marbles.
16	A glass jar filled with saliva, a sack filled with rotting chicken parts, or an unseemly scar.
17	A small bag containing 3d6 teeth, a necklace of 1d6 ears, or 1d6 severed heads tied together by their hair.
18	A newborn baby that might or might not be yours.
19	A box of six fine white candles.
20	A small dog with a tendency toward viciousness.

INTERESTING THINGS TABLE 4

d20	Interesting Thing
1	A glass jar holding a beetle covered in glowing spots (sheds light as a candle).
2	A pair of boots that grants you 1 boon on rolls to sneak or a gray cloak that grants you 1 boon on rolls to hide.
3	A glass jar containing a strange organ suspended in alcohol.
4	A tiny glass cage.
5	A box containing 1d6 bottles of ink, each a different color.
6	A tiny inert mechanical owl.
7	A length of rope, 20 yards long, that cannot be cut.
8	A badge from a mercenary company.
9	A box of cigars or a pipe and pouch of tobacco.
10	A medallion depicting a hideous woman's face.
11	A spiked collar, skin clamps, and a scourge.
12	A ten-pound bag of flour.
13	A bronze plate with a name scratched on its face.
14	A crystal bottle containing fluid that emits light in a 2-yard radius when the stopper is removed.
15	A small box holding six sticks of chalk.
16	A letter of introduction from a powerful and influential person.
17	A mirror fragment that shows a strange location on its reflective surface.
18	A small golden cage containing a living faerie that cannot talk.
19	A bottle labeled "Eye of Newt."
20	A bag of beans.

INTERESTING THINGS TABLE 5

d20	Interesting Thing
1	A jar of grease or a bottle of glue.
2	A glass globe filled with swirling mist.
3	A cloak with 2d20 pockets hidden in the lining.
4	A pair of spectacles that sometimes let you see through up to 1 inch of solid rock.
5	A small blue box that's bigger on the inside (twice normal capacity).
6	A small steel ball.
7	A petrified hand that twitches in the light of a full moon.
8	The true name of a very minor devil.
9	An animated mouse skeleton.
10	A weapon of the GM's choice that always emits light in a 1-yard radius.
11	A pouch that holds 1d6 + 1 pinches of dust that, when sprinkled over stone, causes up to a 1-yard cube of material to become soft clay.
12	A jar of paint that refills itself once each day at dawn.
13	A tiny metal ball that when released floats 1 inch above any solid surface.
14	A pouch holding 1d6 + 1 pinches of diamond dust.
15	A brain in a jar.
16	A bag filled with curiously fleshy rods.
17	A mace made from purple metal with a name etched on the haft.
18	A giant piece of charcoal that radiates menace.
19	A piece of amber containing a human-faced fly.
20	A lifetime of regrets.

INTERESTING THINGS TABLE 6

d20	Interesting Thing
1	A reputation for being a skilled lover.
2	A mummified halfling.
3	A set of clothing that can change appearance once each day at dusk.
4	A can of beets.
5	A stalker who follows you but flees when you approach.
6	A shameful past.
7	A recurring and disturbing dream.
8	A trunk filled with body parts.
9	A wagon or cart pulled by a sad donkey.
10	Three small white mice that whisper strange things to you while you sleep.
11	A tremor, a facial tic, or an irritating laugh.
12	A thermometer.
13	A collapsible pole, 3 yards long.
14	A shadow you cast that never quite matches your movements.
15	Fear and loathing.
16	A fondness for the bottle.
17	A thin shirt of mail that counts as light armor and can be worn under normal clothing (functions as mail and is not cumulative with other armor).
18	A bizarre fetish.
19	A demanding spouse.
20	A terrible secret that you dare not reveal.

ROLEPLAYING

Your character occupies a place in the imaginary world. He or she is a person with hopes and dreams, fears and biases, a history and a future, all of which inform his or her personality. It is up to you to decide how you portray this character in the game, but whatever you decide, you should play the character in a manner consistent with the decisions you made during creation.

To help play your character in a consistent manner, come up with a couple of positive traits and at least one negative trait, noting them somewhere on your character sheet. You can roll on the **Personality Traits** table if you need inspiration.

ROLEPLAYING QUESTIONS

By answering the following roleplaying questions as if you were your character, you can get a sense of how your character thinks and behaves, and what your character believes.

RELATIONSHIPS

How do other people make you feel? Do you like being the center of attention? Do you make friends easily? When it comes to you, is there such a thing as a stranger? Or do you

PERSONALITY TRAITS

d20	Positive	Negative
1	Benevolent	Aloof
2	Cheerful	Arrogant
3	Courageous	Conceited
4	Dependable	Craven
5	Determined	Deceitful
6	Dutiful	Impulsive
7	Empathetic	Lazy
8	Fair	Malicious
9	Forgiving	Obnoxious
10	Gracious	Quarrelsome
11	Generous	Rude
12	Helpful	Sarcastic
13	Honest	Self-centered
14	Honorable	Slovenly
15	Humble	Stingy
16	Idealistic	Sullen
17	Imaginative	Surly
18	Kind	Thoughtless
19	Noble	Unfriendly
20	Orderly	Vulgar

uncomfortable in large groups? Do you prefer to keep to yourself or a close circle of friends?

What sorts of people do you enjoy most? Do you like other outgoing people, or do you prefer quiet, more insular types? What kinds of people do you avoid? Who are your friends? Who are your enemies?

VALUES

Name one thing you value most. Then name one thing you could lose. The things you value or don't value could be ideals such as love, honor, or charity, connections to other people such as friends and family members, or physical things—a prized weapon, an heirloom, or a token of love. Thinking about the thing you value most, what makes it important to you? To what lengths would you go to secure it, keep it, or attain it?

For the thing you value least ... Why is it not important to you? How easily would you surrender it?

FEAR AND LOATHING

Everyone fears something. What do you fear? The source of your fear could be a situation. You might fear being alone or being powerless. It could also be a physical thing such as spiders, snakes, or demons. Why does this fear have power over you? How do you control your fear when you confront it?

What do you hate? The source of your fear could be the same thing you hate, especially if the fear is a constant concern. Like fears, hatreds can apply to big concepts such as tyranny, slavery, injustice, and suffering. Or it might be a person or organization. Think about a reason for why you hate the thing you do. Has it affected you directly? Have you suffered from it? Or does the hatred reflect one of your ideals?

LOVE AND DESIRE

Just as everyone has their fears, they also have their desires. A desire can be anything you wish. It might be a state of being, a relationship, an object, or an experience. You might desire love, peace, or security. You might crave a relationship with another character. Or, you could seek out a fabled relic or victory over your enemies.

Also, what do you love? You can love your family, friends, a lover, a companion animal, an object that holds importance to you, or even your nation. Consider the reasons for your love. Do they arise from an obligation or a duty, or something deeper and more mysterious?

SECRETS

You have at least one secret. What is the one thing your character knows and knows alone? Then, come up with a secret known only to you and maybe one or two others. Share your secret with the Game Master, as this information could be important to a future adventure.

ACHIEVEMENTS

Did you do something notable? How do you feel about it? Do you share it with others or do you keep it to yourself?

AUTHORITY

Do you prefer to be in charge? Do you like making decisions or are you content to let others decide? Deciding how you feel about authority will affect how your character fits into the group.

OBLIGATIONS AND RESPONSIBILITY

Do you follow through on your promises? Do you complete tasks that come to you as soon as you can or are you given to delay and procrastination? Do you feel guilty when you don't live up to your obligations?

GOOD AND EVIL

Is the world sharply divided into good and evil? Or is it all just shades of gray? Where do you fall? Do you help others, act without considering your needs, or give of yourself all that you can? Or do you fulfill your own needs first, exploiting others when necessary to advance your position?

YOUR FIRST ADVENTURE

Once you finish creating a character, you are ready to play through a starting adventure. You play this adventure with a group of friends, one of whom is the Game Master. Playing through a starting adventure has many benefits.

LEARN THE RULES

The adventure gives you a chance to learn how the game plays, such as how to resolve fights, social interaction, and moving, without having to worry about too many exceptions gained from playing a character in higher-level

groups. By the adventure's conclusion, you should have a good understanding of how the basic rules work.

DECISIONS AND OUTCOMES

While playing the game, keep track of what your character does and how your character behaves. What you do during your first adventure should inform the choices you make after your group forms and gains a level. So if you spend a lot of time fighting, sneaking around, casting spells from incantations you find, or do something else noteworthy, jot it down.

BUILDING A GROUP

The first adventure operates as the origin story for the characters played by you and your friends. Your character might know one or more other characters that will join the group, or you might be strangers. Regardless, this adventure explores the conflicts, challenges, and revelations that will connect your characters for the remainder of the game. Here are some things you should do during your first adventure.

COOPERATION

Learning how to work together is crucial for your group to survive the perils that lie in wait. Look for ways to help other players in the game to create stronger connections. As you play, note the relationships you make with other characters. You befriend some or come into conflict with others. These relationships will become important once the group forms.

AVOID CONFLICT

Starting characters are fragile and have few resources. Since a hit or two can knock you out or even kill you, you should be cautious about fighting and consider it only as a last resort.

FIND GEAR

Your starting equipment is unlikely to carry you far. You will need better armor, weapons, and supplies if you would continue. You can upgrade your gear by taking on jobs for pay, looting bodies, and robbing your enemies.

ACHIEVE YOUR OBJECTIVE

Every adventure you play has an objective, a goal or quest that drives the story. Sometimes the GM will tell you and other times you have to find out the nature of your objective through play. Achieving your objective brings the story to its conclusion, so keep working toward it as you play.

LEVEL ADVANCEMENT

After you complete your first adventure, your group gains a level. As shown on the **Advancement** table, at level 1 you choose a novice path from the ones described in **Chapter 3**.

This can be any path you like, but it's best to choose one that reflects what happened in your first adventure. If, for example, you attacked with a weapon, warrior or priest would be good choices. If you cast an incantation, you might choose magician or priest.

As you continue playing the game, your group's level increases whenever the Game Master tells you. Typically, your group's level increases when you and your friends accomplish major story objectives. Each time your level increases, check the table to find out how the increase benefits your character.

ADVANCEMENT

Level	Instructions
1	Choose a novice path from the ones presented in Chapter 3 and gain the benefits from that path for this level.
2	You gain the benefits from your novice path for this level.
3	Choose an expert path from the ones presented in Chapter 4 and gain the benefits from that path for this level.
4	Gain the benefits from your ancestry for this level.
5	Gain the benefits from your novice path for this level.
6	Gain the benefits from your expert path for this level.
7	Choose a master path from the ones presented in Chapter 5 and gain the benefits from that path for this level.
8	Gain the benefits from your novice path for this level.
9	Gain the benefits from your expert path for this level.
10	Gain the benefits from your master path for this level.

STARTING AT HIGHER LEVELS

You can start the game at a higher level if you join an existing group or if the Game Master decides to set the group level higher than 0. You create a starting character as normal, but when you finish, go to the **Advancement** table and follow the instructions for each level until you reach the group's level.

EQUIPMENT AT HIGHER LEVELS

Characters at higher levels have more resources than do those at lower levels. For each level, add 2d6 ss to your purse. You can spend these coins to purchase better weapons, armor, and additional equipment from the items described in **Chapter 6**.

In addition, each time you choose a path, at levels 1, 3, and 7, you gain another random interesting thing from the **Interesting Things** tables presented under **Starting Equipment**.



playing the game

This chapter tells everything you need to know to play *Shadow of the Demon Lord*. The rules cover the basics of how your character and other creatures do things in the game. Both the characters you play and the creatures you encounter might possess special abilities that alter how the normal rules work. Such exceptions always trump the general rules described here.

As you play, you should always use common sense about the real world as your guide for what's possible and what isn't. Supernatural phenomena, magic, and other strangeness can defy what we deem laws of reality, bending or even breaking them. Aside from such miraculous events, characters can do just about anything people do in the real world: climb, start a campfire, walk, balance on a narrow surface, talk, use their senses, and so on. Most times, you don't need rules for these things. You tell the Game Master (GM) what your character does and the game moves forward.

For simplicity's sake, these rules use "you" to describe your character's actions in the game.

MAKING DECISIONS

Simple, ordinary actions are assumed to happen. For example, you tell the GM you spend the evening drinking

at a bar. Unless something interesting interferes with that activity, it happens as you stated and the story continues.

If you try to do something that is impossible, the GM tells you that the activity doesn't happen and what (if anything) results from the effort. For example, trying to walk through a solid wall simply fails without the use of magic or some extraordinary ability; the GM tells you that you bounce off the wall and don't make it through it to the other side.

Sometimes, an action you describe prompts the GM to make a judgment about whether or not the action is possible. The rules help to make the decision, often requiring the roll of dice to decide the outcome.

TIME

Precise timekeeping is rarely necessary during play. If you're not in a hurry, it doesn't matter how long it takes you to make purchases in a marketplace or reach a town on the frontier. The GM decides how much time passes. A month-long ocean voyage might be summarized with a few minutes of description, or you might play through a tense negotiation in real time.

There are occasions where time is important. When an ogre lumbers out from a cave and attacks, when you

spring a trap and have to run away from the wall of water it releases, or when you're chasing a psychopathic killer through tangled city streets, you need to know when it's your turn to act. In such cases, the GM can switch to **rounds**, segments of time that are 10 seconds long. See **Combat** later in this chapter for a more detailed look at how rounds work.

ROLLING DICE

As noted in the introduction, the game uses two kinds of dice: a twenty-sided die and a six-sided die (the ordinary cube die found in many games).

You roll a twenty-sided die (a **d20**) whenever you attempt an activity whose outcome is uncertain. The die roll determines whether the attempt is a success or a failure.

You roll one or more six-sided dice (**d6**) for a number of effects. The most common situation is determining the damage dealt by an attack.

ROLLING A D20

You roll a d20 to determine an activity's outcome, by making an **attack roll** or a **challenge roll**. Whenever you roll a d20, follow these steps.

- **Roll the Die:** Note the number you rolled.
- **Apply Modifiers:** Add or subtract any **modifiers** from character **attributes** or **characteristics** to the number you rolled. The rules or the GM determine what modifier you use, depending on the task you attempt.
- **Apply Other Adjustments:** Add or subtract any other adjustments to the die roll, such as a bonus or penalty, or a boon or bane.
- **Determine the Result:** Compare the final total to the **target number** for the roll. If the total equals or is greater than the target number, the result is a **success**. If the total is less than the target number, the result is a **failure**.

ATTACK ROLLS

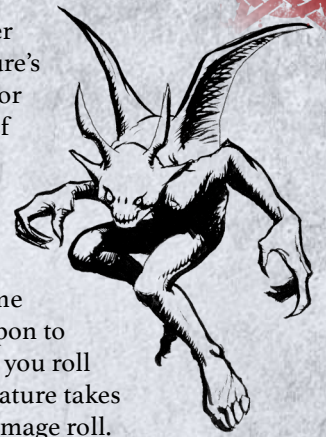
You make an attack roll when you attempt to influence or harm another creature or an object. Examples of attack rolls include swinging a weapon to strike an enemy combatant, casting a spell to overwhelm a creature's mind, or using a mace to smash a statue. See **Combat** for more information.

- **Modifier:** Attack rolls with a melee weapon, such as a battleaxe or a sword, normally add your Strength modifier. When you make an attack with a ranged weapon, such as a pistol or a crossbow, you normally add your Agility modifier to the attack roll. Special kinds of attack rolls might use a different attribute modifier. Some kinds of spells require you to make an attack roll; the spell's description tells you what modifier to use when making it.

- **Target Number:** The target number for an attack roll is usually a creature's Defense score for weapon attacks, or an attribute score for other kinds of attacks.

- **Success:** In general, a success deals damage to the target, imposes an affliction, or forces the target to move or behave in some way. For example, if you use a weapon to attack a creature and get a success, you roll the weapon's damage dice. The creature takes damage equal to the total of the damage roll.

- **Failure:** The target avoids the attack: You miss with your weapon, your shot goes wide of its mark, or the spell fails to harm or take hold on the target.



ATTACK ROLL EXAMPLE

Stacee's character, Anise, looses an arrow from her bow at a bear. She's attacking with a ranged weapon, so she adds her Agility modifier to the attack roll. Stacee rolls a d20 and gets a 4. She adds her Agility modifier (+3) to the number on the die for a total of 7. The bear's Defense is 14, so the result of the attack roll is a failure and the arrow misses.

CHALLENGE ROLLS

You make a **challenge roll** when you attempt an activity that is not directly opposed by another creature and the outcome is not certain. Sometimes an action that would ordinarily be simple becomes more challenging under stress or when time is limited. Examples of challenge rolls include climbing, swimming, picking locks, listening for faint sounds, reducing the damage you would take from being caught in a *fireball* spell, leaping back from a sprung pit trap, or clinging to your sanity in the face of something horrific.

- **Modifier:** The type of modifier depends on the action you attempt. For example, you make a Strength challenge roll to smash down a door, applying your Strength modifier. If you listen at a door, you make a Perception challenge roll and use your Perception modifier. If you want to leap out of the path of *arcane lightning*, you make an Agility challenge roll and use your Agility modifier.
- **Target Number:** The target number for challenge rolls is always 10.
- **Success:** The activity happens as desired.
- **Failure:** The activity does not happen, or you don't get the desired outcome. If you attempt the same activity again under identical circumstances, it automatically results in failure. For example, if you attempt to scale a sheer cliff wall unassisted and get a failure, you cannot, under the



same circumstances, climb that wall. To get up to the top, you have to change the circumstance in some way. You might toss up a grappling hook and rope, find a ladder, hammer spikes into the surface, or put on climbing claws.

As another example, say you attempt to use lock picks to open a locked door. If you have plenty of time and you aren't under any stress, you can eventually open the lock without having to make a roll. However, if you are under pressure, you might have to make the challenge roll. If you get a failure, you can't try again to open the lock under those circumstances, though you can do so once time is no longer an issue.

CHALLENGE ROLL EXAMPLE 1

Joe's character, Helmut, tries to kick down a locked door. The GM decides Joe must make a Strength challenge roll. Joe rolls a d20 and gets a 9. He adds his Strength modifier (+2) to the number on the die, for a total of 11, which is a success since Joe needed a 10. Helmut kicks down the door.

CHALLENGE ROLL EXAMPLE 2

A vile pyromancer hurls a blast of fire from his fingertips, catching Heather's character, Jasper, in the area. Everything in the spell's area takes damage from the flames, but creatures can attempt Agility challenge rolls to take only half the damage. Heather rolls a d20 and gets a 9. She adds her Agility modifier (+1) to the number on the die for a total of 10. Since the total is 10 or higher, she gets a success and takes only half the damage.

BONUSES AND PENALTIES

Many situations in play can confer a bonus or a penalty on a d20 roll, representing an advantage or a disadvantage.

A **bonus** is always a positive number (+), which you add to the roll; a **penalty** is always a negative number (-), which you subtract. A single die roll might have bonuses and penalties from different sources. These are cumulative, so you need to total them up and add them to the total of your roll.

BOONS AND BANES

Circumstances can make d20 rolls easier or harder. Positive circumstances grant one or more **boons**, while negative circumstances impose one or more **banes**.

Boons improve your d20 die rolls. One or more boons might apply to a given roll. For each boon, you roll a d6 and then add the highest number rolled on *all* the boon dice to d20 roll. For example, if you make a d20 roll with 3 boons, you would roll 3d6. Say you get 1, 4, and 6 on those dice. The 6 is the highest number, so you add 6 to your d20 roll.

Banes hinder your d20 die rolls. One or more banes might apply to a given roll. For each bane, you roll a d6 and then subtract the highest number on *all* the bane dice from your d20 roll. For example, if you make a d20 roll with 4 banes, you would roll 4d6. Say you get 1, 3, 5, and 5 on those dice. Since 5 is the highest number, you would subtract 5 from your d20 roll.

Boons and banes cancel each other out, one for one. If 2 boons and 1 bane apply to a particular d20 roll, you make the roll with 1 boon (1 bane cancels 1 boon). Similarly, if 2 boons and 4 banes apply to the roll, you would end up making the roll with 2 banes (2 boons cancel 2 banes).

ATTRIBUTES

Attributes describe a creature's basic capabilities in the game. Most creatures have four attributes: **Strength**, **Agility**, **Intellect**, and **Will**. Each attribute has two numbers: a **score** and a **modifier**. Together, these numbers reflect a creature's natural talent and formal training when attempting to do things in the game.

- **Score:** An attribute's score ranges from 1 to 20. Player characters usually have starting scores from 8 to 13.

- **Modifier:** An attribute's modifier equals its score - 10. You apply this number to d20 rolls when you use the attribute.

USING ATTRIBUTES

Here are some guidelines about how you commonly use your character's attributes in the game. Each attribute is associated with one or more **characteristics**, described later.

ATTRIBUTE AND CHARACTERISTIC ASSOCIATIONS

Attribute	Characteristic
Strength	Health
Agility	Defense
Intellect	Perception
Will	Insanity

STRENGTH

Strength describes brawn, constitution, physical power, and durability.

- **Score:** Your Strength score is the target number for any attack that would directly harm your body.
- **Health:** This measures your ability to withstand damage. Your starting Health equals your Strength score and might be adjusted by ancestry (see **Chapter 1**). If your Strength score increases, your Health increases by the same amount.
- **Attack Rolls:** You make a Strength attack roll when you attack with a melee weapon or use brute force to shove, grab, or knock down another creature.
- **Challenge Rolls:** You make a Strength challenge roll when you attempt an athletic activity, such as climbing, running long distances, or swimming. You also make Strength challenge rolls to resist the effects of poison, disease, and similar harmful substances or situations.
- **Lifting Weights:** Your Strength score determines how much weight you can normally lift, as shown on the **Lifting Weights by Strength** table. The "Normal" column lists how much you can reliably lift over your head without having to make a challenge roll. The "Success" column lists the maximum weight you can lift by getting a success on a Strength challenge roll.
- **Size:** Larger creatures can lift greater weights, while smaller creatures can't lift as much. Multiply a creature's lifting weight for its Strength by its Size (see **Characteristics**) to determine how much it can lift. For example, a Size 2 creature with Strength 10 can reliably lift 200 pounds, or 400 pounds with a success on a Strength challenge roll.

LIFTING WEIGHTS BY STRENGTH

Strength	Normal	Success
1	1 lb.	2 lb.
2	2 lb.	4 lb.
3	5 lb.	10 lb.
4	10 lb.	20 lb.
5	20 lb.	40 lb.
6	30 lb.	60 lb.
7	40 lb.	80 lb.
8	50 lb.	100 lb.
9	75 lb.	150 lb.
10	100 lb.	200 lb.
11	150 lb.	300 lb.
12	200 lb.	400 lb.
13	250 lb.	500 lb.
14	350 lb.	700 lb.
15	500 lb.	1,000 lb.
16	1,000 lb.	2,000 lb.
17	2,000 lb.	4,000 lb.
18	4,000 lb.	8,000 lb.
19	8,000 lb.	16,000 lb.
20	16,000 lb.	32,000 lb.

- **Dragging and Shoving:** A creature can drag up to about 5 times the weight it can normally lift. Using an action (see **Combat**), a creature can drag or shove such an object up to 2 yards across a reasonably flat surface, 1 yard up a sloped surface, or 3 yards down a sloped surface.

AGILITY

Agility describes quickness, poise, and reflexes.

- **Score:** Your Agility score is the target number for any kind of attack that needs only to touch you or that would trap you.
- **Defense:** Your Defense score is the target number for enemy attack rolls using weapons. It equals your Agility score when you are not wearing armor or using a shield.
- **Attack Rolls:** You make Agility attack rolls when you attack with ranged weapons or with melee weapons that have the finesse property (see **Combat**).
- **Challenge Rolls:** You make Agility challenge rolls when you attempt physical activities that involve quickness and dexterity, such as jumping, leaping, escaping bonds, or squeezing through a tight space. You also make Agility challenge rolls to reduce damage from being caught in an explosion or to avoid sudden danger, such as a sprung trap.

INTELLECT

Intellect describes cunning, wit, memory, and education.

- **Score:** Your Intellect score is the target number for any kind of attack that would deceive or confuse your mind, thoughts, and senses.
- **Perception:** You use Perception to notice and interact with your surroundings. Your base Perception score normally equals your Intellect score, but your ancestry can adjust this score.
- **Attack Rolls:** You make Intellect attack rolls when you cast certain spells or when you try to deceive another creature.
- **Challenge Rolls:** You make Intellect challenge rolls when you try to recall obscure information, use logic to solve a problem, or attempt any other activity that requires knowledge or education. You also make Intellect challenge rolls to resist effects that would weaken or harm your mind, deceive your senses, or confound or confuse you.

WILL

Will describes courage, discipline, and sense of self.

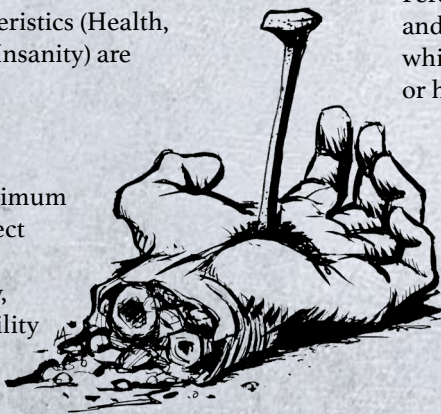
- **Score:** Your Will score is the target number for any attack that would force you to act against your will, such as being charmed, compelled, or frightened.
- **Insanity:** Terrifying or unnatural experiences can drive characters insane. Your Will score is the maximum amount of Insanity you can gain before you go mad.
- **Attack Rolls:** You make Will attack rolls when you cast certain spells or try to persuade or intimidate another creature.
- **Challenge Rolls:** You make Will challenge rolls when you use determination to overcome a challenge. You also make Will challenge rolls to resist effects that would determine or restrict actions or to avoid gaining Insanity.

CHARACTERISTICS

Creatures have characteristics that describe other traits. Some characteristics (Health, Defense, Perception, and Insanity) are associated with attributes.

HEALTH

Health describes the maximum damage a creature or object can take. It represents a combination of durability, stamina, luck, and the ability to turn a lethal injury into a minor one.



Your starting Health is equal to your Strength score, though your ancestry might adjust it; if your Strength score changes, your Health changes by the same amount. Powerful creatures can have very high Health.

For most creatures and objects, Health is a constant. Magic and other special situations can grant bonuses or penalties to Health, representing improved or weakened vitality and durability. Usually, such bonuses or penalties are temporary.

Advancing in level permanently increases your Health. If a creature's Health decreases to 0 for any reason, it dies.

INJURED

You are injured while your damage equals or exceeds one-half your Health. Being injured doesn't normally change your capabilities, though some effects, talents, and traits can interact with this state.

HEALING RATE

All creatures can recover from damage, given enough time. A creature's **healing rate** is how much damage it heals after it completes a rest or when targeted by an effect that heals damage. A creature's healing rate equals one-quarter its Health (minimum 1). If the creature's Health increases, its healing rate also increases.

DEFENSE

Defense represents the protection a creature or object has against attacks made with weapons.

- **Score:** Unless your ancestry states otherwise, while unarmored, your Defense equals your Agility score. Wearing armor and wielding a shield increase or replace this number. Objects typically have Defense 5.

MAXIMUM DEFENSE

A creature's Defense cannot exceed 25, even if weapons, armor, and other effects would increase it beyond that number.

PERCEPTION

Perception works just like an attribute. It has both a score and a modifier. A high Perception indicates sharp senses, while a lower number indicates a creature has poor vision or hearing, or its senses are otherwise limited.

- **Score:** Your base Perception score equals your Intellect score. Your ancestry can increase this number. Other creatures might also have increased Perception scores based on their nature. A creature's Perception score cannot exceed 25.
- **Challenge Rolls:** You make Perception challenge rolls when you try to listen for sounds, notice a detail in your environment, or recognize an illusion for what it is.

INSANITY

Characters risk madness when they encounter the strange, the unsettling, or the awful. Being affected by dark magic, encountering horrifying demons released from the Void, and witnessing acts of sudden, brutal violence can stress or even shatter the mind. Insanity measures this stress.

INSANITY TOTAL

Most characters begin with Insanity 0. You cannot gain more Insanity than your Will score.

GAINING INSANITY

Certain situations cause you to gain Insanity, as directed by the rules or at the GM's discretion. Whenever you gain Insanity, you become **frightened** for a number of rounds equal to your new Insanity total. If you are already frightened, you instead become **stunned** for the duration.

When your Insanity total reaches your Will score, you instead go mad.

GOING MAD

When you go mad, remove the frightened affliction gained from Insanity and roll a d20, then consult the **Madness** table to determine what happens to you. Most forms of madness are temporary. Once the madness ends, reduce your Insanity total by 1d6 + your Will modifier (minimum 1).



MADNESS

d20	Madness
1	Death. Your heart stops and you die.
2	Catatonia. You fall prone and become defenseless. At the end of each hour, roll a d6. A roll of 4 or higher ends the madness.
3	Self-Mutilation. You must use an action on your next turn to tear your eyes from your sockets unless you are prevented from doing so. You become blinded until your ruined eyes can be magically repaired. The madness ends at the end of the next minute.
4-5	Stricken. You become stunned. At the end of each minute, roll a d6. A roll of 5 or higher ends the madness.
6-7	Sickened. You become violently sick, vomiting and defecating uncontrollably until the madness ends. While sickened, you are dazed. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
8-9	Hallucinations. You believe vermin infest your body. Until the madness ends, you must use an action to cut or claw yourself unless you are prevented from doing so. Each time you use this action, you take 1 damage. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
10-11	Violence. Hate overwhelms you. Until the madness ends, you must take a fast turn each round and use an action to attack the creature nearest to you, regardless of whether it is a friend or a foe. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
12-13	Panic. You become frightened until the madness ends. While frightened in this way, you must use an action to rush away from the source of the madness. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
14-15	Confusion. You become dazed until the madness ends. At the end of each round, roll a d6. A roll of 5 or higher ends the madness.
16-17	Rage. Until the madness ends, you make attack rolls using weapons with 1 boon, and your attacks with melee weapons deal 1d6 extra damage. At the end of each round, roll a d6. A roll of 4 or higher ends the madness.
18-19	Resolute. You make all attack rolls and challenge rolls with 1 boon until the end of the next round, at which point the madness ends.
20	Revelation. Reduce your Insanity total by 1d6. You permanently make all Will challenge rolls to resist gaining Insanity with 1 boon.

CORRUPTION EFFECTS

Corruption Score	Effect
0-3	No effect.
4-6	You make attack rolls to interact with other creatures in social settings with 1 bane. As well, animals become hostile around you and children might cry.
7-8	You take a -1 penalty on d6 rolls to decide your fate while you are incapacitated (see Damage). In addition, you exhibit a physical sign of Corruption, such as a sore that never heals, weird marks on the skin, loss of fingernails, or some other cosmetic change.
9 or more	You die if you become incapacitated and you cannot be restored to life—your soul is trapped in Hell.

MARK OF DARKNESS

d20 Roll	Mark of Darkness
1	You never cast a reflection in mirrors.
2	You have a rattling cough and sometimes expel bloody maggots in a fit of coughing.
3	Your shadow appears enormous and monstrous, never quite matching your movements.
4	You can eat only rotting, spoiled food; you vomit up anything else within minutes.
5	Holy symbols burn your skin, dealing 1 damage per round of contact.
6	The inverted names of the Gods of the Old Faith appear just under the surface of your skin in a band around your left arm.
7	A pair of horns grows from your forehead.
8	A weeping red eye appears in the palm of each of your hands.
9	When you speak, a faint cry accompanies your words, as if from a soul in pain.
10	You weep blood.
11	You develop a nasty wound in your side that oozes stinking black sludge whenever you become angry. This wound never heals.
12	You grow a sixth finger on each hand and a sixth toe on each foot.
13	Your nose rots away, leaving a dark crater in your face that leaks bloody mucus.
14	Your eyes become pools of darkness; in the dark, they glow with an evil red light.
15	Animals are always hostile to you and attack you when you come within 6 yards of them.
16	Your reproductive organs shrivel and fall off or out of your body.
17	You grow a second row of teeth in your mouth and a new row of teeth in an unexpected place.
18	A silver pentagram appears in the center of your forehead.
19	Your skin bloats and becomes feverish to the touch. When you perspire, you give off a foul, sweetish musk.
20	Once each week, a child within 1 mile of you sickens and dies.

QUIRKS

You can remove Insanity by gaining quirks. A quirk is a compulsive behavior, a phobia, or another condition that permanently affects your character. You can gain a quirk at any time, though once you do so you cannot gain another quirk until after you complete a rest. The GM chooses a quirk that is appropriate for the most recent source of your insanity, and you then reduce your Insanity total by 1d6 + your Will modifier (minimum 1).

CORRUPTION

Evil leaves a stain on the mortal soul that can be removed only by the devils haunting Hell's depths. These warped faerie feed on the darkness that burdens immortal essence. Most people believe evil actions have spiritual consequences, though many don't care.

Player characters have Corruption scores to reflect the evil they commit. The more corrupt a character becomes, the greater the taint of evil on his or her soul, until it is consigned to Hell.

STARTING CORRUPTION

Most characters begin with Corruption 0.

GAINING CORRUPTION

Your Corruption score might increase during the game, usually as a result of performing an act of great evil, as determined by the GM or the rules. Examples include:

- Murder.
- Harming an innocent by spreading a disease, poisoning a well, or being reckless with magic.
- Stealing for personal gain.
- Learning spells from dark traditions such as Forbidden or Necromancy.
- Using certain relics.

As your Corruption score increases, you suffer increasingly unpleasant effects.

In addition, whenever you gain Corruption, roll a d20. If the number rolled is less than your new Corruption score, roll a d20 again and consult the **Mark of Darkness** table. If you would gain a mark of darkness you already have, you instead gain 2d6 Insanity.

ATONEMENT

Corruption, once gained, is hard to lose without the tender attentions of the devils that feed on it. Powerful magic can cleanse a soul that is only lightly stained, though such magic is rare and hard to come by. Repentant mortals can erase some or even all of their Corruption by committing their lives to good works, making amends for past misdeeds, and conducting themselves selflessly and with charity, virtue, and compassion for others.

POWER

Power describes a creature's ability to harness and direct magical power. A creature's Power score determines the highest rank of spell it can learn and how often it can cast the spells it knows. Magic is described in more detail in **Chapter 7**.

Most creatures have Power 0. Player characters can increase their Power based on the paths they choose.

SIZE

Size is a number that describes roughly how big a creature is relative to an average-sized human. A human is typically Size 1. A Size 1/2 creature is half as big as an average human, while a Size 2 creature is twice as big as an average human.

SPACE

The space a creature occupies is important in combat and special situations (such as squeezing through a narrow opening). A creature is considered to occupy a horizontal, square space roughly equal to its Size on each side. Thus, a Size 1 creature occupies a 1-yard square, while a Size 3 creature occupies a 3-yard square. (It isn't literally filling the whole space, but it is moving around in and otherwise controlling that area.)

A creature's Size does not account for its height, which varies from creature to creature.

REACH

Larger creatures can reach farther than smaller ones, letting them attack or interact with things at a distance. A creature's reach equals its Size *rounded up* to the nearest whole number. For example, a Size 1 or smaller creature can make an attack with a battleaxe against a target, or open a closed door, within 1 yard of it, while a Size 2 creature can do so within 2 yards of it.

SPEED

Speed is a number that tells you how quickly a creature moves. On its turn in combat, a creature can move up to its Speed in yards. Outside of combat, creatures can travel longer distances over time.

DISTANCE TRAVELED

Sometimes you might need to know how far a creature can move during a period of time. The **Movement by Pace** table tells you how far a creature travels depending on its pace (cautious, walk, jog, or run). The table assumes a Speed of 10, which is typical for humans and similar creatures.

FASTER AND SLOWER CREATURES

For every point of Speed beyond 10, increase the distance moved by 10 percent. For example, an orc's base Speed is 12, so an orc character can walk 72 yards in 1 minute.

MOVEMENT BY PACE

Time	Pace			
	Cautious	Walk	Jog	Run
Minute	30 yards	90 yards	120 yards	240 yards
Hour	1 mile	3 miles	4 miles	8 miles
Day	8 miles	24 miles	32 miles	—

For every point of Speed below 10, decrease the distance moved by 10 percent. For example, a dwarf has a base Speed of 8, so a dwarf character can jog 96 yards in 1 minute.

- **Cautious:** At this pace, you move quietly and watchfully. While moving at a cautious pace, you make all Perception rolls with 1 boon.
- **Walk:** You move at a steady pace. You can typically walk for 8 hours without difficulty. Walking for longer is considered a **force march**.
- **Jog:** You move at a quick pace. Each hour spent jogging counts as 2 hours of walking. You make all Perception rolls with 1 bane while moving at this pace.
- **Run:** You sprint, moving as fast as you can. Each hour of running counts as 4 hours of walking. You make all Perception rolls with 2 banes while moving at this pace. It's typically not possible to run for 8 consecutive hours without taking periods of rest.



MOVEMENT EFFECTS

When an effect, such as from a trait or a spell, talks about moving, the default movement pace, unless otherwise indicated in the effect's text, is walking on the ground.

- **Force March:** If you travel more than the equivalent of 8 hours without taking a break for 1 hour or longer, you risk exhaustion. At the end of each additional hour of travel (regardless of pace), make a Strength challenge roll. This roll is made with 1 bane if you are jogging or with 2 banes if you are running. On a failure, you take 1d6 damage and become **fatigued** until you complete a rest. See **Healing Damage** for more about resting.

DIFFICULT TERRAIN

Some forms of terrain are hard to traverse. Rubble, debris, steep slopes, stairs, underbrush, and the like can all slow down movement and are considered difficult terrain. A creature moves across an area of difficult terrain at half the normal rate. Moving across 4 yards of difficult terrain is the same as moving across 8 yards of normal terrain.

If an area contains several kinds of difficult terrain, their effects are cumulative. For example, moving through thick underbrush on a steep hillside would halve your rate of travel twice: traveling 2 yards through it would be equivalent to moving over 8 yards of normal terrain.

You can always move at least 1 yard, regardless of difficult terrain, provided your Speed is at least 1.

NARROW SPACES

A creature can freely move through any opening wide enough to accommodate its Size or larger.

A creature can move at half the normal rate through an opening as narrow as half the width of its space, but no smaller. For example, a Size 1 creature can squeeze through a tunnel that's half a yard wide, but not through a foot-wide opening. If the narrow space includes difficult terrain, the effects are cumulative as described under **Difficult Terrain**.

The GM might rule that a space is too low to move through regardless of its width, depending on the creature's height.

BEING MOVED

Creatures can be moved, willingly or not, by other creatures' actions or by effects. The source of the movement specifies the distance and direction moved, and the creature immediately moves as directed. Difficult terrain still affects this movement; if a creature pushes you 2 yards across rubble, you would move only 1 yard.

MOVING INTO PERIL

If being moved would put a creature into peril, such as over the edge of a cliff or into a wall of flames, the creature makes an Agility challenge roll. On a success, the creature falls prone

just before it enters peril—at the cliff's edge, for example—and then stops moving from the effect that moved it.

MOVEMENT THROUGH CREATURES

A creature cannot move through a space occupied by another creature (friend or foe) without squeezing, unless the other creature is very small or very large. Any creature can move freely through the space of a Size 1/4 creature or of a creature whose Size is 2 or more larger than its own. For example, a Size 1 creature could move through a space occupied by a Size 1/4 creature or by a Size 3 or larger creature.

Creatures can also move freely through the spaces of prone creatures.

SPECIAL FORMS OF MOVEMENT

Usually a creature moves by walking, running, or slithering across the ground. Creatures can also use some or all of the following special forms of movement, which is described under **Move** in the **Combat** section of this chapter.

Common sense should always prevail when deciding what forms of movement a creature might attempt. Elephants and horses don't climb well at all, and oozes tend to be poor jumpers. The GM can rule that certain kinds of movement aren't possible for creatures based on their nature and anatomy.

FALLING

When you fall a distance of more than 5 yards, you take damage from landing. Use the **Falling Damage** table to determine the amount of damage, based on the surface on which you land.

FALLING DAMAGE

Distance in Yards	—Damage by Surface—	
	Solid	Liquid
4 or fewer	—	—
5–9	2d6	1d6
10–14	4d6	2d6
15–19	6d6	3d6
20–24	8d6	4d6
25–29	10d6	5d6
30–34	12d6	6d6
35–39	14d6	7d6
40–44	16d6	8d6
45–49	18d6	9d6
50 or more	20d6	10d6

LAND PRONE

If you take damage from landing after a fall, you fall prone.

FALLING ONTO OTHER CREATURES & OBJECTS

If you land on another creature or an object other than the ground, both you and the creature or object on which you fell take the half the damage from landing after the fall.



DAMAGE

All kinds of harmful effects can deal damage to creatures and objects. A weapon slices into unprotected flesh, a fearsome trap springs, or a nasty spell sprays acid. Harmful environmental effects, falls, and other unexpected situations can also deal damage.

Damage is a number that describes injuries and exhaustion. The amount of damage dealt can be a flat number, the sum of one or more d6s, or a roll of one or more d6s plus a number.

DAMAGE SOURCE

Damage can come from many different sources. Weapons, flames created by a *fireball* spell, and poison from a snake's venomous bite all deal damage. Some creatures have immunities, resistances, or vulnerabilities to certain sources of damage, taking no damage, half damage, or double damage. Typically, the damage source is made clear by the name of the effect or spell name—damage from a *lightning bolt* is lightning. If the damage is not clear in the spell name, the GM decides the source based on the damaging effect.

TAKING DAMAGE

When a creature or object takes damage, *add* the amount of damage dealt to the creature's or object's **damage total**.

When a creature or object takes half damage, divide the total damage by 2 and round down to the nearest whole

number. You halve damage only once, regardless of how many times you are instructed to halve it.

ROLLING DAMAGE

You roll damage once per attack. If a single attack or effect deals damage to more than one target, you apply the amount of damage to each one.

EXTRA DAMAGE

Many situations might cause an attack to deal extra damage. Any extra damage applies only if the attack normally deals damage. Extra damage granted by different sources is cumulative.

EFFECTS OF DAMAGE

A creature or object suffers no ill effects from taking damage until its damage total equals its Health. If a creature's damage total equals its Health, the creature becomes **incapacitated** (see below). If an object's damage total equals its Health, it is destroyed.

The damage total can never exceed the Health of the creature or object; any excess damage is ignored.

INSTANT DEATH

A creature dies if it takes an amount of damage equal to its Health from a single source such as an attack or landing after a fall.

INCAPACITATED

A creature becomes incapacitated when its damage total equals its Health score. Upon becoming incapacitated, the creature falls prone. A creature remains incapacitated until its damage total no longer equals its Health. If the creature takes any damage while incapacitated, it dies.

Creatures other than player characters that become incapacitated either die or fall unconscious for 1d3 hours, as the GM decides.

Player characters, however, become **disabled** and make **fate rolls** to determine what happens to them.

DISABLED

Disabled characters are **defenseless**.

FATE ROLL

At the end of each round you are disabled, roll a d6. On a 1, you start **dying**. On a 6, you heal 1 damage and become **impaired** for 1 minute. A roll of any other number has no effect.

If after 3 consecutive rounds you are still disabled, you become **unconscious** for 1d3 hours and stop making the fate roll. At the end of this time, you heal 1 damage and become impaired for 1 minute.

DYING

Dying characters are **unconscious**.

FATE ROLL

At the end of each round you are dying, roll a d6. On a 1, you die. On a 6, you become disabled. A roll of any other number has no effect.

HEALING DAMAGE

Creatures heal damage by resting or from equipment, certain talents, and healing magic. When a creature heals damage, it reduces its damage total by the amount healed.

RESTING

You can benefit from a **rest** once per 24 hours. A rest is a period of inactivity that lasts about 8 hours. During

this time, you can sleep, meditate, read, eat and drink, or perform other non-strenuous tasks. When you complete the rest, you heal damage equal to your healing rate. You can extend the period of rest to a full 24 hours. At the end of this time, you heal damage equal to twice your healing rate instead.

If something interrupts the rest for more than 1 minute, the time spent resting is wasted and you must start the rest over from the beginning to gain any benefit from it.

DEATH

When a creature dies, it becomes an object. Dead creatures cannot be restored to life by healing their damage.

When mortal creatures die, their souls wriggle free from their corpses, hang around for a bit, and then move off to whatever awaits them in the afterlife. Most sink into the Underworld, where they remain until their memories and identities fade. Souls tainted by Corruption descend into Hell instead.

Immortal creatures do not have souls. Their essence is bound to their physical bodies so that when they die, their essence becomes dormant inside them, rotting away with their flesh. If the body is returned to life, the essence is also restored.

RETURNING FROM DEATH

Powerful magic allows dead creatures to live again. When a dead creature returns to life in its original body, it has all the attribute and characteristic scores—except damage as noted in the effect that restores the creature to life—it had at the time of death. It also gains 1d6 Insanity. If this would drive the creature mad, it instead lingers in a permanent vegetative state, trapped in its body until it dies. While in this state, the creature is unconscious.

STARTING A NEW CHARACTER

If you die and you're not restored to life, your next character begins with a *healing potion* as compensation for the cruel twist of fate that abbreviated your last character's career.

REINCARNATION

The time it takes for a mortal soul to return to the world depends on several factors. A strong personality, a long life, and a powerful will can cause a soul to linger in the Underworld for years or even decades. Corrupted souls take even longer to return from Hell, since the devils take their time flensing the souls condemned to their care. Wherever the soul winds up, its time in the afterlife is spent slowly losing its previous mortal identity. Memories and personality fade until the soul is reduced to its purest form, a clean slate on which a new life can be written.

Although most mortals have no recollection of their previous lives, a few experiences might linger in the soul: memories, relationships, and feelings of great profundity. Mortals can experience flashbacks to previous lives when they encounter a similar circumstance—a whiff of perfume, the visage of a terrifying monster, or the place where they previously died. The Game Master decides the extent of the memories regained, and you decide how those memories affect your character.

AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limit what creatures can normally do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If it doesn't specify, the affliction is permanent.

ASLEEP

A sleeping creature is **prone** and **unconscious**. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.

BLINDED

A blinded creature cannot see. It treats its surroundings as totally obscured (see **Obscurement**). Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically result in failure. Finally, the blinded creature's Speed becomes 2 unless its normal Speed is lower.

CHARMED

A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot choose the creature that bestowed the affliction as the target of its attacks.

COMPELLED

A compelled creature cannot use actions or move. Instead, during each fast turn (see **Combat**), the creature that bestowed the affliction can force the compelled creature to move up to its Speed or to use an action. The creature that bestowed the affliction makes all decisions on the compelled creature's behalf.

DAZED

A dazed creature cannot use actions.

DEAFENED

A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.

DEFENSELESS

A defenseless creature cannot defend itself. Its Defense is 5, it cannot use actions, and its challenge rolls using attributes result in failure. The creature can still perceive its surroundings, however, and can make Perception challenge rolls as normal.

DISEASED

A diseased creature makes all attack rolls and challenge rolls with 1 bane.

FATIGUED

A fatigued creature makes all attack rolls and challenge rolls with 1 bane.

FRIGHTENED

A frightened creature makes all attack rolls and challenge rolls with 1 bane. As well, frightened creatures cannot take fast turns (see **Combat**).

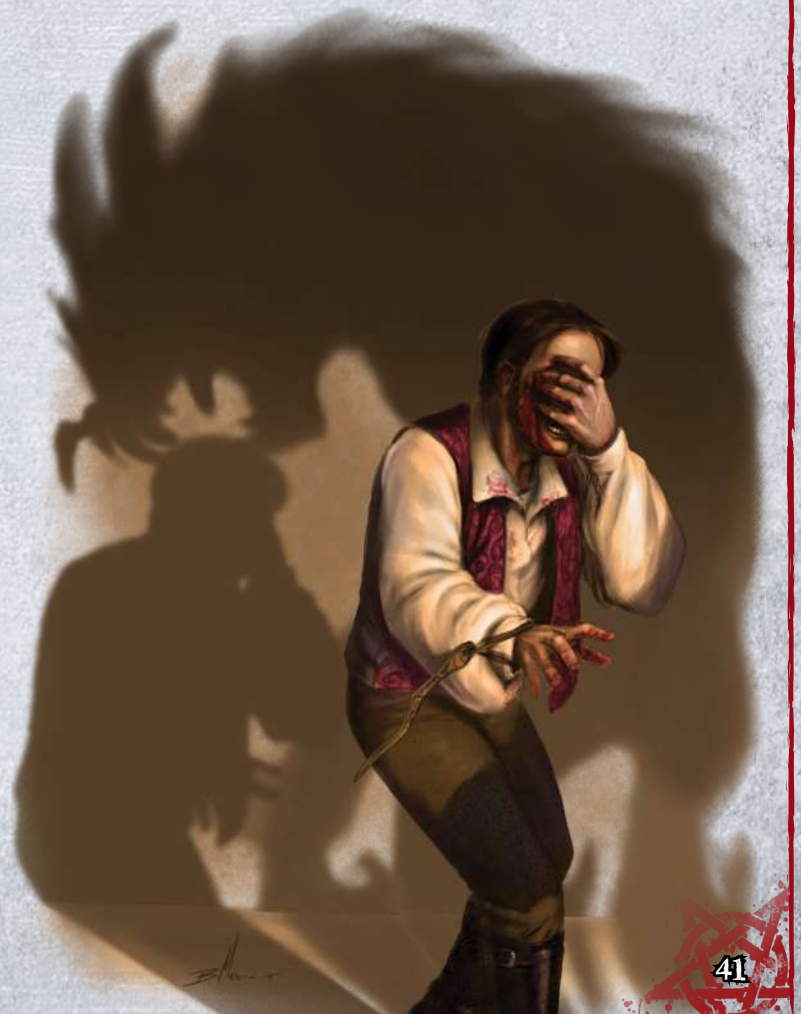
GRABBED

The effects of the affliction depend on the creature's Size. If the grabbed creature's Size is equal to or smaller than that of the creature grabbing it, the grabbed creature cannot move away from the creature that grabbed it until it removes the affliction.

If the grabbed creature's Size is larger than that of the creature grabbing it, whenever the grabbed creature moves, the creature grabbing it can choose to move with it (by clinging to the grabbed creature's body) or end the grab. (See **Grab** for more information on how to grab, and **Escape** for how to escape a grab.)

IMMOBILIZED

An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Other creatures make all attack rolls against the immobilized creature with 1 boon.



IMPAIRED

An impaired creature makes all attack rolls and challenge rolls with 1 bane.

POISONED

A poisoned creature makes all attack rolls and challenge rolls with 1 bane.

PRONE

A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move by crawling or can use its move to stand up. The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while creatures that cannot reach it make attack rolls against its Defense with 1 bane.

SLOWED

A slowed creature can take only a slow turn (see **Combat**), its Speed is halved, and it cannot benefit from increases to Speed.

STUNNED

A stunned creature cannot move or use actions. The creature automatically gets a failure on any challenge rolls it would make. Other creatures make all attack rolls against the stunned creature with 1 boon.

SURPRISED

A surprised creature cannot use actions, cannot move, and automatically gets a failure on any challenge rolls it would make.

UNCONSCIOUS

An unconscious creature is unable to act, move, or perceive its surroundings. The creature's Defense is 5. It cannot use actions or move, and all its challenge rolls result in failure.

MULTIPLE AFFLICTIONS

If you gain an affliction you already have, there is usually no additional effect, but you must remove *each* instance of the affliction to end its effect on you. For example, if you are poisoned from a snake's venomous bite and then become poisoned from a spider's venomous bite, you remain poisoned until you remove both instances of the poisoned affliction.

SENTIENT OBJECTS

Sentient objects, such as animated beings, are effectively creatures and are subject to the rules governing creatures. Such objects might have Intellect and Will scores, the Perception characteristic, and other capabilities.

THE ENVIRONMENT

Game play occurs in an imaginary environment, filled with creatures, obstacles, and dangers both seen and unseen.

OBJECTS

Objects are inanimate things such as doors, curtains, statues, staircases, and even dead characters. Objects can be damaged and destroyed.

ATTRIBUTES

Objects have Strength 0 and Agility 0. They do not have Intellect or Will scores and are thus immune to attack rolls against those attributes and to effects that allow challenge rolls using those attributes. Objects are immune to afflictions.

- **Perception:** Objects do not usually have Perception.
- **Defense:** Objects typically have Defense 5.
- **Size:** Objects have Size just as creatures do.
- **Speed:** Objects incapable of moving under their own power have Speed 0.

HEALTH AND DAMAGE

An object's Health depends on its Size and composition, and its base Health equals 10 times its Size. Objects made from fragile materials have half the base Health, while objects made from stone or metal multiply their base Health by 2 or more.

An object takes damage just as a creature does. Damage shows in the object as cracks, scorch marks, and the like. When its damage total equals its Health, the object is destroyed or rendered useless. Some objects are resistant or immune to some sources of damage based on their Size or composition. For example, a galleon is immune to damage from a dagger, and a sword is not likely to be harmed by cold or ice.

CARRIED AND WORN OBJECTS

Carried and worn objects are usually not at risk of taking damage from attacks unless those objects are specifically targeted.

BREAKING OBJECTS

Rather than dealing damage to chop up or smash an object, you might just use brute force to break it. Examples include kicking down a door, putting your fist through a pane of glass, and bursting rope bonds.

When you attempt to break an object, make a Strength challenge roll. For each point of Size the object is larger than you, you make the roll with 1 bane. Depending on

the object's composition, additional banes or boons might apply to the roll, at the GM's discretion.

RANGE AND DISTANCE

A few broad categories describe the range of weapons and spells for the purpose of choosing targets and centering area effects.

- **You:** You are the target, or the effect originates from you or a point within your space. You are always within range of yourself for the purpose of targeting.
- **Reach:** The target or the point from which the effect originates must be within your reach, and you must be able to touch it. If you attempt to touch an unwilling creature, you must make a Strength or Agility attack roll against the target's Agility. On a success, you touch the target.
- **Short:** The target or the point from which the effect originates must be within 5 yards of you.
- **Medium:** The target or the point from which the effect originates must be within 20 yards of you.
- **Long:** The target or the point from which the effect originates must be within 100 yards of you.
- **Extreme:** The target or the point from which the effect originates must be within 500 yards of you.
- **Sight:** You must be able to see the target or the point from which the effect originates.

OBSCUREMENT

Poor lighting, precipitation, and fog reduce visibility. An area, and creatures and objects within it, can be partially, heavily, or totally obscured.

- **Partially Obscured:** Rain, light snow, fog, and shadows all partially obscure an area. Everything in a partially obscured area is visible, but observers cannot make out fine detail.
Any roll involving sight by a creature looking into a partially obscured area is made with 1 bane.
- **Heavily Obscured:** Heavy rain, snow, and thick fog all heavily obscure an area. Everything in such areas is faintly visible.
Any roll involving sight by a creature looking into a heavily obscured area is made with 2 banes.
- **Totally Obscured:** Creatures and objects in totally obscured areas cannot be seen, because they are in darkness or blinding conditions, such as a whiteout in a blizzard.
A creature in an area that is totally obscured is blinded.

ILLUMINATION

The game uses three levels of illumination.

- **Lit:** The sun, moon, torches, candles, and other forms of illumination cause areas to become lit. A sighted creature

can see everything in a lit area that's within its field of view and is not hidden. Darkness becomes shadows within a distance of a light source equal to twice the light's radius.

- **Shadows:** Shadows form the border between light and darkness. Indirect illumination, faint glows, and moonlight create areas of shadow. An area of shadows is partially obscured.
- **Darkness:** This is the total absence of light. An area of darkness is totally obscured.

INVISIBILITY

An invisible creature or object cannot be seen by other creatures using normal senses. It is considered to be totally obscured and can thus hide anywhere. An invisible creature makes attack rolls with 1 boon against the Defense or Agility of a target creature that cannot see it.

An invisible creature still makes noise, leaves footprints, and displaces liquids. Clouds of dust and smoke can also reveal such creatures. In such conditions, the invisible creature is treated as if it were in a heavily obscured area.

ROLEPLAYING

Roleplaying covers all the decisions that the Game Master and players make about the creatures and characters they control. These decisions might be as simple as stating what a character says or does, or choosing a target for an attack. In other cases, a player might let background details, personality, and other past events in the game dictate what his or her character does.

People have different comfort levels when it comes to roleplaying. Some like to immerse themselves in the game, speaking as their characters or representing them with painted miniatures. Others are less invested and describe what their characters do and say. There's no "proper" way to roleplay; if everyone is having a good time, you're doing it right.

MAKING DECISIONS

Although you can do (or at least attempt to do) whatever you like in the game, you can more easily imagine what's happening and make better decisions based on your character's details and the story in which you play. You can draw inspiration for decision-making from many different sources, a few of which are described here.

BACKGROUND

You determine your character's background when you create your character. A background describes the kinds of experiences your character had before his or her story begins, which can guide your portrayal. For example, a character who started out as a peasant might be superstitious, skeptical, or nervous around magic.



PERSONALITY

Your character should have a distinctive personality. Keeping that personality in mind can help you decide how he or she would behave in a given situation, though it's okay to act against personality from time to time. For example, a character described as "often serious" might not find the pranks of a gremlin all that funny.

CONNECTIONS

You interact with the other players, as well as their characters, while you play the game. You might be friends or strangers in real life, but in the game you should try to adopt the relationship between the characters instead. Even if you're best friends with another player, your characters could despise each other. You might have just met another player, but your characters are lifelong friends.

When roleplaying character connections, respect the other players' comfort levels. If your character has an amorous relationship with another player's character, express it only as far as that player wants to go along. Likewise, if your character hates another character, you risk ruining the play experience by actively working against that character unless the other player is willing to play out this relationship. Before play, everyone should discuss their

characters' connections with each other to find the best ways to portray the relationships.

OPTIONAL: CHARACTER BONDS

The characters making up your group have relationships to one another. Your character might be friendly to some members and antagonistic to others. Identifying how your character feels about the other members of your group gives you cues for how to play your character when interacting with your companions.

When your character joins the group, you can choose two other characters in the group. You can have a positive bond with one and a negative bond with the other. You have a neutral bond toward everyone else in the group. You can share your connections with other players or keep them secret as you choose. You must, however, reveal your connections to the Game Master.

POSITIVE

A positive bond reflects feelings of admiration, friendship, trust, and, possibly, love. When you roll a 1 on a boon gained from the character you chose for your positive bond, you can reroll the boon. You use the new number even if it is another 1.

NEGATIVE

A negative bond indicates your character has strong feelings of antipathy, jealousy, disdain, or distrust. When you roll a 6 on a boon you gained from the character you chose for your negative bond, reroll the boon. You use the new number even if it is another 6.

NEUTRAL

A neutral bond indicates no strong feelings one way or the other. You can be friendly toward a character with whom you have a neutral bond or you can argue and bicker. Whether you lean toward that character in a positive or negative direction, your opinion about that character is not strong enough to alter your interactions with the character.

CHANGING BONDS

Whenever your group's level increases, you can change your bonds. Any change in bond should reflect developments in the story. For example, you might have a negative bond toward a character, but your bond could change to neutral or positive if that character took a serious risk to help you. Similarly, a positive bond can become neutral or negative if the character betrays you, embarrasses you, or spurns your attentions.

STORY DEVELOPMENT

The imaginary world of the game is wide open for you to explore, but you and the other players are working together to tell a particular story and fulfill its objective. Your roleplaying decisions should generally serve to move the story along. It's perfectly fine to abandon the larger story temporarily when you need to, but not when doing so frustrates the efforts of other players who are working toward the goal. Even if your character has negative connections to some or most members of your group, you are still united by a common purpose.

FORTUNE

The Game Master awards Fortune for exceptional roleplaying, if you have a good idea and share it with the group, if your character pulls off a remarkable stunt, or if you do something else that makes the game more fun to play. Once you gain Fortune, expending it represents a dash of good luck when you need it.

While you have Fortune, you can expend it in one of the following ways:

- When the result of a d20 roll is a failure, you can expend Fortune to turn the failure into a success.
- When another player rolls a d20, you can expend Fortune to grant 2 boons to the roll.
- When any player (including you) rolls a d6, you can expend Fortune to replace the number on the die with a 6.

Once you expend it, you do not have Fortune until the GM awards it to you again.

SOCIAL INTERACTION

Social interaction is usually handled through roleplaying. When you want to talk to another character, you speak as your character or describe what your character says. The GM and other players do the same.

SOCIAL CONFLICT

The GM can call for an attack roll when you attempt to alter another creature's behavior or belief through conversation in social settings. These rolls do not usually occur in combat unless the GM says otherwise. Intellect and Will are the attributes you use most in social situations. You make the attack roll against the attribute that best describes how the creature would resist your influence.

Usually, when you interact with a creature, it needs to be able to understand you. If you don't have a common language, the GM can let you make a roll if you try to communicate a basic idea, possibly with 1 or more banes.

When you make an attack roll in a social situation and the total of your roll is 0 or lower, your attempt has the opposite of the desired outcome. A creature you hope to befriend becomes hostile to you, a creature you try to persuade becomes intractable, and a creature you would intimidate laughs off your threats. Further attempts to interact with the creature in this way might result in failure, or the botched roll could impose 1 or more banes as the GM decides.

- **Befriend:** You try to improve how another regards you, foster goodwill, or give comfort to someone experiencing emotional distress. To befriend a creature, make a Will attack roll against its Will. On a success, the creature becomes friendly toward you. You might make further social rolls against that creature with 1 boon, at the GM's discretion.
- **Deceive:** You attempt to pass a falsehood off as the truth, make the implausible seem plausible, or bluff. To deceive a creature, make an Intellect attack roll against its Intellect. On a success, the creature believes your deception until it's shown to be false.
- **Intimidate:** You use threats, physical pain, or body language to menace another creature and force its cooperation. Make a Will (or Strength if you are inflicting pain) attack roll against the creature's Will. On a success, the creature behaves in the desired manner.
- **Persuade:** You try to convince a creature to take a risk, reveal a secret, or do something against its nature, such as accept a bribe. Make a Will attack roll against the creature's Will. On a success, you persuade the creature to do as you wish.
- **Taunt:** You try to infuriate a creature and incite it to violence. Make an Intellect attack roll against the creature's Will. On a success, the creature becomes angry with you and at anyone or anything you chose when you made the attempt. The creature acts in a manner the GM deems appropriate based on the taunt. An affected creature might attack, yell, or just become hostile.

COMBAT

Combat occurs when one or more creatures attack another creature or group of creatures. Since the stakes are at their highest in combat, time in the game slows down to make sure everyone participating has a chance to contribute to the outcome.

THE BATTLEFIELD

Before combat begins, the GM sets up the scene and tells you the important details about the battlefield, the area where the combat will take place. The GM might sketch out the battlefield on paper or a wet-erase surface, use a map, or just describe it.

Exact positions are more important for some groups than others, but everyone should at least have an idea about where their characters are when the combat starts. The GM might decide where everyone is, based on what was happening when hostilities broke out, or ask the players. Some groups use miniatures, tokens, or coins to keep track of positions, while others let the whole thing unfold in their imagination.

AWARENESS & SURPRISE

Most times, the creatures being attacked are aware of their attackers. If creatures on one side were hidden from the other, appear out of nowhere, or catch the other side sleeping or otherwise engaged, there's a chance for surprise.

When the GM decides surprise is possible, everyone on the side that could be surprised makes a Perception challenge roll. On a failure, the creature becomes **surprised** until the end of the first round.

ANATOMY OF A ROUND

Combat is resolved in 10-second units of time, called **rounds**. A round has three parts: fast turns, slow turns, and the end of the round.

During each round, players who want to take a turn (fast or slow) do so in that part of the round, in any order they choose. Once a player finishes his or her turn, he or she cannot take another turn until after the end of that round. If players cannot decide who goes first, the GM might decide or have each conflicting player roll a d6,

with priority going to the player who rolled the highest number.

Once all the players have finished taking their turns during a part of the round, creatures under the GM's control can take turns in that part, in any order. Once a creature finishes its turn, it cannot take another turn until after the end of that round.

FAST TURNS

A creature that takes a fast turn can either **use an action** or **move** up to its Speed. It cannot do both.

SLOW TURNS

A creature that takes a slow turn can use both an **action** and **move** up to its Speed. It can use an action at any point during the move.

END OF THE ROUND

The end of the round marks the transition from one round to the next. Certain effects are resolved at the end of the round. As with other parts of the round, the players first resolve any effects they created or that affect them. Then the GM resolves end-of-round effects for creatures and effects he or she controls.

When an effect specifies that it lasts for 1 round, it lasts for 1 full round, which means it lasts until the end of the *next* round.

Combat ends when all creatures on one side surrender, flee, or lie dead. Otherwise, a new round begins and combat continues.

FIRST ROUND

Before the first round begins, resolve any effects that were already ongoing and that you would normally check for at the end of a round. Then combat proceeds as normal.

EXAMPLE OF A ROUND

Shawn (playing a human warrior), Angela (a human rogue), Jerry (a human magician), and David (a human priest) form a group. Their characters are exploring an old ruin. Four giant rats emerge from the shadows to attack. No one is surprised, and combat begins.

TURN TOKENS

You can use a two-sided turn token such as a coin, poker chip, or card to keep track which phase of the round you are in. One side represents fast turns and is face up at the start of the round; the other represents slow turns. Once everyone who wishes to has taken a fast turn, the GM takes any fast turns and flips over the token. Any remaining players and GM-controlled creatures do the same during slow turns. After resolving any effects at the end of the round, the GM flips the token back to the fast turn side.

You may find it works better if every player also has a token. When players take their turns, they lay down their tokens in front of them on the side indicating fast or slow based on when the turn was taken.

FAST TURNS

The players choose whether to act first. Jerry decides to take a fast turn and uses an action to attack a rat with a spell, killing it.

Shawn takes a fast turn, using an action to attack by charging one of the rats. As noted in the *Charge* description later in this chapter, Shawn can move and attack, albeit with 1 bane on the attack roll.

Angela and David wait for slow turns.

Now that all the players who chose to act have done so, the GM can take fast turns with one or more of the rats. The rat that Shawn charged uses an action to attack Shawn's character. The rest of the rats wait for slow turns.

SLOW TURNS

Again, the players act first. Since Angela and David have not yet taken their turns, they do so now. Angela moves up to the rat Shawn is fighting and then attacks it with her small sword. David moves up to the same rat and attacks it with his battleaxe. The rat dies.

Now the last two rats take their turns to move up and attack Angela and David. Unfortunately, David's character takes enough damage to become incapacitated and disabled.

END OF THE ROUND

David has to make a fate roll (rolling a d6) to see what happens to his character. He rolls a 3. His character remains disabled.

No other effects check for the end of the round, so a new round begins.

MOVE

When you take your turn, you can move up to your Speed in yards. On a fast turn, you can move or use an action, but not both. On a slow turn, you can move in addition to using an action, which you can do at any point during your movement.

During your move, you can use any special forms of movement normally available to you such as balancing, climbing, swimming, riding, and so on. Rules for these special forms of movement are given below.

BALANCE

You balance when you move across treacherous terrain, such as ice or a narrow surface. Such surfaces also count as difficult terrain. When you move onto a treacherous surface, you must make an Agility challenge roll (the nature of the surface might impose 1 or more banes). On a failure, you stop moving on that turn. If the total of your roll is 0 or less, you land prone or could fall from a precarious perch.

CLIMB

You climb when you ascend, descend, or move across a vertical surface using a rope, ladder, or handholds. The surface also counts as difficult terrain.

The GM might call for a Strength challenge roll to see if you can climb a surface that has few handholds or that's coated in grease or otherwise slick, or if you try to climb while distracted or rushed. Challenging climbs can impose 1 or more banes on the roll. If the result of the roll is a failure, you stop moving on that turn. If the total of your roll is 0 or less, you fall.

CRAWL

If prone, you can only move by crawling. You crawl at half your Speed, which can be further reduced by difficult terrain or narrow spaces (to a minimum of 1 yard).

- **Drop Prone:** You can voluntarily drop to the ground. You can drop prone in combat without using your movement.
- **Stand Up:** You can stand up from prone using an action or as your move in combat.

FLY

If you can fly, you can move as far as your Speed allows in any direction, remaining in the air for as long as you wish. You fall to the ground if you would be knocked prone, your Speed drops to 0, or you are prevented from using actions.

The GM might call for a Strength challenge roll to see if you can stay airborne in turbulent conditions. On a failure, you fall.

JUMP

You jump to move to a surface below you or to reach something above you. You also jump whenever you attempt to move over an obstacle without climbing or walking.

- **Jump Up or Down:** When jumping down, you land safely if the surface is less than 5 yards below you. If you try to jump down beyond this distance, you instead fall.

You can jump up a number of feet equal to half your Agility modifier (minimum 1 foot), or your full Agility modifier if you moved at least 2 yards before making the jump. If you try to jump higher, the GM can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of vertical yards you jump from the total distance you can move on your turn. You land prone or fall if you reach your movement limit before you complete the jump.

- **Jump Across:** You can jump horizontally a number of yards equal to 2 + your Agility modifier (minimum 1 yard). If you moved at least 2 yards before making the jump, increase the distance by 2 yards. If you try to jump farther, the GM can call for an Agility challenge roll.

You can jump as part of your move in combat. Deduct the number of horizontal yards you jump from the total distance you can move on your turn. You land prone if you reach your movement limit before you complete the jump. You might fall if you were attempting to cross an open space such as a pit.

RIDE

You are riding while you are seated on a mount.

- **Mounts:** A mount is any creature larger than you and willing to bear you as a rider.
- **Mounting and Dismounting:** You use your move to mount or dismount a creature within your reach.
- **Shared Space:** You and your mount share the same space. Any effect that originates from you originates in your space rather than your mount's space, however.
- **Separate Creatures:** Although you share a space, you and the mount are separate creatures.
- **Actions:** You and your mount take turns together and share a single action. If you use an action to attack, you or your mount makes the attack. You can choose to have you and your mount attack in the same action, but you each make the attack roll with 2 banes. You and your mount can attack at the same time only once during each round, regardless of how many attacks you can make.

If you cannot use actions, the mount uses an action in a manner appropriate to its nature. If the mount cannot use actions, you act independently from the mount.

- **Speed:** You use your mount's Speed in place of your own.
- **Free Attacks:** If your mount's movement would trigger a free attack (see **Combat**), the attacking creature chooses whether to attack you or the mount.
- **Falling Prone:** If an attack or an effect knocks you prone while you are riding, you fall from the mount and land prone in a space within 1 yard of it. The space you land in is opposite from the direction of the source of the attack or effect.

If your mount falls prone, you are both prone in the same space. You must also make an Agility challenge roll. On a failure, you take damage equal to $1d6 +$ the mount's Size, and you become **immobilized** and cannot stand up until the mount stands up or is moved off you. You can use an action while you are immobilized to make a Strength or an Agility challenge roll, with 1 bane for each point of Size the mount is larger than you. On a success, you are no longer immobilized in this way and can stand up normally.

SNEAK

You attempt to move without making a sound when you sneak. To do so, you must get a success on an Agility challenge roll. On a failure, nearby creatures can hear you. If the total of your roll is 0 or less, you make a great deal of noise.

Boons or banes can apply to the Agility roll based on the surface you move across. It's harder to sneak across gravel or broken glass, which would impose 1 or more banes on your roll. If there's a lot of ambient noise in the area—such as in a factory humming with activity—1 or more boons could apply to the roll.

SWIM

While moving, you can swim through liquids. Swimming counts as moving across difficult terrain.

The GM can call for a Strength challenge roll to see if you can swim through treacherous waters. On a failure, you make no progress. If the total of your roll is 0 or less, you sink. (See **Armor and Clothing** in **Chapter 6** for more information about swimming while in armor, and see the clockwork entry in **Chapter 1**.)

TELEPORT

Magic can let you move instantly from one spot to another. When you teleport, you disappear from the space you occupy and immediately reappear in the space of your destination. This movement ignores any obstacles and difficult terrain between you and your destination.

ACTION

You may use one action during a round to perform an activity. Common activities include the following:

**Attack • Cast a Utility Spell • Concentrate
Defend • End an Effect • Find • Help
Hide • Prepare • Reload • Retreat • Rush
Stabilize • Use an Item**

ATTACK

You use a weapon, an attack spell, or something else to harm or hinder another creature or an object. See **Making Attacks** for how to resolve this activity.

CAST A UTILITY SPELL

You cast a **utility spell** (one that doesn't count as an attack) and resolve its effects. See **Chapter 7** for details about casting spells.

CONCENTRATE

Some spell effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the spell.

BREAKING CONCENTRATION

If you take damage or gain Insanity while you concentrate, you must make a Will challenge roll. On a failure, you stop concentrating and the effect ends immediately.

DEFEND

When you defend, until the end of the round, all attack rolls are made against you with 1 bane and you make all challenge rolls to resist attacks with 1 boon. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious.

END AN EFFECT

Choose one effect you created with a spell you cast or a talent you used. The effect ends.

FIND

You attempt to locate a hidden creature or object. Make a Perception challenge roll to search for a hidden object or make a Perception attack roll against the Agility of a hidden creature. On a success, the creature or object is no longer hidden from you and any other creature with whom you share your knowledge.

HELP

Choose one creature within 5 yards of you that can see you and understand what you say. Make an Intellect challenge roll. On a success, the target makes its next attack roll or challenge roll before the end of the round with 1 boon.

HIDE

You can attempt to hide when you are not being observed and when you are in a heavily obscured area or have three-quarters cover or better from an object (see **Cover**).

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or casting a spell). For example, if you are in darkness, you would no longer be hidden if the area becomes lit. Similarly, if you are hidden behind a wall, you would no longer be hidden if someone moves to a position where the wall no longer covers you.

While you are hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area effects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

PREPARE

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the **trigger**.

If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. You make any attack roll or challenge roll required by the activity with 1 boon. Otherwise, nothing happens.

For example, Bobby takes a fast turn and uses an action to prepare an attack against the first enemy that moves into his reach. When a hostile warg moves up to attack his

OTHER ACTIVITIES

You can try to do something that's not described here. You are limited only by your imagination. When you attempt something that lies outside the rules, the GM decides if the activity is possible and how long it takes.

character, Bobby uses his triggered action to attack it with his sword, making the attack roll with 1 boon.

RELOAD

Choose a weapon you can reach that has the reload property (such as a crossbow). If you have a piece of ammunition the weapon uses, you reload the weapon.

RETREAT

You move up to half your Speed. This movement does not trigger **free attacks**.

RUSH

You move up to twice your Speed.

STABILIZE

Choose one incapacitated creature within your reach. Make an Intellect challenge roll, with 1 bane if the creature is dying. On a success, the target heals 1 damage.

USE AN ITEM

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or a backpack, or lighting a torch.

TRIGGERED ACTIONS

In addition to using actions, most creatures can use one triggered action each round. Creatures use triggered actions to react to the specific events that trigger their use, hence the name.

Almost all creatures can use triggered actions to make a **free attack**, which is described in the following section. Creatures can also use triggered actions to perform other activities from talents and spells.

THE TRIGGER

Any activity that involves the use of a triggered action also specifies the condition under which the character can use it. The condition, called the trigger, could be broad, such as "on your turn," or narrow, such as "when a creature willingly moves out of your reach." Provided you meet the conditions for using the triggered action, you may do so, provided you have not already used a triggered action during the round.

When you use a triggered action, you perform the indicated activity immediately, even if doing so would interrupt another creature's turn.

FREE ATTACK

When a creature in your reach willingly moves out of your reach, you can use a triggered action to make an attack against that creature using a melee weapon you are wielding.

TRIGGER EXAMPLE

Jennifer has an opportunity to use a free attack during the fast turn, but because she knows she wants to use Reveal Weakness (a scout talent) as her triggered action during the slow turn, she chooses not to make the free attack.

MINOR ACTIVITIES

Some activities are so minor that you can just do them on your turn without using an action, triggered action, or move. Examples include dropping an item or picking one up, drawing or stowing a weapon, and opening or closing a door.

As a general rule, you can perform one minor activity during a fast turn, or two during a slow turn. You might do more if you don't move or use an action on your turn, or if your GM says you can do more.



MAKING ATTACKS

You make an attack whenever you try to harm or hinder a creature or damage an object. Typically, you determine the outcome of an attack by making an attack roll. There are several kinds of attacks.

ATTACK WITH A MELEE WEAPON

You attack with a melee weapon you are wielding by swinging or throwing it at your target.

CHOOSE A TARGET

Choose one target creature or object. The target must be within your reach or, if you're using a weapon with the thrown property (such as a javelin), within range of the weapon.

MAKE THE ATTACK ROLL

Make an attack roll against the target's Defense. Typically, you use Strength for attack rolls with melee weapons. Weapons with the *finesse* property (such as a dagger) let you use Agility instead of Strength for the attack roll. See *Melee Attack Options* for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in *Chapter 6*. The target takes damage equal to the total of the damage roll.

On a failure, the attack misses.

MELEE ATTACK OPTIONS

When you make an attack with a melee weapon, you can choose one of the following options. You must make the choice before you make the attack roll.

- **Driving Attack:** You make the attack roll with 1 bane. On a success, you and the target move a number of yards equal to your Strength modifier in the same direction.
- **Guarded Attack:** You make the attack roll with 1 bane, but the next creature to make an attack roll against your Defense before the end of the round does so with 1 bane.
- **Lunging Attack:** You can increase your reach by 1 yard, but you make the attack roll with 1 bane.
- **Shifting Attack:** You make the attack roll with 1 bane. On a success, your movement does not trigger free attacks from the target until the end of the round.
- **Unbalancing Attack:** You make the attack roll with 1 bane. On a success, if the target is your Size or smaller, it must make an Agility challenge roll. On a failure, the target falls prone.

ATTACK WITH A RANGED WEAPON

You make an attack with a ranged weapon you are wielding by firing its ammunition at your target.

CHOOSE A TARGET

Choose one target creature or object no farther away than twice your weapon's range. (See **Distant Shot** for attacking outside your weapon's standard range.)

MAKE THE ATTACK ROLL

You make the attack roll against the target's Defense. Typically, you use Agility for attack rolls using ranged weapons. See **Ranged Attack Options** for more choices.

RESOLVE THE ATTACK

On a success, the attack hits and you roll the weapon's damage die, which you can find in **Chapter 6**. The target takes damage equal to the total of the roll.

On a failure, the attack misses.

COVER

Terrain and objects on the battlefield can provide protection against attacks with ranged weapons or spells that target things at a distance.

HALF COVERED

If an object between you and the attacker covers at least half your body, ranged attack rolls against you are made with 1 bane.

THREE-QUARTERS COVERED

If an object between you and the attacker covers at least three-quarters of your body, ranged attack rolls against you are made with 2 banes.

TOTALLY COVERED

If an object between you and the attacker covers your body entirely, you cannot be a target for any attack or effect.

ATTACK WITH TWO WEAPONS

If you are wielding a weapon in each hand, and neither of them is cumbersome (see **Chapter 6**), you can use an action to attack with them at the same time. You can use them to attack one target or to attack two different targets.

If you attack one target, you attack with the weapon in your main hand, making the attack roll with 2 banes. On a success, you deal normal damage from that weapon plus extra damage from the weapon in your off hand.

If you attack two targets, you attack with the weapon in your main hand against one target and then attack the other with the weapon in your off hand. You make both attack rolls with 3 banes.

RANGED ATTACK OPTIONS

When you make an attack with a ranged weapon, you can choose one of the following options.

- **Called Shot:** You attack a specific location on the target's body. You can use this option only if the target has a physical body. Make the attack roll with 2 banes. On a success, the attack has an additional effect as determined by the GM. Attacking a creature's eyes might impose 1 bane on all rolls the target makes that rely on sight, for example.
- **Distant Shot:** You can attack a target that is beyond your weapon's range, but no more than twice the weapon's range. You make the attack roll with 1 bane.
- **Staggering Shot:** You make the attack roll with 2 banes. On a success, a target that is your Size or smaller must make an Agility challenge roll. On a failure, the target falls prone.

In either case, if you attack with a shield, the shield loses the defensive property (see **Chapter 6**) until the end of the round.

ATTACK WITH AN ITEM

You can make an attack with a harmful item that is not a weapon, such as a bomb or a flask of acid or oil. The rules for using such items describe how to resolve those attacks. For rules covering attacks with improvised weapons, see **Chapter 6**.

ATTACK WITH A SPELL

You can cast an attack spell. **Chapter 7** has further details about casting spells.

ATTACK AN ATTRIBUTE

You can make attacks with your attributes against other creatures' attributes or characteristics to perform stunts and maneuvers.

DISARM

Choose one target creature within your reach that's holding an object. Make a Strength or Agility attack roll against the higher of the target's Strength or Agility. If you are unarmed, you make this roll with 2 banes. On a success, the target drops one object it is holding of your choice.

DISTRACT

Choose one target creature within short range of you that can see you. Make an Intellect attack roll against the target's Intellect. On a success, the target makes its next attack roll or challenge roll before the end of the round with 2 banes.

ESCAPE

You can use this action if you are grabbed. Make a Strength or Agility attack roll against the Strength of the creature that has grabbed you. A success removes the grabbed affliction and lets you move up to half your Speed. This movement does not trigger free attacks from the creature that had grabbed you. (See **Grabbed** for information on the effects of being grabbed, and **Grab** for how to grab.)

FEINT

Choose one target creature within short range of you that can see you. Make an Agility attack roll against the target's Perception. On a success, you make the next attack roll against the target's Defense or Agility before the end of the next round with 2 boons. Alternatively, your movement does not trigger free attacks from the target for 1 round.

GRAB

You must have at least one hand free to grab, and you cannot be grabbing another creature. Choose one target creature within your reach that has a physical body (not a spirit, for example) and make a Strength or Agility attack roll against the target's Agility. If you choose a creature you are already grabbing, you automatically get a success.

On a success, the target becomes grabbed until the end of the next round. If you are prevented from using actions (such as because you are dazed, stunned, or unconscious), the grabbed affliction ends. The grabbed affliction also ends if you move or are moved to a position where you can no longer reach the grabbed target. (See **Grabbed** for more information on the effects of being grabbed, and **Escape** for how to escape a grab.)

KNOCK DOWN

Choose one target creature within your reach. Make a Strength attack roll against the target's Agility. If the target is larger than you, make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, the target falls prone.

PULL

Choose one target creature of your Size or smaller that you are grabbing. Make a Strength attack roll against the target's Strength. On a success, you move up to half your Speed and the grabbed creature moves with you so that it remains within your reach.

SHOVE

Choose one target creature within your reach. Make a Strength attack roll against the target's Strength. If the target is larger than you, you make this roll with 1 bane for each point of Size it is larger. You make this roll with 1 boon if the target is smaller than you. On a success, you move the target 1 yard away from you, plus a number of yards equal to your Strength modifier (minimum total distance 1 yard).

CHARGE

When you use an action to charge, you make attack rolls and challenge rolls with 1 bane until the end of the round. Move up to your Speed. At any point during your movement, make one attack with a melee weapon or with an attribute to knock down or shove a creature.

ATTACKING WORN OR CARRIED OBJECTS

You can attack an object that another creature wears or carries. You make the attack roll with 2 banes. The GM might decide that certain objects are immune or resistant to some forms of attack. An arrow isn't going to break a sword, for example.

SITUATIONAL BANES TO ATTACK ROLLS

One or more banes might apply to your attack rolls, based on the circumstances under which you make the attack. These are in addition to any banes or boons included in the attack. The following table summarizes the most common situations.

SITUATIONAL BANES

Target is . . .	Effect
Half covered	1 bane
Three-quarters covered	2 banes
Totally covered	Automatic failure
Partially obscured: In a partially obscured area	1 bane
Heavily obscured: In a heavily obscured area	2 banes
Totally obscured: In a totally obscured area	3 banes*
Weather, terrain: In inclement weather or covering terrain	1 or more banes

*You must guess the target's location (see **Hide**).





Novice paths

Upon completing the starting adventure, your group assembles and advances to level 1. Everyone in the group chooses a novice path from the four presented in this chapter. Novice paths describe the roads one might walk to attain one's destiny. You can choose any path you like, but make sure you keep in mind what happened during the starting adventure. Those events and how you reacted to them should guide your choice.

NOVICE TRAINING

The novice paths include tables showing possible training or circumstances that led you to the path you choose. You can pick one that matches or complements what your character has done so far or you can determine your training randomly by rolling a die. If none match your character, you can always make something up.

NOVICE BENEFITS

The group's level determines the benefits you get from your path. As the level increases, you gain additional benefits as directed in the Advancement table.

- **Attributes:** When you increase an attribute, you increase your score, which also increases your modifier.

- **Characteristics:** Increase your characteristics by the listed amounts.
- **Languages and Professions:** Your path might grant you one or more languages, literacy in one or more languages, or another profession. See Chapter 1 for languages and professions.
- **Magic:** Your path might let you discover traditions and learn spells. When you discover a tradition, you automatically learn one of the rank 0 spells from that tradition. If your path instructs you to learn a spell, you choose the spell you learn from a tradition you have discovered. The spell's rank must be equal to or less than your Power.
- **Talents:** Your path might also grant you one or more talents. Some talents let you do things others cannot normally do. Others let you perform activities with greater precision or to greater effect.

OPTIONAL: GROUP IDENTITY

Now that your group has come together, what do you do next? The events of your first adventure can provide you with an answer, or you might have to come up with a reason to stick together. Talk with the other players and the Game Master to come up with an identity for your group that will

NOVICE PATHS

Path	Description
Magician	Unrestricted access to traditions and robust access to spells lets magicians wield magic with unrivaled ability. Focus on attaining magical power demands much sacrifice and thus magicians tend to be more fragile than other characters. You need a high Intellect or Will to excel as a magician.
Priest	Unwavering faith and constant devotion to a god or religion grants priests the power to produce miracles through prayer. Hardier than magicians, priests bring the light of their beliefs into the Demon Lord's darkness, fighting against the horrors that would unravel the world. A high Strength and Will help you excel as a priest.
Rogue	A path suited to the cunning and quick, rogues use underhanded tactics to achieve their objectives. They are tricksters and scoundrels, adventurers and ne'er-do-wells, possessing an arsenal of tricks to help them overcome almost any obstacle. Rogues develop talents that reflect their techniques, either becoming dangerous killers, dabblers in magic, or charlatans skilled at manipulating others. If you have a high Agility or Intellect, you will do well as a rogue.
Warrior	Trained in the use of weapons and armor, warriors depend on toughness and combat skills to keep them alive. Warriors use a variety of techniques, from picking off their targets from a distance with pistol or longbow or crashing headlong into their enemies' midst, hacking and slashing as they go. Whatever method they use, warriors are the best at fighting. You need a high Strength or Agility to excel as a warrior.

GROUP IDENTITY

d6	Origin
1	You formed an adventuring party .
2	Fate keeps you together.
3	You protected your hometown .
4	You share an occupation .
5	You are members of an organization .
6	You work for the same patron .

describe what you do together normally. Alternatively, one of you rolls a d6 and consults the **Group Identity** table.

ADVENTURING PARTY

In these uncertain times, with war looming on the horizon and hideous monsters spilling out from the wilderness, opportunities abound for those with unique talents. As thrill-seekers, treasure-hunters, or problem-solvers, adventure has a habit of finding you whether you look for it or not. Your group likely explores the wilderness of the Northern Reach, scouring ancient ruins for valuables and trinkets from forgotten times. You could protect villages from monstrous threats and undertake missions in exchange for rewards.

FATE

Circumstance created your group. You probably come from different backgrounds, professions, and ancestries. If it weren't for chance, your paths might never have crossed.

Under what circumstances did the members of your group meet? Fate often works in a destructive, violent manner. You might have been shipwrecked on an island, have lived together as slaves, been pressganged to serve on the same ship, or been the sole survivors of a terrible calamity. What keeps you together?

HOME TOWN

Everyone in your group comes from the same place. You could be blood relatives of each other, in which case you have the same ancestry, or lived in the same village, town, or neighborhood. A common homeland suggests you have probably known each other for a long time. Think about how you met and what relationships you have with each other.

Often, homeland groups form as a result of some adversity. You might have formed in response to a great peril, a drought, a disease, or an attack from raiders and killers. You could be refugees looking for a place where you can settle or flee a terrible threat. If you share the same ancestry, you might work together to reclaim a stolen birthright, lift a curse afflicting your family, or avenge a wronged ancestor.

OCCUPATION

Everyone in your group works in the same trade, similar trades, or related trades. You might be artisans in the same town, a troupe of traveling entertainers, or members of the same military outfit. Your work unites you, and your experience in your trade helps you each overcome differences of background. Do you still work in your trade or have you left it behind? Are there rival groups? If so, who are they and what is your relationship to those groups.

ORGANIZATION

Everyone in the group belongs to the same organization. You might be members of a mercenary company, agents of the Inquisition, servants of the House of Healing, or criminals with ties to the Thieves' Guild or the Black Hand assassins. The organization explains how you came together, but why do you stay together? Do you keep ties to the organization or did you leave it? If you left, under what circumstances did you leave? Do you still have contacts with the organization or are you considered traitors?

PATRON

A powerful patron formed your group for a specific purpose. That patron could be the Archmage, the Grand Druid, the Faerie Queen, the Dark Lady, the Mistress of the Black Hand, or someone else the GM creates. Your employer provides the cement that holds your group together and sends you on missions that furthers his or her own agenda.

The GM will come up with a suitable patron, but it's up to your group to decide why you were chosen. How do you see your patron? Do you serve against your will? If so, why? Or, are you loyal to your patron, proud to serve in any way you can? How did your patron win your loyalty?

MAGICIAN

Magicians strive to reach the heights of magical power. If they follow this journey to its end, choosing paths to complement what they have learned, they join the most powerful users of magic in the world.

Hopeful magicians must first discover a tradition of magic to begin learning spells. Discovery can be accidental, resulting from being affected by a spell, stumbling into an area steeped in magical energy, or finding power within oneself. Discovery can also be taught. Ancient institutions of magic, wizards, witches, and others reveal traditions to promising students.

Upon discovering a tradition, the magician learns the most basic spells from it. All this prepares magicians for the process of learning greater and more powerful spells.

Since magicians freely choose their traditions, they display a range of capabilities. Some favor destructive magic, learning spells that let them harness elemental forces of wind, rain, fire, and earth. Others prefer subtler magic, favoring charms to manipulate the minds of others or illusions to deceive and conceal. Magicians can also be conjurers, loosing monsters to fight on their behalf, or engineers, creating servants and machines from spare parts they pick up along the way.

The possibilities magic offers also present many perils. More than one magician has succumbed to dark magic's temptations, dabbling into the arts of Forbidden, Necromancy, or worse traditions. Such magic almost always corrupts the magician, but those seeking its power rarely care.

LEVEL 1 MAGICIAN

- Attributes** Increase two by 1
- Characteristics** Health +2, Power +1
- Languages and Professions** You read all the languages you know how to speak. In addition, you add one academic area of knowledge of your choice.
- Magic** You discover one tradition. Then, make three choices. For each choice, you either discover another tradition or learn a spell from a tradition you have discovered.
- Cantrip** Whenever you discover a tradition, you learn an extra rank 0 spell from that tradition.
- Sense Magic** You learn the *sense magic* spell described here.



MAGICIAN TRAINING

d6	Training
1	You discovered magic from a book or scroll.
2	You were the seventh son of a seventh son, were born under a strange star, or have the blood of a magical ancestor flowing through your veins.
3	A witch or wizard took you on as an apprentice and taught you the rudiments of magic in exchange for a period of service.
4	You studied at one of the great institutions of magic, perhaps in one of the Nine Cities or at the Tower Arcane that drifts in the sky above Caecras, the Empire's capital city.
5	You made a pact with an otherworldly being. You offered your soul, a gift, or service in exchange for magical knowledge.
6	You suffered a magical mishap, such as drinking a strange potion or becoming exposed to the Demon Lord's Shadow. The mishap awakened the power lurking inside you.

SENSE MAGIC

MAGICIAN UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space

You know if there are any ongoing magical effects in the area and from what points they originate.

LEVEL 2 MAGICIAN

- Characteristics** Health +2
- Magic** Make two choices. For each choice, you either discover a new tradition or learn a spell from a tradition you have discovered.
- Spell Recovery** You can use an action to heal damage equal to your healing rate and regain one casting you expended of a spell you learned. Once you use this talent, you cannot use it again until after you complete a rest.

LEVEL 5 EXPERT MAGICIAN

- Characteristics** Health +2, Power +1
- Magic** You discover a tradition or learn one spell.
- Counterspell** When a creature you can see attacks you with a spell, you can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane and you make the challenge roll to resist it with 1 boon.

LEVEL 8 MASTER MAGICIAN

- Characteristics** Health +2
- Magic** You discover a tradition or learn one spell.
- Improved Spell Recovery** When you use Spell Recovery, you regain two castings instead of one.

PRIEST

Priests derive magical power from pledging service to a supernatural being. Service to such entities gives priests purpose in the world and causes for which they might fight. Faith in their patrons gives them the ability to work magic, which they perform through rite and prayer.

Discovering a tradition is a religious experience for priests. They encounter the presence of a god during their travels, feel some holy presence enter them while studying a religious text, or have a dream in which they are chosen to become divine servants. The initial experience sets these individuals on the priest's path and gives them the power they need to further the interests of their immortal patrons.

Religion stands at the center of priests' identities. It shapes their behavior, gives them purpose, and reveals their traditions. Priests committed to the New God use different kinds of magic from those who follow the teachings of the Old Faith. For more information on religions common to the Northern Reach, see **Chapter 8**.

LEVEL 1 PRIEST

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions You either read one language you can speak or add a language to the list of languages you can speak. Also, add one religious profession.

Magic You discover one tradition associated with your religion (see Religious Traditions). Then make two choices. For each choice, either discover a tradition associated with your religion or learn one spell from a tradition you have discovered.

Shared Recovery You can use an action to heal damage equal to your healing rate. Then, choose one creature other than you that is within short range. The target also heals damage equal to its healing rate. Once you use this talent, you cannot use it again until after you complete a rest.



PRIEST TRAINING

d6	Training
1	You were called to represent your patron deity in the world.
2	A druid or witch initiated you into your faith.
3	You studied the sacred writings, learned the sacred ceremonies, and were ordained a priest in a religious institution.
4	Your religious convictions rewarded you with power from the deities you follow.
5	You have a covenant with your deity after experiencing a strange dream or weird encounter in the wilderness.
6	A supernatural presence entered your body and works through you to perform miracles.

RELIGIOUS TRADITIONS

Religion	Associated Traditions
Cult of the New God	Celestial, Life, Theurgy
Dwarfen Ancestors	Battle, Earth, Life
Old Faith	Life, Nature, Primal
Witchcraft	Curse, Enchantment, Life

LEVEL 2 PRIEST

Characteristics Health +4

Magic You make two choices. For each choice, you either discover a tradition associated with your religion or you learn one spell from a tradition you have discovered.

Prayer When a creature within short range of you makes an attack roll or challenge roll, you can use a triggered action to grant 1 boon on the triggering roll.

LEVEL 5 EXPERT PRIEST

Characteristics Health +4, Power +1

Magic Learn one spell from your traditions.

Divine Strike When you use Prayer to grant a creature 1 boon on an attack roll, the creature's attacks with weapons deal 1d6 extra damage.

LEVEL 8 MASTER PRIEST

Characteristics Health +4

Magic Learn one spell from your traditions.

Inspiring Prayer When you use Prayer on a creature other than yourself, you make attack rolls and challenge rolls with 1 boon for 1 round.

Improved Shared Recovery You can use Shared Recovery twice.

ROGUE

Rogues always have a trick up their sleeves. Using a combination of luck and skill, rogues can usually find solutions to their problems. Their talents come from their ingenuity, cunning, training, and, of course, good fortune, all of which makes them adaptable to any situation.

Although many rogues come from criminal backgrounds, not all rogues are criminals. Rogues include anyone who benefits from trickery and can fit into every aspect of society. While some work as pickpockets in crowded marketplaces and bandits preying on caravans, others act as detectives solving crimes, forward observers gathering information for their allies, or spies ferreting out dark plots.

LEVEL 1 ROGUE

Attributes Increase two by 1

Characteristics Health +3

Languages and Professions You either add one language to the list of languages you can speak or add one common, criminal, or wilderness profession.

Nimble Recovery You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you cannot use it again until after you complete a rest.

Trickery Once per round, you can make an attack roll or challenge roll with 1 boon. If you attack with 1 boon from this talent, your attack deals 1d6 extra damage.

LEVEL 2 ROGUE

Characteristics Health +3

Exploit Opportunity Once per round, when the total of your attack roll is 20 or higher and exceeds the target number by at least 5, you can take another turn at any point before the end of the round.

Rogues Talent Choose a roguery talent from the ones described below.

LEVEL 5 EXPERT ROGUE

Characteristics Health +3

Dirty Tricks Your attacks deal 1d6 extra damage when you make an attack roll with 1 boon.

Rogue Cunning You can use Trickery twice per round.

LEVEL 8 MASTER ROGUE

Characteristics Health +3

Rogues Talent Choose a roguery talent from the ones described below.

ROGUE TRAINING

d6	Training
1	You techniques helped you survive in a city's mean streets or on the frontiers of civilization.
2	You joined a thieves' guild or assassins' guild and learned your techniques from the guild masters.
3	You were an investigator or member of the watch, developing your talent to combat criminals.
4	You learned your techniques to help you become a better criminal.
5	You trained with a group of scouts, bandits, or rebels living in the wilderness.
6	You always had a gift for subterfuge and your training just refined the talents you had all along.

ROGUERY TALENTS

Backstab Once per round, when you attack with a basic or swift weapon and you made the attack roll with at least 1 boon, the attack deals 1d6 extra damage. If you choose this talent a second time, the extra damage increases to 2d6.

Magic Increase your Power by 1 and discover one tradition. Then make two choices. For each choice, you either discover another tradition or learn one spell from a tradition you have discovered. If you choose this talent a second time, increase your Power by 1 and discover a tradition or learn one spell.

Skirmish You can use an action to move up to half your Speed. This movement does not trigger free attacks. During the move, you can make an attack. You make the attack roll with 1 bane, but the attack deals 1d6 extra damage. If you choose this talent a second time, you can move up to your Speed instead of half your Speed.

Subterfuge You can use an action to make an Intellect attack roll against the Intellect of one creature within short range that can hear you and understand what you say. On a success, the target becomes charmed for 1 round or until it you attack it. On a failure, the target becomes immune to your Subterfuge until it completes a rest. If you choose this talent a second time, you make the attack roll with

1 boon and can affect a creature that doesn't understand what you say.

Threats You can use an action or a triggered action on your turn to make an Intellect attack roll against the Will of one target creature within short range of you that can hear and see you. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to your Threats until it completes a rest. If you choose this talent again,

your weapon attacks deal 1d6 extra damage to targets frightened in this way.



WARRIOR

Extensive training with weapons and studying numerous fighting styles teach warriors how to fight and survive on the battlefield. Their skills depend on being physically fit, quick and nimble, or a combination of both. Upon completing their training, warriors can pick up and fight with almost any weapon, striking with greater precision and greater force than anyone else.

Although all warriors know how to fight, they distinguish themselves by the weapons they wield. Some favor archery and put their focus on ranged weapons. Others fight with swords and axes, using their might to overcome their foes. Others still favor swift weapons, slipping rapier or saber strikes through their enemies' defenses.

Warriors come from all backgrounds. They are howling barbarians tumbling out from the depth of the wilderness, veteran soldiers marching in the Empire's armies, hard-bitten mercenaries, mystics who transform their bodies into weapons, or anyone else who knows how to win battles through superior skill at arms.

LEVEL 1 WARRIOR

Attributes Increase two by 1

Characteristics Health +5

Languages and Professions You add one common, martial, or wilderness profession.

Catch Your Breath You can use an action or a triggered action on your turn to heal damage equal to your healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

Weapon Training When attacking with a weapon, you make the attack roll with 1 boon.

LEVEL 2 WARRIOR

Characteristics Health +5

Combat Prowess Your attacks with weapons deal 1d6 extra damage.

Forceful Strike When the total of your attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

WARRIOR TRAINING

d6 Training

- | | |
|---|--|
| 1 | You fought in the pits and arenas of your homeland. Each contest honed your talent until you became an experienced warrior. |
| 2 | You spent time in service to a knight as a squire. You learned how to fight, ride, care for your gear, and conduct yourself in a proper and noble manner. |
| 3 | You were a soldier, a member of the militia, or part of the watch. You learned basic combat techniques and discovered you had a talent for fighting. |
| 4 | You lived on civilization's edges. The hardships you endured and dangers you faced taught you how to survive. |
| 5 | You learned to fight while living on the streets. You might have been a thug, taking what you wanted by brute force, an enforcer for a crime family, or a bodyguard for someone important. |
| 6 | You learned the fighting techniques from a master warrior. You might have studied at a monastery or sought out a teacher in a far-flung land. |

LEVEL 5 EXPERT WARRIOR

Characteristics Defense +1, Health +5

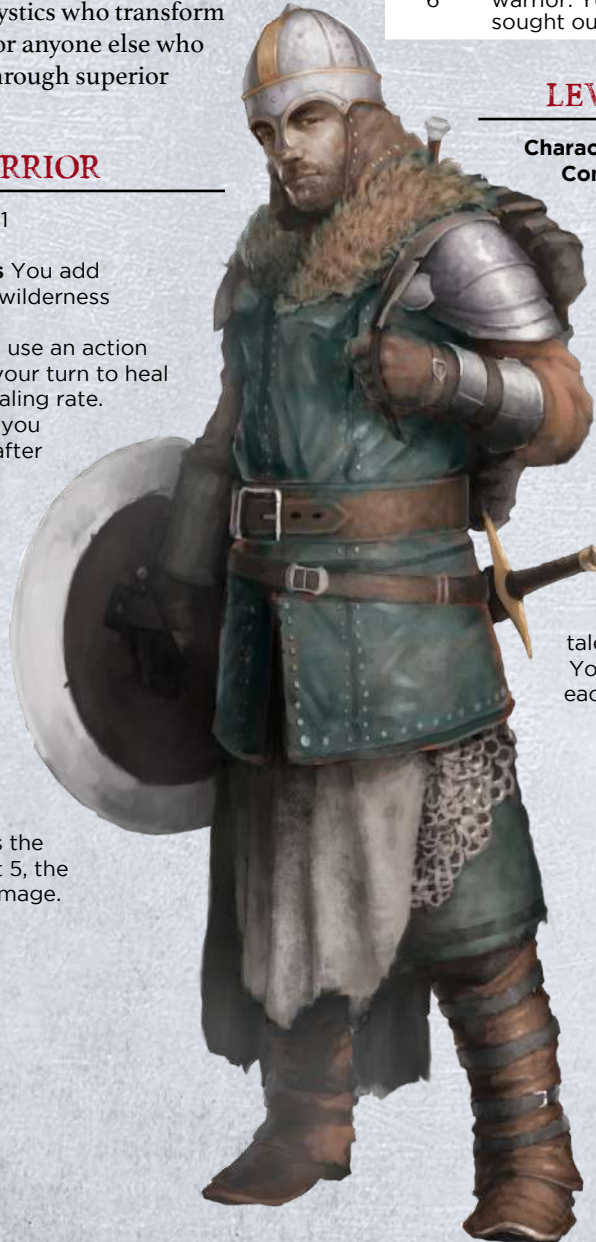
Combat Expertise When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn.

LEVEL 8 MASTER WARRIOR

Characteristics Health +5

Grit You can use Catch Your Breath twice between each rest.

Combat Mastery When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise. You must choose a different target for each attack you make.





expert paths

When your group's level reaches 3, everyone in it chooses an expert path. The paths described in this chapter represent the most common paths taken by people living in the Northern Reach. Others may be available at the GM's discretion.

Expert paths are arranged in four broad groupings that evoke the four novice paths. Each one describes a route you can take to grow your power and ability. Although your novice path might suggest an expert path, such as priests choosing paths of faith, you can freely choose any path you like provided the choice makes sense in the context of the story.

EXPERT STORY DEVELOPMENT

The expert path you choose ties your character to the story and world. Each path includes a table that offers suggested story elements you add to your character's story to explain how you started on the path and how the choice might affect your character's personality, appearance, and behavior. You can choose any option that fits your character, roll a die for a random element, or make something up that fits your character concept.

EXPERT BENEFITS

As with your ancestry and your novice path, your expert path grants benefits based on your group's current level.

Follow the instructions in the path description and record any talents you gain on your character sheet when you choose your expert path. When your group's level reaches 6 or 9, you gain additional benefits from your expert path.

CHOOSE AN OBJECTIVE

Player characters have objectives—goals that impel them to further their training, to take risks, and to explore the world. An objective can be something nebulous or specific, noble or selfish, good or evil. If you have been playing your character for a while, you should have a sense of what drives your character based on what has happened in the game so far. Come up with something your character wants or hopes to achieve and make a note of it somewhere on your character sheet.

If you don't yet know what your character wants, or if you are creating a new character to join a new or existing group at a higher level, you can use the following table for inspiration. You can choose an objective or roll a d20 for a random character objective.

ACHIEVING YOUR OBJECTIVE

Your objective should be your primary goal throughout your time as an expert character, and what you do and the decisions you make should bring you closer to achieving it.

PATHS OF FAITH

Path	Description
Cleric	Clerics use the symbols of their faith to drive back and destroy their gods' enemies.
Druid	Devotees of the Old Faith, druids discover the mysteries of their secret society to protect the land and its inhabitants.
Oracle	Supernatural entities enter oracles' bodies to grant them strength, wisdom, and clues about the future.
Paladin	Paladins use their faith to protect the innocent and triumph over darkness.

PATHS OF POWER

Path	Description
Artificer	Artificers create magical trinkets and servants.
Sorcerer	Sorcerers harness incredible amounts of magical energy at great risk to themselves.
Witch	Witches wield the power of old magic, learned from the Fair Folk long ago.
Wizard	Academicians of magic, wizards keep their lore in great tomes called grimoires.

PATHS OF TRICKERY

Path	Description
Assassin	Assassins study the art of murder.
Scout	Skilled in stealth and observation, scouts gather information for their allies.
Thief	Thieves develop useful skills to help them carry out their criminal designs.
Warlock	Stealers of magic, warlocks learn how to snatch spells from other casters' minds.

PATHS OF WAR

Path	Description
Berserker	In battle, berserkers unleash their fury to become wild, killing machines.
Fighter	Fighters train to become experts at a particular fighting style.
Ranger	Expert hunters, rangers know how to find, track, and destroy their prey.
Spellbinder	Spellbinders imbue their weapons with magic to enhance their combat abilities.

To make this happen, tell the Game Master what you hope to accomplish and explain the reasons why you chose your objective. The more detail you offer, the easier it will be for the GM to introduce story elements into the adventures that make it possible for you to accomplish your goal.

Although your objective motivates your character, you remain a member of a group made up of other characters with objectives of their own. You and other characters might share the same goals or pursue different ones. You can rely on help from other characters in the group toward achieving your goal, and you should devote time and effort toward helping your friends achieve theirs. So if you all have different objectives, your adventures might result in achieving one or more of them. Or, if you all share the same objective, you might spend several adventures working toward that purpose.

CHARACTER OBJECTIVES

d20	I want . . .
1	. . . to make someone suffer.
2	. . . revenge for a wrong done to my loved ones or me.
3	. . . to find a new homeland or reclaim an old one.
4	. . . treasure!
5	. . . a castle, tower, ship, or some other property.
6	. . . to bring a criminal to justice.
7	. . . to explore a new land.
8	. . . to destroy a terrible evil.
9	. . . to be remembered after I have left this world.
10	. . . to clear my name of a crime I did or didn't commit.
11	. . . to make the lands and people safe.
12	. . . political, magical, or military power.
13	. . . to solve a mystery important to me.
14	. . . to find a specific relic.
15	. . . to crush my enemies and see them driven before me.
16	. . . to make a friend from an enemy.
17	. . . slay a dragon or another dangerous creature.
18	. . . to win the heart of someone I love.
19	. . . to do something good in the world.
20	. . . to prove to everyone I am, in fact, a badass.

CHOOSING A SECOND EXPERT PATH

When your group level reaches 7, you can choose a second expert path in lieu of choosing a master path. Doing so lets you develop a second area of expertise. You might have chosen fighter but find your character's religious experiences incline you to become a cleric. Or you might have trained as a spellbinder and decide to further develop your combat skills by becoming a ranger. If you decide to choose a second expert path, it can be any you have not previously chosen.

TALENTS

If your second path grants a talent you already have, choose one of the following options.

- Increase one attribute of your choice by 1 and add one profession to your list of professions.
- Discover a tradition.
- Learn one spell.

SECOND PATH BENEFITS

You gain the following benefits at the indicated levels.

- **At Level 7:** You gain the level 3 benefits from your second expert path.
- **At Level 9:** You gain the level 9 benefits from *one* of your expert paths.
- **At Level 10:** You gain the level 6 benefits from your second expert path.

EXPERT PATH DESCRIPTIONS

The expert paths are presented in alphabetical order.

ARTIFICER

Artificers push against the boundaries of magical research by merging science and magic into something new. Most artificers begin their careers as magicians or engineers, though anyone with a penchant for making mechanical wonders might pursue this path. Artificers learn to use their magic to piece together bits of gear to create useful devices, from armor to weapons, bombs to simple tools. Eventually, they can imbue spells in these devices to create even more powerful gear.

ARTIFICER STORY DEVELOPMENT

d6 Story Development

- 1 You turned to magic to help you build the arms and armor you and your companions need to fight your enemies.
- 2 You gained admittance to the Artificers' Guild in the Free City of Lij and completed your training to become an artificer.
- 3 You stole a bag of spare parts from an artificer and discovered you had a talent for putting the pieces together to make useful devices.
- 4 You found a complex magical and mechanical device. After extensive study, you began experimenting with making devices of your own.
- 5 You joined a heretical cult devoted to the Cog God, a mechanical deity sometimes worshiped by clockworks.
- 6 You discovered the artificer's methods quite by accident. You were pursuing another line of experimentation when the tools you were using suddenly and inexplicably assembled themselves into a new and useful form.

LEVEL 3 ARTIFICER

Attributes Increase two by 1

Characteristics Health +2, Power +1

Languages and Professions You can either speak another language or add one academic area of knowledge.

Magic You discover a tradition or learn one spell.

Artificer's Bag You have a bag filled with spare parts you use to create equipment you need. You measure the number of parts in gold crowns, though the parts are worthless to anyone other than you or another artificer. The gc value of these spare parts is equal to twice your group level.

You can use an action to begin assembling parts from your bag into a suit of armor, a weapon, ammunition, or an engineering item by spending parts from the bag with a value equal to the item's price. It takes 1 minute to create the object, during which time you must concentrate and use a tool kit. At the end of this time, you have a finished piece of equipment that remains until you complete a rest, at which point it collapses into spare parts once more.

When you complete a rest, you replenish the parts in your Artificer's Bag, up to your normal maximum value in gc.

If you lose your Artificer's Bag, you can create a replacement. It costs a number of gold crowns equal to your group's level. You can have only one Artificer's Bag at a time.

LEVEL 6 ARTIFICER

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Store Spell You can use an action to touch one object you created from your Artificer's Bag. If you concentrate for 1 minute, during which time you must maintain contact with the target, you can expend the casting of a spell and imbue the casting of that spell into the object. The casting remains in the object until you complete a rest or until it is expended. Any creature holding the object can use an action to expend the casting from the object and cast the spell, regardless of the creature's Power.

LEVEL 9 MASTER ARTIFICER

Characteristics Health +2, Power +1

Magic You discover a tradition or learn one spell.

Mechanical Servants You can use an action to create one or more **small constructs** using materials contained in your Artificer's Bag. For each 1 gc in materials you spend, a compelled small construct appears in an open space within short range of you. You can grant the flier trait to any number of constructs by spending 1 extra gc from the bag for each construct you would make fly. The constructs remain until destroyed or until you complete a rest. At the end of this time, the mechanical servants collapse into parts.



ASSASSIN

Assassins specialize in the art of murder. They learn the best ways to speed their victims to the grave, whether using a strangling cord, poison in a cup, or a knife slid between the ribs. Assassins avoid fair fights, preferring to skulk in the shadows, where they can watch for the perfect time to strike. They might spend weeks or even months gathering information about their victims, learning all they can to overcome their defenses and to attack when their targets are least prepared.

Most assassins take contracts to eliminate specific targets. Assassins can be freelancers or members of a secret society of professional killers, such as the Black Hand. For them, killing is nothing more than upholding their end of a business transaction. Of course, others come to this path for a variety of reasons. Some are simply cold-blooded killers, spies, or even skilled snipers. A few belong to death cults who see each kill as a prayer offered to the sinister power they serve.

LEVEL 3 ASSASSIN

Attributes Increase two by 1

Characteristics Perception +1, Health +3

Languages and Professions You can speak another language or you add a common or criminal profession.

Assassinate When a surprised creature or a creature from which you are hidden takes damage from your attack, it must make a Strength challenge roll. The target makes the roll with 1 boon for each point of Size it is larger than you. On a failure, it takes damage equal to its Health.

Disguise Expertise If you have a disguise kit, you can use an action to expend a use from the kit to don a disguise.

Quick Reflexes You can use a triggered action on your turn to hide or retreat.



ASSASSIN STORY DEVELOPMENT

d6 Story Development

- 1 You joined a heretical death cult and were taught each kill is a prayer to your dark god.
- 2 You are a professional killer. You take contracts to eliminate specific individuals. You might limit your targets to the guilty, the evil, or the corrupt. Or you might kill anyone if the price is right.
- 3 Your murderous talents come from your unwillingness to fight fair. You win at any cost, even if it means striking from the shadows or staining a cup with poison.
- 4 You joined the Black Hand, a murderous organization based in Azûl, the City of Death. There, you learned a variety of techniques for killing quietly and discreetly.
- 5 You delved into the art of murder to further your ambitions, whether you seek to eliminate rivals, gain forbidden power, gain access to a dark patron, or advance your station.
- 6 You underwent special training to carry out discreet missions of murder and mayhem for your patron. You are tasked with eliminating political adversaries, critics, and others who take a stand against your employer.

LEVEL 6 ASSASSIN

Characteristics Health +3

Manufacture Poison You can use an action and an alchemist's kit to create a dose of poison. You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 5 cp. At the end of this time, you create one dose of poison (see **Chapter 6**). The poison retains potency until you complete a rest.

LEVEL 9 MASTER ASSASSIN

Characteristics Health +3

Killer's Eye You can use an action on your turn to choose one creature within long range from which you are hidden. Make a Perception challenge roll. On a success, you know where best to attack the target for 1 minute. Until the effect ends, when you attack the target, you make your attack roll with 1 boon and the attack deals 2d6 extra damage.

BERSERKER

A vital energy for those in the thick of battle, anger enables a combatant to push through extreme pain and injury in order to return it twofold to those who dealt it. For berserkers, anger is more than just an emotion; it is a living thing always raging within them, desperate to be unleashed, always rattling the cage of self-control containing it. So when a berserker's temper slips—even by a little—all the rage, hatred, and frustration boils out to transform the warrior into a wild killer, a bloodthirsty brute seeking nothing but the utter destruction of any foe who dares to stand before them.

The transformative power of a berserker's rage might come from a variety of sources. Many are simply unbalanced, having witnessed so many awful things that they now snap under the pressure. Some have divine or supernatural causes for their anger; for example, dwarf berserkers believe they are taken over by one of their ancestor spirits. Others might be haunted by spirits or, worse, demons, and when they surrender to their anger, the entity haunting or possessing them takes over.

BERSERKER STORY DEVELOPMENT

d6 Story Development

- 1 You are possessed by a minor demon. You can keep it under control most times, but in a fight, it struggles to break free and take control. You might have become possessed after handling a demonic relic, encountering a demon in battle, or being subjected to strange magic.
- 2 An abundance of pain, death, and horror taxed your mind to the point of breaking, so that when you come under intense pressure, you snap, becoming a deadly killer.
- 3 A spirit, perhaps one of your ancestors, dwells within you and, when you are endangered, takes over your body to help you survive. You have spotty memories of what happens when you go berserk.
- 4 You have always had a bad temper, but now it's nearly ungovernable. Any provocation can make you enraged and you lose all restraint and free will when in the grips of your rage.
- 5 You wronged a hag, witch, or some other powerful supernatural creature, and were cursed by them as a result. Now, whenever you fight, the curse turns you into a brutal, unrestrained killer.
- 6 You hope to earn a place at the gods' table in the afterlife by seeking a glorious death. In battle, your eyes go wild and froth flecks your lips as you cleave through your foes in anticipation of the end you crave.

LEVEL 3 BERSERKER

Attributes Increase two by 1

Characteristics Health +6

Berserk If you are not fatigued when you take damage, you can choose to go berserk. If you go berserk, you gain all of the following benefits and drawbacks for 1 minute or until you become unconscious.

- You gain a +10 bonus to Health.
- You cannot be charmed, compelled, or frightened.
- You make attack rolls with 1 bane.
- Your attacks with weapons deal 2d6 extra damage.
- You must take a fast turn whenever possible, and use an action on each of your turns to attack, relaying on a charge if necessary.

When you stop being berserk, you become fatigued for 1 minute and you must get a success on a Will challenge roll or gain 1 Insanity.

Fury Unleashed If gaining Insanity would cause you to go mad, you go berserk instead, even if you are fatigued. While you are berserk in this way, the GM controls your character. At the end of each round, the GM rolls a d6. On a 5 or higher, you stop being berserk and reduce your Insanity total by 1d6 + your Will modifier (minimum 0). You then become fatigued for 1 minute. If you were already fatigued, you instead take 1d6 damage.

Iron Hide You have a +1 bonus to Defense if you are not wearing medium or heavy armor.

LEVEL 6 BERSERKER

Characteristics Health +6

Ferocious Wrath While you are berserk, you have a +2 bonus to Speed and you make attack rolls against frightened targets with 1 boon.

Frightful Wrath When you go berserk, each creature within short range who is not a member of your group must get a success on a Will challenge roll or become frightened for 1 round.

LEVEL 9 MASTER BERSERKER

Characteristics Health +6

Reckless Strike When you attack with a melee weapon, you can choose to make the attack roll with 1 bane to deal 2d6 extra damage on a success.



CLERIC

Clerics champion the gods' interests in the mortal world, and through them mortals speak to the divine. Clerics wear or wield their deities' symbols to represent their service and to channel magic from their immortal patrons into their spells. Although some believe the quality of the symbol matters, such that symbols made from silver are somehow superior to those carved from wood, it is ever the faith of the bearer and not the material that is important.

Of all the religions in the Empire and beyond, the Cult of the New God is most likely to produce clerics. Among members of the religion, clerics are leaders of the faith, keepers of the ancient scriptures, and preachers of the prophet's teachings. These clerics can be more militant than other priests, donning armor and carrying swords, shields, and other weapons of war. They also attach parchment scrolls to their armor that bear sacred writings and prayers to keep themselves safe in the eternal fight against the darkness of the Demon Lord.

Other religions produce clerics too. Among the orcs, for example, clerics speak with the voice of Grimnir One-Eye, the hoary god of the giant-blooded jotun from whom the orcs were made. Only the Old Faith has yet to produce clerics since the followers of that ancient religion walk a different path.



CLERIC STORY DEVELOPMENT

d6 Story Development

- 1 You found your faith after recovering a lost or stolen relic important to your new religion. The righteous road you have chosen grants talents useful for serving your god or gods.
- 2 You have suffered at the hands of undead. You might have witnessed a loved one animated by a necromancer, been victimized by a vampire, or lost your home to a zombie herd. You now serve your god by eradicating the undead plague from your lands.
- 3 You pledged your life to serving the cause of your religion. You are a holy warrior, a champion of your faith, and a crusader against the enemies of your religion.
- 4 You joined the Inquisition to root out the corruption in the ranks of your own religion. You work to expose heretics and to cast down the demon-sworn.
- 5 You forged a pact with a higher power and now act as the deity's agent in the mortal world.
- 6 You witnessed the horror wrought by demons firsthand. You or someone you loved might have been possessed or you could have survived an attack from a demon. You swore to fight the Demon Lord's corruption and send its minions screaming back to the eternal darkness from which they were spawned.

LEVEL 3 CLERIC

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions You can speak another language, add an academic area of knowledge, or add a religious profession.

Magic You discover one tradition associated with your religion, as shown on the **Religious Traditions** table in **Chapter 3**, or you learn one spell.

Conviction You make Will challenge rolls with 1 boon when you roll to resist the effects of the frightening and horrifying traits (see **Chapter 10**).

Icon of Faith Choose one tradition that you have already discovered and is associated with your religion. When you cast an attack spell from that tradition while you're wielding or wearing a holy symbol, you make the attack roll with 1 boon and creatures rolling to resist the attack make their challenge rolls with 1 bane.

LEVEL 6 CLERIC

Characteristics Health +4

Magic You learn one spell.

Empowered Symbol When you cast a spell from the tradition you chose for Icon of Faith that deals damage or heals damage, the spell deals or heals 1d6 extra damage.

LEVEL 9 MASTER CLERIC

Characteristics Health +4, Power +1

Magic You learn one spell.

Divine Power The benefits from Icon of Faith apply to any attack spell you cast from a tradition associated with your religion.

DRUID

The druids belong to the Old Faith, one of the oldest religions in the Empire. With origins going back all the way to the first people to inhabit the lands, it is a religion whose roots are secret, created to honor dark, often violent gods, and steeped in strange practices. Druids count themselves friend to any who live in the wild or along its borders, but they guard the secrets of their religion, revealing its mysteries only to those who have undergone the rites that open the way to their enigmatic society.

Many druids use Nature and Primal magic, though some learn magic from elemental traditions or traditions associated with the faerie, such as Enchantment and Illusion. Although druids venerate all the old gods, a few align themselves with one or two in particular. The Horned King, the Maiden in the Moon, and the Queen of Summer are all common patrons.

Above all, druids see themselves as guardians of the natural world. They protect the uncut woods, the unspoiled wilds, and the places far beyond civilization's grasp. They work alongside settlers and pioneers to help them withstand the rigors of the frontier while instilling in them respect for the land and its resources. Druids protect specific sites, marking them with standing stones, or travel the world, lending a hand to those in need.

DRUID STORY DEVELOPMENT

d6 Story Development

- | | |
|---|---|
| 1 | You were brought up in the Old Faith and lived on the edge of the wilderness for many years, tending your flocks, hunting for game, or farming the land. Your commitment to nature earned you a place among the druids. |
| 2 | You spent time as an initiate of the Old Faith, learning the old ways and customs of your people. You underwent the rite of passage and were ordained a protector of the land. |
| 3 | You befriended one of the faerie, who taught you the old ways and customs. |
| 4 | For years, you felt a connection to the land, a bond that has endured your entire life. You sought out the druids to learn how you can nurture the land and protect it. |
| 5 | Beastmen spilled into your lands, burning and killing as they went. You saw the destruction wrought by their hands and vowed to the old gods you would have your vengeance. |
| 6 | You belonged to a small cult that venerates one of the ancient gods, such as the Queen of Summer or Old Man Winter. You became a druid to better serve your god. |

LEVEL 3 DRUID

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions You can speak another language or add a religious or wilderness profession.

Magic You discover the Life, Nature, or Primal tradition, or you learn one spell from those traditions.

Druid Mysteries You learned the ancient druidic mysteries as part of your initiation. You can do all of the following:

- Identify any animal or plant you see.
- Know if water and food you can see are safe to consume.
- Accurately predict the weather up to 24 hours in advance provided you are outside and can see the sky.
- Move at full Speed across difficult terrain created by natural terrain features.
- Leave tracks when moving across natural terrain only when you choose.

LEVEL 6 DRUID

Characteristics Health +4

Magic You learn one spell.

Tree Walker Once per round while you are moving, you can move into a space occupied by a living tree and immediately exit from a space occupied by a tree within medium range of the tree whose space you entered. You can choose to exit from the tree you entered, moving into an open space.

LEVEL 9 MASTER DRUID

Characteristics Health +4, Power +1

Magic You learn one spell.

Resist Elements You are never at risk of becoming fatigued from exposure. You take half damage from cold, lightning, thunder, and fire.



FIGHTER

Some of the greatest warriors to ever walk the world were fighters. Unmatched when it comes to combat training, fighters display incredible excellence at arms, and the tenacity to withstand the worst battle conditions. From hard-bitten mercenaries to keen-eyed archers, they include any who devote time and training to the mastery of arms and armor.

Fighters demonstrate their combat prowess with any weapon they wield, but most favor certain styles over others. Some fighters prefer to hang back and loose missile after missile into their foes, while others roar and leap into the thick of battle, methodically swinging axe and sword upon their foes, as ribbons of blood and severed limbs fling about into the air.

FIGHTER STORY DEVELOPMENT

d6 Story Development

- 1 You turned away from the path you were following to focus on improving your combat capabilities and become a weapons expert.
- 2 A veteran of many battles, becoming a fighter is merely an evolution of your combat training.
- 3 After a few near-defeats, you decided to hone your fighting skills so you can survive the challenges ahead.



- 4 You sought out a master to refine your training, enhance your existing skills, and develop new techniques.
- 5 You lost your faith—in your god, your nation, your family, or even yourself. Now you seek a new path free from old obligations, carving your destiny from the future.
- 6 You throw yourself into training, knowing you will become the greatest warrior the land has ever known.

LEVEL 3 FIGHTER

Attributes Increase two by 1

Characteristics Health +5

Languages and Professions You speak another language or add a profession to your list of professions.

Fight with Anything If you attack with a weapon or improvised weapon whose damage die is less than 1d6, you treat the damage die as 1d6. In addition, when you attack with a weapon or improvised weapon, you make the attack roll with 1 boon. Finally, your Strength counts as 2 higher for the purpose of meeting armor and weapon requirements.

Fighter Talent Choose one fighter talent from the ones described below.

LEVEL 6 FIGHTER

Characteristics Health +5

Durable When you would heal damage equal to your healing rate, your healing rate equals your Health divided by 3.

Fighter Talent Choose one fighter talent from the ones described below.

LEVEL 9 MASTER FIGHTER

Characteristics Defense +1, Health +5

Fighter's Resolve You make challenge rolls to resist attacks with 1 boon.

Weapon Mastery When you make an attack roll with a weapon and the number on the d20 is 9 or less, you can reroll the d20. You must use the second number rolled, even if it is 9 or less.

FIGHTER TALENTS

Fight with Two Weapons When you attack with two weapons, you reduce the number of banes from the attack by 2.

Haft Attack When you attack with a polearm or a staff, you can use a triggered action to attack with the other end of the weapon. Make the attack roll with 1 bane and the attack deals 1d6 damage.

Powerful Attack When you attack with a heavy weapon, you can make the attack roll with 1 bane to deal 2d6 extra damage.

Precise Attack When you attack with a swift weapon, you can make the attack roll against the target's Agility instead of its Defense.

Shield Bash When you get a success on an attack roll made using a shield, you bash the target and make attack rolls against the same target with 2 boons until the end of the next round.

Swift Reload You can use a triggered action on your turn to reload a weapon that has the reload property.

Swift Shot When you make an attack with a ranged weapon that does not have a reload property, you can use a triggered action to attack with the same weapon. You make the second attack roll with 1 bane.

ORACLE

Oracles develop a special connection with supernatural beings, learning to invite them into their bodies to gain a measure of their power and wisdom. These beings might be gods, as many oracles believe, or they might be spirits, the souls of the dead, or something else. Regardless of the true origins of these beings, each possession strains the mind, eroding the oracle's sanity and mental defenses over time.

When in the throes of their possession, oracles manifest physical signs of the being within their bodies. The manifestations depend on the entity. Divine possession can cause holy writing to appear on the body or a tongue of fire to burn above the head. More sinister beings cause shadows to dance, horns to grow from the oracle's head, or a foul stench to fill the air. No matter the form these signs take, they indicate something ancient and powerful resides within the host body for a time.

ORACLE STORY DEVELOPMENT

d6	Story Development
1	You angered a supernatural power and caused it to haunt you. You experience strange dreams and exhibit strange behavior, since the possessing entity never truly leaves you.
2	The entity that possesses you is a spirit that has escaped the Underworld or Hell and now shares your body. When you use your oracle talents, the spirit takes over your body.
3	Your magical research and experimentation let another entity into your body. This entity might be a demon, devil, faerie, or something else.
4	You have a strong connection to a god, a bond that allows the deity to fill you with holy power.
5	You believe you are a mortal vessel for the gods. They possess you to take a direct hand in the world. You feel it is a great honor to have been chosen and strive in all things to be worthy of the gifts you have been given.
6	A near-death experience opened your body to supernatural entities. You believe (or hope) these entities are the gods, but the things you sometimes say when possessed by these beings have made you question your beliefs.

LEVEL 3 ORACLE

Attributes Increase two by 1

Characteristics Health +3, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover one tradition associated with your religion, as shown on the **Religious Traditions** table in **Chapter 3**, or you learn one spell.

Divine Ecstasy You can use an action to enter a state of divine ecstasy that lasts for 1 minute. You gain the following benefits for the duration:

- You gain a +10 bonus to Health.
- You cannot become charmed, compelled, or frightened.
- You cannot gain Insanity.
- You make Intellect, Will, and Perception attack rolls and challenge rolls with 1 boon.

When this effect ends, you must get a success on a Will challenge roll or gain 1 Insanity.

You can use this talent a number of times equal to your Power. You replenish your uses when you complete a rest.

LEVEL 6 ORACLE

Characteristics Health +3

Magic You learn one spell.

Commune with the Gods When you use Divine Ecstasy, you can choose to go into a trance. If you concentrate until the effect ends, you can ask the supernatural presence up to three questions that can be answered with a yes, no, or maybe. You then make a Will challenge roll with 1 bane. On a success, the GM must answer you truthfully. On a failure, you gain 1 Insanity.

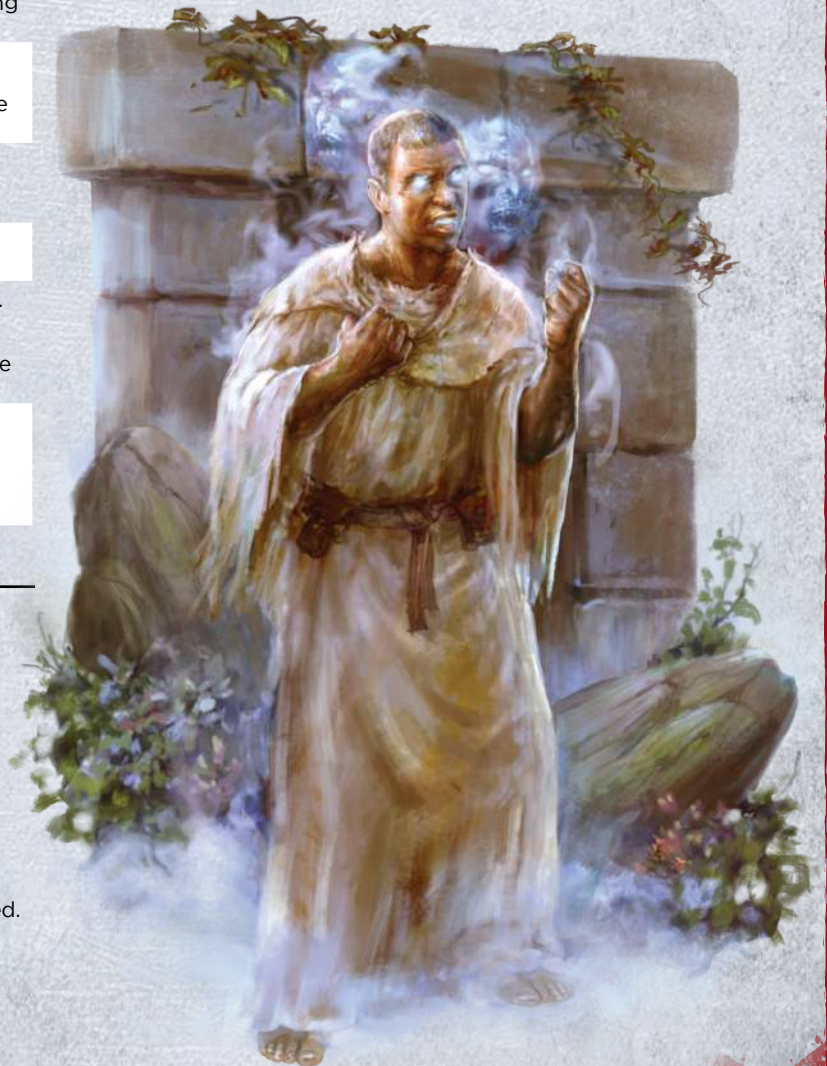
LEVEL 9 MASTER ORACLE

Characteristics Health +3, Power +1

Magic You learn one spell.

Avatar While under the effects of Divine Ecstasy, you gain the following additional benefits:

- You gain a +1 bonus to Defense.
- You make Strength and Agility attack rolls and challenge rolls with 1 boon.
- Your attacks deal 1d6 extra damage.



PALADIN

Holy warriors possessed of great courage and determination, paladins take the fight to darkness, waging war eternal against the forces of wickedness and unrest threatening to upset the foundation on which civilization stands. Most paladins hear their gods calling them to take up arms and join the struggle against demons and foul monsters. Others take up the paladin's life out of a sense of obligation, concern over troubling events, or from a need for vengeance against those who have brought ruin to the world.

Any religion or faith can produce paladins. Paladins affiliated with the cult of the New God might be temple guardians, valiant crusaders, or even inquisitors. Those with ties to the Old Faith rely on Nature and Primal magic to give them strength against their foes. And there are even some paladins with ties to witchcraft who take on the role as a coven's protector or a witch's guardian.

LEVEL 3 PALADIN

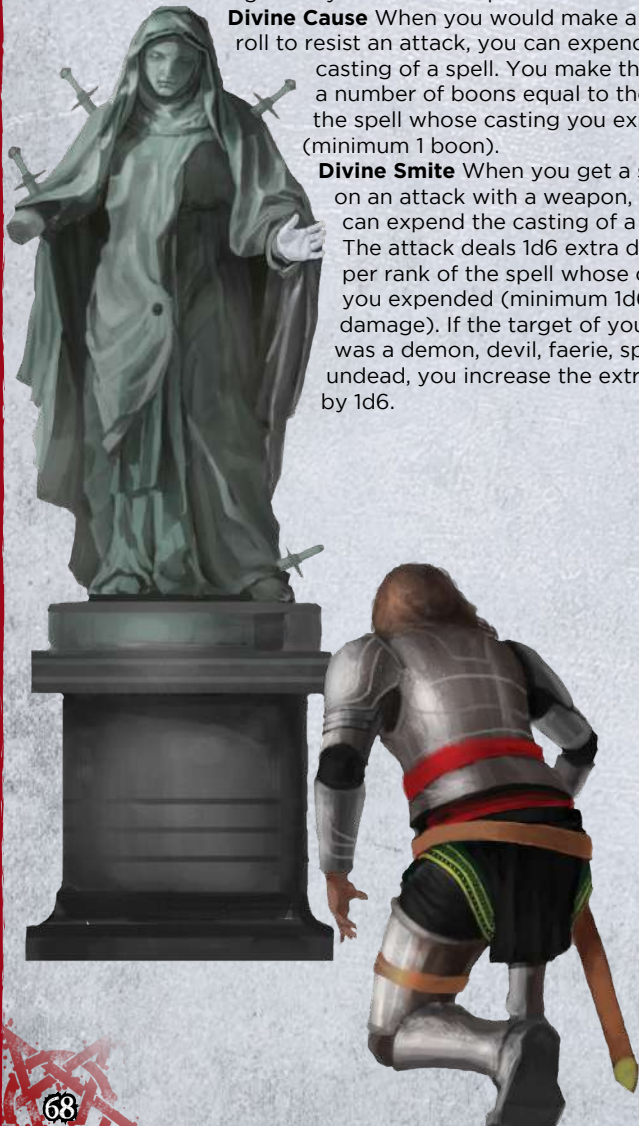
Attributes Increase two by 1

Characteristics Health +4, Power +1

Magic You discover one tradition associated with your religion or you learn one spell.

Divine Cause When you would make a challenge roll to resist an attack, you can expend the casting of a spell. You make the roll with a number of boons equal to the rank of the spell whose casting you expended (minimum 1 boon).

Divine Smite When you get a success on an attack with a weapon, you can expend the casting of a spell. The attack deals 1d6 extra damage per rank of the spell whose casting you expended (minimum 1d6 extra damage). If the target of your attack was a demon, devil, faerie, spirit, or undead, you increase the extra damage by 1d6.



Faith Healing You can use an action to touch one living creature you can reach that has 0 Corruption and expend a casting of a spell. Choose one of the following effects.

- The target heals 1d6 damage per rank of the spell expended (minimum 1d6).
- If you expended a rank 2 or higher spell, you can remove the diseased or poisoned affliction from the target.

LEVEL 6 PALADIN

Characteristics Health +4

Magic You learn one spell.

Divine Vigor You take no damage from disease or poison and you are immune to the diseased and poisoned afflictions.

Sense Enemies You can use an action, or a triggered action on your turn, to attune your senses to detect creatures around you for 1 minute. Until the effect ends, no creature within short range can be hidden from you and no creature with 1 Corruption or more within medium range can be hidden from you. Such creatures derive no benefits from being obscured from you. You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

LEVEL 9 MASTER PALADIN

Characteristics Health +4, Power +1

Magic You learn one spell.

Holy Radiance You can use an action, or a triggered action on your turn, to cause light to shine from a point within your space out to a number of yards equal to twice your Power. The light moves with you, remaining centered on the point in your space. It lasts for 1 minute.

Until this effect ends, you and creatures you choose within the light cannot be frightened and make challenge rolls to resist attacks with 1 boon. Demons, devils, faeries, spirits, and undead in the area of light are impaired for as long as they remain in the area. (You are not impaired by the light if you yourself are a faerie or undead.)

You can use this talent a number of times equal to your Power. You regain expended uses when you complete a rest.

PALADIN STORY DEVELOPMENT

d6 Story Development

- 1 Your research into ancient and forbidden texts revealed unspeakable truths about the coming apocalypse. You set aside your other goals to take up a weapon and fight against the shadow spreading across the world.
- 2 You were called to carry the fight to the enemies of your faith and you seek to destroy demons, devils, undead, and any other creature that misleads and corrupts.
- 3 You swore sacred oaths to complete a quest important to your faith. You might seek a relic, a holy site, or an individual who will play an important part in the future.
- 4 You vowed to fight tyrants and lift the chains of oppression they lay upon the innocent.
- 5 You experienced significant loss at the hands of evil. You crave vengeance and nothing will stop you from getting it.
- 6 You are a noble warrior of unwavering faith. You defend the innocent, perform acts of charity, heal the sick, and alleviate suffering wherever you find it.

RANGER

The first line of defense against the darkness outside the civilized lands, rangers prowl the wilderness, always on the move, never staying in one place for too long. Consummate survivors, rangers know how to get along in the wild. They know how to find water, what foods to forage, and how to hunt and trap game. Whether they climb the trackless mountains or stalk through the deepest forests, rangers are no more in their element than when they are in the midst of the wilds.

The ranger's life is one of isolation. Many feel called to set out into the most dangerous lands, where they wage war against the monstrosities that pose the direst threat to ordinary people. Others have cut ties to their homeland, preferring to keep their own company to the crowds and stench of the cities. Most rangers see it as their duty to protect the natural places and those who struggle to make a life on the frontier, though some feel no obligation to the world, and might even join forces with other wild things to curb civilization's encroachment upon the untamed lands.

Rangers come from all backgrounds. Warriors might become rangers after fighting monsters in the wild or blazing trails into unknown lands, while rogues might develop ranger talents after being outlaws or bandits forced out of urban environments. Many priests of the Old Faith and magicians focused on Nature and Primal magic become rangers to champion their gods or to deepen their connection to the natural world.

RANGER STORY DEVELOPMENT

d6	Story Development
1	Circumstances forced you to abandon your homeland and live in the wilderness. You have honed your wilderness skills to survive.
2	You abandoned the civilized world after becoming sickened by the decadence and corruption you saw all around you.
3	You took up arms to defend the gods of the Old Faith against the despoilers who would assault the natural world.
4	A skilled hunter, you put your talents to use hunting down and destroying strange monsters spawned in places stained by darkness.
5	A yearning to travel drives you to seek out new lands and peoples. Your knowledge makes you the quintessential guide, since there are few lands you have not yet explored.
6	The gravest threat to the civilized lands hails from the unknown wilds. To protect your homeland, you venture into the wilderness to take the fight against beastmen, ogres, giants, and other hideous creatures.

LEVEL 3 RANGER

Attributes Increase two by 1

Characteristics Health +8, Perception +1

Languages and Professions Add one wilderness profession to your list of professions.

Alertness You make Perception rolls with 1 boon. In addition, you cannot be surprised while you are conscious.

Hunt Prey You can use an action, or a triggered action on your turn, to designate one creature you can see as your

prey. The target remains your prey until you use this talent again, you become unconscious, or you complete a rest. Your prey grants you 1 boon on attack rolls you make against it and to challenge rolls you make to track it.

Natural Lore You make challenge rolls to recall useful information about animals, plants, geography, and nature with 1 boon.

LEVEL 6 RANGER

Characteristics Health +4

Expert Guide You always know which direction is north, and you can always retrace your steps. In addition, when you travel over land, everyone in your group that has Speed lower than yours moves at your Speed.

Expert Tracker When you find tracks, you can make an Intellect challenge roll. On a success, you learn a useful piece of information about the creature or creatures that made the tracks.

LEVEL 9 MASTER RANGER

Characteristics Health +4

Master Hunter Creatures you designated as your prey from your use of the Hunt Prey talent cannot hide from you. As well, your attacks against your prey deal 1d6 extra damage.

Relentless Pursuit When a creature you designated as your prey from your use of the Hunt Prey talent moves, you can use a triggered action to move up to half your Speed.



SCOUT

Scouts possess a number of talents to help them sneak ahead, gather crucial information, and slip away without risk of being detected. In groups, they shoulder the burden of ranging ahead alone, moving from shadow to shadow, hardly making a sound, as they venture into unknown dangers to find out what lies in wait. As dangerous as their methods can be, scouts rely on their keen senses and good instincts to anticipate trouble before it comes calling. Should they find themselves in a tough spot, they can usually slip away to get help in dealing with the danger they uncovered.

Skills, cunning, and luck enable scouts to do what they do and thus many scouts begin their training as rogues. The tricks and talents they gain as rogues serve them well when slipping off to chart a course ahead. Many warriors find the scout's path appealing since it lets them diversify their talents beyond trading blows on the battlefield, and they have the toughness to take a few hits if the situation goes wrong. Priests of the Old Faith might follow this path because the talents are useful for protecting their territory and monitoring its borders for enemy movement.



SCOUT STORY DEVELOPMENT

d6 Story Development

- | | |
|---|--|
| 1 | You developed your talents running from someone or something. You are a fugitive from justice and might have drawn the attention of witch hunters or bounty hunters. |
| 2 | You learned to be a scout while working as a spy. You might have spied for your government or acted as an agent for a private employer. |
| 3 | You roamed the borderlands between the mortal world and the hidden kingdoms of the faerie. You became quite good at watching without being seen. |
| 4 | You spent time fighting a guerrilla war against the beastmen spilling into your homeland. You gathered information about their movements, set traps, and sprang ambushes against them. |
| 5 | You blazed the trail for your companions, taking point and shouldering the risks to help them avoid trouble and ready themselves when trouble was unavoidable. |
| 6 | A lone wolf by nature, you work best when you are by yourself. You developed your talents to help you stay out of danger by detecting approaching enemies and giving them the slip before they discovered you. |

LEVEL 3 SCOUT

Attributes Increase two by 1

Characteristics Perception +1, Health +3, Speed +2

Languages and Professions You can speak another language or add a wilderness profession.

Alertness You make all Perception rolls with 1 boon. In addition, you cannot be surprised while you are not unconscious.

Forward Observer When you make a challenge roll to hide or sneak and you are farther away than short range from other members of your group, you make the roll with 1 boon.

Quick Reflexes You can use a triggered action on your turn to hide or retreat.

Trackless When you move across solid ground, you leave tracks only if you choose to.

LEVEL 6 SCOUT

Characteristics Health +3

Reveal Weakness You can use an action or a triggered action on your turn to choose one target creature within your reach. For 1 round, each member of your group that attacks the target makes the attack roll with 1 boon.

LEVEL 9 MASTER SCOUT

Characteristics Health +3

Low Blow When the target of your Reveal Weakness talent takes damage, you can use a triggered action to attack the target.

SORCERER

The Kalasans brought sorcery to Rûl in the days before the Empire's founding. Living weapons, these sorcerers spent their life in hoods and chains until such time they were needed to release their dread power. As instrumental as they were in defeating the Witch-King's legions, sorcerers were often as dangerous to their allies as they were to their enemies. So with the end of Gog came the end of sorcerers, the practice banned by imperial decree.

Sorcerers still walk the lands, however. Most discover their talent for the dangerous tradition by accident, often through some mishap or misfortune. A few, usually renegades or heretics, make a deliberate effort to learn the forbidden art of sorcery in order to wield its dread power.

Sorcery's allure comes from the ability to seize even greater amounts of magical energy than most other casters to empower their spells. Spells amplified by sorcery are harder to resist, deal more damage, have greater range, and affect larger areas. However, each time sorcerers tap into this energy, some remains trapped inside their bodies, causing great strain as it tries to escape. If their control slips, the pent-up energy explodes out from them in a destructive wave capable of blowing people and objects apart and leaving craters in the earth.

Given the technique's destructive potential, sorcerers are widely feared throughout the Empire, and stories often surface of people finding burning craters and scorched earth. The Cult of the New God and the Wizards of the Tower Arcane sometimes join forces in uneasy alliance to apprehend sorcery's most egregious practitioners, though such expeditions rarely end well for anyone.

SORCERER STORY DEVELOPMENT

d6	Story Development
1	Strangeness followed you your whole life until you discovered its source was within you, the result of the sorcerous gifts with which you were born.
2	Craving even greater power, you use sorcery to enhance your magical abilities. You find yourself tempted to use it often, often with disastrous effects.
3	You found a strange device that enabled you to harness even greater magical power. Using the object awakened new, destructive abilities within you.
4	A mishap with a spell revealed the sorcerer's path in the currents of magic flowing around you. You learned to seize them and bend them to your will.
5	A blast of raw, uncontrolled magic either endowed you with sorcerous ability or distorted your existing abilities so that they now behave in an unpredictable manner.
6	Research revealed the sorcerer's path and the temptation for greater power proved too much for you to resist.

LEVEL 3 SORCERER

Attributes Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Sorcery You learn the secrets of sorcery. Whenever you cast an attack spell, you can use this talent to make your attack roll with 1 boon or to impose 1 bane on challenge rolls made to resist your attack.

Each time you use this talent, you gain 1 strain, which represents your effort to contain the residual magical energy within your body. If you have any strain when you complete a rest, your strain total drops to 0.

Sorcerous Outburst At the end of any round in which you gained 1 or more strain, you must make a Will challenge roll with a number of banes equal to your strain total. On a failure, magical energy explodes from a point within your reach into a sphere with a radius in yards equal to your strain total. The energy deals 1d6 damage per point of your Power to everything in the area other than you. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage. Once you trigger your Sorcerous Outburst, your strain total drops to 0.

LEVEL 6 SORCERER

Characteristics Increase your Health by 2.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Greater Sorcery Your understanding of Sorcery improves. Greater Sorcery replaces the Sorcery talent. When you cast a spell, you can choose to gain 1 strain and apply any one of the following effects to the spell.

Empowered Spell If you cast an attack spell, this talent grants you 2 boons on your attack roll and imposes 2 banes on challenge rolls made to resist this spell.

Enlarged Spell If the spell affects an area, you double it. Thus, if the spell would affect a sphere with a 5-yard radius, you could affect a 10-yard radius instead.

Far Spell If the spell affects an area or a target other than you, you can increase the range from touch to short range, short range to medium range, medium to long, or long to extreme. Thus, if you would choose a point within short range, you can use this talent to choose a point within medium range instead.

Lasting Spell If the spell has a duration, you can use this talent to extend it. A duration of 1 minute becomes 10 minutes, 10 minutes becomes 1 hour, 1 hour becomes 8 hours, and 8 hours becomes 24 hours.

Potent Spell If you cast an attack spell that deals or heals damage, you can use this talent to increase the damage dealt or healed by the spell. If the spell deals damage or heals damage to one or more targets, each target takes or heals 2d6 extra damage. If the spell deals or heals damage over time, the spell instead deals or heals 1d6 extra damage.

LEVEL 9 MASTER SORCERER

Characteristics Increase your Health by 2 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Sorcerous Blast You can release your strain as a blast of magical energy. You must have at least 1 strain to use this talent. Use an action to reduce your strain by 1 and make an Intellect or Will attack roll against the Agility of one creature or object within medium range. On a success, the blast of energy hits and the target takes 2d6 damage.

SPELLBINDER

To even the odds against the iron-wielding trolls, the faeries devised the art of spellbinding, a technique that allowed them to channel magical energy into their weapons. Armed with bronze swords limned in eldritch flames and bows capable of loosing empowered arrows, the spellbinders could cut through their enemies' defenses, driving back or outright destroying their monstrous creations. Ultimately, spellbinding proved to be one of the most significant weapons used in the defeat of the hated trolls and their unspeakable armies. For centuries thereafter, the faeries guarded the secrets of spellbinding from other peoples to ensure their magic could not be used against them. It is not known whether it was revealed by unscrupulous fey or simply discovered by non-fey on their own, but eventually the spellbinding tradition became known by almost all peoples on Rûl.

The heart of spellbinding lies in a single spell, one which allows casters to imbue their weapons with magical energy that binds the weapon to them and enhances the weapon's deadliness. Spellbinders can call their empowered weapon to hand with a command, reassemble the weapon from fragments, and use the weapon as their implement to cast other spells. In time, spellbinders learn to channel even more magic through the weapon, making them truly formidable combatants.



SPELLBINDER STORY DEVELOPMENT

d6 Story Development

- 1 You stole a weapon affected by the *spellbound weapon* spell and held it long enough to figure out how the spell works.
- 2 Threads of magical energy from the spells you cast imbued your weapon with power, revealing to you how to cast *spellbound weapon*.
- 3 You bargained with a wizard or a witch to learn the secret of spellbinding. From this knowledge, you learned other spells to enhance your fighting techniques.
- 4 You serve or served a powerful spellcaster who taught you the techniques of this path.
- 5 The gods you serve granted you the knowledge of the spell to aid you in your divine work.
- 6 Your natural talent for using magic revealed itself in your ability to enhance your weapon.

LEVEL 3 SPELLBINDER

Attributes Choose two attributes and increase both by 1.

Characteristics Increase your Health by 3 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered. In addition, you learn the *spellbound weapon* spell, described below.

LEVEL 6 SPELLBINDER

Characteristics Increase your Health by 3.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Invest Power You can use an action, or a triggered action on your turn, to invest greater power into the target weapon of your *spellbound weapon* spell. You touch the weapon and expend the casting of a rank 1 or higher spell. For 1 minute, eldritch flames dance across the weapon, lighting the area within 10 yards of it. While the flames dance, your attacks with the weapon deal 1d6 extra damage.

LEVEL 9 MASTER SPELLBINDER

Characteristics Increase your Health by 3 and your Power by 1.

Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Magic Weapon When you attack with the target weapon of your *spellbound weapon* spell, you make the attack roll with 1 boon and your attack deals 1d6 extra damage.

SPELLBOUND WEAPON

SPELLBINDER UTILITY ○

You touch one weapon you can reach and imbue it with magical power that lasts for 4 hours. Until the spell ends, you gain the following benefits with the target weapon.

- The weapon counts as your implement.
- The weapon grants you 1 boon on attack rolls you make with it.
- If the weapon is within 1 mile of you, you can use an action to teleport it to your hand or to your feet if your hands are full.
- You can use an action to touch the target weapon and remove all damage from it, even if the weapon is destroyed, provided you have at least a fragment of it.

Sacrifice You can use a triggered action to expend a casting of this spell. Until the end of the round, your attacks with the weapon deal extra damage equal to your Power.

THIEF

Thieves live by taking things that don't belong to them. They have the skills they need to do so without being caught in the act. They palm objects, lift items from people they brush up against, thwart locks, foil traps, and discover ways into places ordinarily forbidden to them. Although many thieves steal for selfish reasons or because they feel the need to do so, others develop the techniques to explore tombs, scour ruins for lost relics, or hunt down other thieves and bring them to justice.

THIEF STORY DEVELOPMENT

d6	Story Development
1	You are a stealer of rare antiquities, specifically items of religious import. Your thefts ensure that items of power rest in the right hands.
2	You joined a guild of thieves operating in a large city. You paid your dues and, in exchange, get a place to live, receive training, and gain a sanctuary from the law.
3	You spent time in prison and learned basic thievery from the person with whom you shared a cell.
4	You never forgot the skills you had to learn to survive your childhood, and you find they have useful applications beyond lining your pockets with stolen coin.
5	Your skills with prestidigitation masked your criminal interests. You might have genuine magical training or are just skilled at legerdemain.
6	Your background in burglary pointed you toward this path, and the skills you learn reflect your growing expertise in your trade.

LEVEL 3 THIEF

Attributes Increase two by 1
Characteristics Perception +1, Health +3
Languages and Professions You can speak another language or add a criminal profession.
Quick Reflexes You can use a triggered action on your turn to hide or retreat.
Thievery Talents Choose two thievery talents from the ones described below.

LEVEL 6 THIEF

Characteristics Perception +1, Health +3
Dodge You can use an action or a triggered action on your turn to choose one creature you can see within short range. Until the end of the round, the target makes attack rolls against you with 1 bane and you make challenge rolls to resist its attacks with 1 boon.
Thievery Talent Choose one thievery talent from the ones described below.

LEVEL 9 MASTER THIEF

Characteristics Health +3
Opportunist When a creature within your reach takes damage from an attack, you can use a triggered action to attack that creature.
Thievery Talent Choose one thievery talent from the ones described below.

THIEVERY TALENTS

- Escape Artist** When you are grabbed, you can use a triggered action to escape.
- When rope bindings or manacles restrain you, you can use an action to attempt to escape the bonds. You must concentrate for 1 minute. At the end of this time, make an Agility challenge roll. On a success, you escape the bonds. On a failure, you are bound tight and you remain bound until freed.
- Hide in Shadows** You can attempt to hide when you are in an area at least partially obscured by shadows, even if you are being observed.
- Keen Senses** You make all Perception rolls with 1 boon.
- Move Silently** You make challenge rolls to sneak with 2 boons.
- Open Locks** If you have lock picks, you can use an action to open one lock you can reach. If the GM calls for a challenge roll, you make it with 1 boon.
- Pick Pockets** You can use an action, or a triggered action on your turn, to take an object from a creature within your reach. The object taken must be something you can hold in one hand and be somewhere on the creature's body but not held in its hands (or in a similar appendage). If you can see the object, you can take that object. If you can't, because you reach into a pouch or backpack, the GM determines the item taken.
- Scale Walls** You ignore the effects of difficult terrain when climbing, and you make challenge rolls to climb with 1 boon.
- Trap Sense** When you search for traps or would resist a trap's effects, you make the challenge roll with 1 boon.



WARLOCK

Warlocks, called oath-breakers by some, are counted by wizards as the most despicable of the users of magic, for they come by their power by underhanded means. Rather than study ancient texts or pledge their lives to a god or gods, warlocks steal their magic from anyone and everyone they can, be they dread agents of the underworld or from the minds of rival casters. With the talents and techniques to do so, warlocks take whatever power they want from whoever they wish.

Most warlocks come from magical backgrounds, having at least dabbled in magic. They include has-been or failed magicians, defrocked priests, or even rogues who managed to learn a few tricks. Whatever their origins, they pursue magical knowledge in fell places, making deals with devils, faeries, or any other being who might bestow on them the knowledge they crave. Not content with the gains they make through their bargains, warlocks eventually learn techniques to take spells from others directly. All they need to do is witness the spell being cast and they can pluck it from the air, causing the original spell to fizzle out and enabling them with the ability to cast it themselves.



WARLOCK STORY DEVELOPMENT

d6 Story Development

- 1 You made a pact with a devil, offering the dark faerie your soul in exchange for the secrets of magical power. You have reached the limits of your bargain and now steal spells from others.
- 2 You discovered a strange little statuette and became obsessed with it, keeping it near you when you slept. The statuette whispered to you in your dreams, teaching you the art of stealing spells.
- 3 You learned how to filch spells from the minds of others while enrolled at an institution of magical study, and you were kicked out when it was discovered you were doing so with impunity.
- 4 You made an enemy of a powerful spellcaster. You learned the warlock's techniques to protect yourself against what you see as their inevitable revenge.
- 5 You felt the sting of one spell too many and set out to find a way to protect yourself from magic. Stealing spells and sending them back at their casters will teach your enemies to use their magic more wisely.
- 6 You crave magical power, but lack the training to pursue it. You've learned enough to steal spells from others and gain their magic for yourself.

LEVEL 3 WARLOCK

- Attributes** Choose two attributes and increase both by 1.
- Characteristics** Increase your Health by 2 and your Power by 1.
- Languages and Professions** You can speak another language or add a criminal profession to your list of professions.
- Magic** You either discover a new tradition or learn one spell from a tradition you have already discovered.
- Steal Spell** When a creature within medium range casts a spell, you can use a triggered action to attempt to steal it. Make an Intellect attack roll against the triggering creature's Intellect. On a success, the cast spell has no effect. If your Power is high enough to cast the spell, you gain one casting of that spell. You retain this casting until you expend it to cast the spell or until you complete a rest, at which point the casting fades from your mind. Once you use this talent, you cannot use it again until you complete a rest.
- Vanish** When you take damage, you can use a triggered action to become invisible for 1 round or until you attack. If you have a casting of a spell from your Steal Spell talent, you can expend that casting to remain invisible for 1 minute.

LEVEL 6 WARLOCK

- Characteristics** Increase your Health by 2.
- Magic** You either discover a new tradition or learn one spell from a tradition you have already discovered.
- Elude Divination** You cannot be perceived by Divination spells.
- Expert Spell Thief** You can now use your Steal Spell talent twice.

LEVEL 9 MASTER WARLOCK

- Characteristics** Increase your Health by 2 and your Power by 1.
- Magic** You either discover a new tradition or learn one spell from a tradition you have already discovered.
- Spell Thief Mastery** You can now use your Steal Spell talent three times. As well, you always steal the triggering spell and can cast it, regardless of your Power.
- Vanishing Escape** When you use your Vanish talent, you can also teleport to an open space within short range.

WITCH

Witchcraft is as old as humanity. With roots in faerie magic, witchcraft represents the first attempts to understand and tame the magic in the world. Early practitioners blended their efforts to control magic with religious belief, and that mingling remains with its practitioners today.

Witches command great magical power but do so through religious customs and ceremonies handed down through the centuries. Witches who began their training as priests see their art as an expression of their faith, while those who began as magicians often take a more scholarly approach to their religious practices.

Witches adopt a peculiar style of dress. Men and women both favor dark garments of homespun, cloaks, sturdy boots for walking, and tall, pointed hats.

WITCH STORY DEVELOPMENT

d6	Story Development
1	You fell in love with a witch and learned from your lover the fundamentals of witchcraft.
2	Your mother or father was a witch and you grew up learning witchcraft. You have decided to keep the customs of your forebears and follow in their steps.
3	Having showed promise to a witch, you were invited to join a coven and learned from them the secrets of their religion.
4	Witchcraft gives you the power to aid others, to guide them, and to help them avoid making foolish decisions.
5	You stole a <i>Book of Shadows</i> , a book filled with the lore of Witchcraft, from an evil witch and divined from its bloodstained, curse-scrawled pages the secrets of the craft.
6	Resentment and bitterness turned you to the dark side of witchcraft. You learn curses, Forbidden spells, and other vile magic to make your enemies suffer.

LEVEL 3 WITCH

Attributes Increase two by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language, add an academic area of knowledge, or add a common or wilderness profession.

Magic You discover a tradition or learn one spell.

Guidance When a creature that can hear you and understand what you say would make a challenge roll, you can use a triggered action to offer that creature guidance. The creature makes the roll with 2 boons.

Witch Fire You learn the *witch fire* spell, which is described below.

WITCH FIRE

WITCH ATTACK 1

Target You

Duration Concentration, up to 1 minute

For the duration, you become invisible and a ball of green fire appears centered on a point you can reach. When the effect ends, you teleport to an open space of your choice within 1 yard of the fiery ball.

When you cast this spell, and again each time you use an action to concentrate on it, you can move the fiery ball up to 10 yards and attack one creature within 1 yard of it. Make an

Intellect or Will attack roll against the target's Agility. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

LEVEL 6 WITCH

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Flying Broom You can use an action to touch a broom and expend a casting of a spell. You imbue the broom with magic that remains for a number of hours equal to your Power plus the rank of the spell whose casting you expended. Until the effect ends, while you sit on the handle, you can move by flying. You can carry one or more passengers whose total Size cannot exceed 1.

LEVEL 9 MASTER WITCH

Characteristics Health +2, Power +1

Magic You discover a tradition or learn one spell.

Lasting Bond You can use an action to forge a bond with one creature within short range that can see and hear you. If the target is willing, you become connected until you die, the target dies, or you use this talent again.

Until the effect ends, you and the target make all Perception rolls with 1 boon while you are within medium range of each other. Whenever you or the target heals damage, the other heals half the damage provided you are within medium range of each other.

Finally, you can use an action to cause an image of the target to appear on a reflective surface you can see within short range and remain there for as long as you concentrate. The image reveals the target and the area within short range of it.



WIZARD

The most scholarly of magic-users, wizards confront magic as a science, believing the field of energy enveloping the world obeys certain laws and principles. Only by rigorous study and practice can one ever hope to attain true mastery over magic. Thus, wizards spend years poring over the writings of their predecessors, experimenting with strange spells, hunting down elusive relics, and collecting bizarre ingredients they believe can open new areas of study and produce new magical effects. Most wizards consider all strains of magic to be fair game in their research, making them some of the greatest heroes or the darkest villains the world has ever known.

Wizards record their research and discoveries in a “Grimoire,” an overly large book, its size necessary to contain all of the arcane knowledge you have acquired. It is these huge books that make their profession quite obvious to any who see them, for no wizard ever travels without one or more of these weighty tomes. As they accumulate more and more knowledge, wizards must create additional Grimoires, filling their libraries with countless volumes of incredibly valuable and powerful tomes.

LEVEL 3 WIZARD

- Attributes** Choose two attributes and increase both by 1.
Characteristics Increase your Health by 2 and your Power by 1.
Languages and Professions You can speak another language or add another area of scholarship.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.

Grimoire You acquire a tome filled with magical lore. The tome grants 1 boon on Intellect challenge rolls you make to recall information about magic. In addition, the tome also contains spells you have discovered during your travels.

Your Grimoire holds three spells of a rank you can cast. The spells can belong to any tradition, even a tradition you have not yet discovered. For the purpose of gaining Corruption from learning certain spells, choosing a spell to include in your Grimoire counts as learning it. Finally, if you learn a spell already in your Grimoire, you can add another spell to your Grimoire of a rank you can learn and cast.

You can create additional Grimoires to hold more spells or to replace a Grimoire you have lost. To create a Grimoire, you must spend 48 hours creating a book using exotic materials worth 5 gc. When you complete your work, you can inscribe any three spells of a rank you can cast inside the book.

Grimoire Casting If you are holding a Grimoire, you can cast a spell it contains by expending the casting of a spell you have learned of the same or higher rank.

LEVEL 6 WIZARD

- Characteristics** Increase your Health by 2.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Spell Expertise Increase by 1 the number of castings for all rank 0 and rank 1 spells you have learned.

LEVEL 9 MASTER WIZARD

- Characteristics** Increase your Health by 2 and your Power by 1.
Magic You either discover a new tradition or learn one spell from a tradition you have already discovered.
Spell Mastery You master the art of casting spells and can express this mastery with 6 spell points. When you cast a spell, you can spend a number of spell points equal to the spell’s rank (minimum 1 point) to cast the spell without expending a casting, or to cast a spell for which you have no castings remaining. You replenish all spell points spent when you complete a rest.

WIZARD STORY DEVELOPMENT

d6 Story Development

- 1 You began your training in a religious setting. You might have been apprenticed to a witch or served as an acolyte in a temple dedicated to the New God. You discovered early on that there was more to magic than your faith claimed, and this discovery has given you an appetite for more knowledge and power.
- 2 Your academic approach to magical knowledge made it easy for you to expand your studies and learn new spells.
- 3 You have a keen mind and an innate understanding of how magic works. You might have come late to the study of spells, but your quick wits and natural talent made learning them very easy.
- 4 You always intended to become a wizard, and your success reflects your commitment to mastering magic and understanding its many different forms.
- 5 You are an avid scholar by nature, and magic is just another area to study. You have become a wizard to achieve a greater understanding of its workings.
- 6 You have achieved a rank among the Wizards of the Tower Arcane, a fabulous institute of magic that hovers above the Empire’s capital city. As a member of this powerful organization, you dress yourself in clothes made of only one color that you choose (except white, which is reserved solely for the Archmage).





master paths

When your group reaches level 7, each member selects a master path from the options presented in this chapter or chooses a second expert path. **Chapter 4** explains what happens when you choose a second expert path.

The paths presented here are organized into two broad groups to help you navigate the choices. Paths of magic let you master a tradition of magic or a method of casting, while paths of skill let you improve existing abilities or make available new ones.

MASTER BENEFITS

As with other paths, your master path grants benefits at certain levels. When you choose your master path, you gain the level 7 benefits from the path. As with your previous paths, follow the instructions in the path description to add talents and spells, and make other adjustments as directed. You gain additional benefits when your group reaches level 10.

MASTER STORY DEVELOPMENT

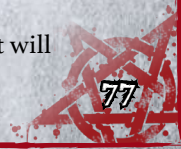
Master paths describe areas in which you can become specialized. With them, you might master a tradition of

magic, a fighting style, or a specific activity. Typically, you make your choice based on a technique or capability you already have. If you're a ranger, for example, you could improve your wilderness survival skills by becoming an explorer. Then again, choosing a master path can reflect developments in earlier adventures, hidden talents, or efforts to diversify your options. Rather than become an explorer, your ranger might become a beastmaster to forge a bond with an animal you befriended or develop a specific fighting style by becoming a death dealer or dervish.

You can choose whatever path you like, but you should always make your choice based on what has happened so far. When you find an option that fits, think about how your character might have taken his or her first step onto that path based on what has happened so far. If you need help, check out the **Master Story Development** table, which applies to all paths. Choose an option or roll a die to determine it randomly.

CHOOSE A QUEST

By the time you are ready to choose your master path, you have already completed several adventures and completed your major objective. As you near the heights of your power, you set for yourself one last goal—a quest that will



PATHS OF MAGIC

Path	Mastery
Abjurer	Protection spells
Aeromancer	Air spells
Apocalyptic	Forbidden spells
Arcanist	Arcana spells
Astromancer	Celestial spells
Bard	Song spells
Beastmaster	Primal spells
Chronomancer	Time spells
Conjurer	Conjuration spells
Destroyer	Destruction spells
Diviner	Divination spells
Enchanter	Enchantment spells
Geomancer	Earth spells
Healer	Life spells
Hexer	Curse spells
Hydromancer	Water spells
Illusionist	Illusion spells
Mage Knight	Battle spells
Magus	Implements
Necromancer	Necromancy spells
Pyromancer	Fire spells
Runesmith	Rune spells
Savant	Magic
Shapeshifter	Transformation spells
Stormbringer	Storm spells
Technomancer	Technomancy spells
Tenebrist	Shadow spells
Thaumaturge	Chaos spells
Theurge	Theurgy spells
Transmuter	Alteration spells
Traveler	Teleportation spells
Woodwise	Nature spells

MASTER STORY DEVELOPMENT

d6	Story Development
1	You discovered an enchanted object, incantation, or relic that led the way toward your mastery.
2	You sought out and received special training from an existing master.
3	The talents you gain were always within you. Your struggles have revealed the way to reach your potential.
4	Experience was your teacher, and your master path is an evolution of your existing talents.
5	One of your companions or your patron urged you to pursue the path.
6	A mishap, tragedy, or some other negative event changed your course and led you to a different path than you expected.

PATHS OF SKILL

Path	Mastery
Acrobat	Movement and maneuverability
Avenger	Getting revenge
Blade	Knife-fighting
Brute	Strength and toughness
Cavalier	Mounted combat
Champion	Fighting for causes
Chaplain	Spiritual leadership
Conqueror	Tactics
Death Dealer	Heavy weapons
Defender	Protecting others
Dervish	Fighting with two weapons
Diplomat	Negotiation and persuasion
Dreadnaught	Heavy armor
Duelist	Dueling
Engineer	Creating mechanical servants
Executioner	Murder
Exorcist	Casting out malevolent entities
Explorer	Survival
Gladiator	Dirty fighting
Gunslinger	Pistols and rifles
Infiltrator	Spying
Inquisitor	Exposing weakness and corruption
Jack-of-All-Trades	None
Marauder	Creating carnage
Miracle Worker	Performing miracles
Myrmidon	Fighting with shields
Poisoner	Using poison
Sentinel	Perception
Sharpshooter	Bows and crossbows
Templar	Making and protecting holy sites
Weapon Master	Fighting with a weapon
Zealot	Insanity

SAMPLE QUESTS

d6	Sample Quests
1	Defeat a major enemy
2	Find or destroy a relic
3	Found a temple or monastery, or build or conquer a stronghold
4	Found or take over an organization
5	Gain a title of nobility
6	Raise an army

secure your place in history. Your quest can be a personal accomplishment you hope to achieve or something you share with one or more of your companions. You can come up with a quest of your own or choose one of the quests on the **Sample Quests** table that fits your character's story.

COMPLETING YOUR QUEST

Your character's quest shapes the stories you tell while your character remains in his or her master path. For this reason, you should discuss your choice with your Game Master. Other characters in your group have their own quests, so you likely are working toward completing multiple quests at the same time.

MASTER PATHS

The master paths are presented in alphabetical order.

ABJURER

Abjurers strive to master Protection magic. Such a focus on defensive spells might result from deep-seated paranoia or bitterness over a previous violation. Most who become abjurers are naturally suspicious and discover their deeper understanding of the tradition breeds in them even greater distrust. Many abjurers go to great lengths to protect themselves. They might conceal their appearances, erase their histories, adopt different personas, or simply keep to themselves.

LEVEL 7 ABJURER

- Attributes** Increase three by 1
- Characteristics** Health +2, Power +1
- Languages and Professions** You can speak another language or add a profession.
- Magic** You discover the Protection tradition or learn one Protection spell.
- Guarded Casting** When you cast a Protection spell, you gain a bonus to your Defense equal to 1 + the rank of the spell for 1 minute or until you use this talent again.

LEVEL 10 ABJURER

- Characteristics** Health +2
- Magic** You learn one spell.
- Warded** Creatures make attack rolls against you with 1 bane and you make challenge rolls with 1 boon to resist attacks.

ACROBAT

Acrobats include all manner of adventuresome types, from cat burglars to performers who delight crowds with rolls, tumbles, and other acrobatic stunts. Acrobats train to master their movements, build speed, and outmaneuver their opponents. The results of all their practice is the ability to move unfettered, whether scrambling up a wall, somersaulting over an enemy's head, or moving like water across the most difficult terrain.

LEVEL 7 ACROBAT

- Attributes** Increase three by 1
- Characteristics** Health +3, Speed +2
- Languages and Professions** You can speak another language or add a profession.



Acrobatics You gain all of the following benefits:

- You can move through spaces occupied by other creatures.
- You move at full Speed across all forms of difficult terrain, even when climbing or swimming.
- Provided your Speed is greater than 0, you can stand up without using your move.
- When you take damage from landing after a fall, you can use a triggered action to make an Agility challenge roll. On a success, you reduce the damage from the fall by the total of your roll. If you reduce the damage to 0, you land on your feet.

LEVEL 10 ACROBAT

- Characteristics** Health +3
- Mobility** When you take a fast turn, you can use an action and move. Your movement, on any turn, never triggers free attacks.

AEROMANCER

Aeromancers strengthen the bond they forge with wind genies to coax even greater power from the beings. A consequence of their increased connection is the restlessness in the air around them. Their clothes and hair are never still. A breeze always stirs the dust around them,

scattering unsecured papers and causing unprotected flames to flicker and dance.

LEVEL 7 AEROMANCER

Attributes Increase three by 1
Characteristics Health +2, Speed +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Air tradition or learn one Air spell.
Air Walk Whenever you cast an Air spell, after resolving its effect you can fly a number of yards equal to 1 + the rank of the spell. You land safely at the end of this movement.

LEVEL 10 AEROMANCER

Characteristics Health +2
Magic You learn one spell.
Flight You can fly.

APOCALYPTIST

The power Forbidden magic offers lures many students of magic to their doom. Apocalyptists delve deep into the dark tradition, heedless of the steep price to their bodies and souls. No good can come from Forbidden magic, so nearly all apocalyptists are figures of staggering evil, dedicated to advancing vile causes in the world. They revel in the horrors their corruption creates.

LEVEL 7 APOCALYPTIST

Attributes Increase three by 1
Characteristics Health +2, Corruption +1, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Forbidden tradition or learn one Forbidden spell.
Fearsome Casting When you cast a Forbidden spell, choose one target creature within short range that can see you. The target must get a success on a Will challenge roll or become frightened for a number of rounds equal to your Power.

LEVEL 10 APOCALYPTIST

Characteristics Health +2, Corruption +1
Magic You learn one spell.
Hasten the Apocalypse When you cast a Forbidden spell, you can use a triggered action to loose a wave of sickening green light from a point you can reach out to a number of yards equal to 1 + the rank of the spell you cast. The ground in the area becomes difficult terrain, and Size 1/2 and smaller objects that are neither worn nor carried take damage equal to their Health. Each creature in the area other than you must get a success on a Strength challenge roll or take 1d6 damage and fall prone.

ARCANIST

The Arcana tradition is favored by scholars of magic. Arcanists delve more deeply into the secrets of magic to gain greater command over its power and improve the effects of the spells they cast. Like wizards, arcanists tend to be learned and scholarly.

LEVEL 7 ARCANIST

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Arcana tradition or learn one Arcana spell.
Arcana Mastery You can use an action to expend the casting of any Arcana spell you know to cast a different spell of the same rank or lower that you have learned without expending a casting of that spell, even if you have no castings remaining.

LEVEL 10 ARCANIST

Characteristics Health +2
Magic You learn one spell.
Reclaim Arcana When you expend a casting of an Arcana spell, roll a d6. On a 6, you regain the casting of that spell.
Swift Arcana You can use a triggered action on your turn to cast an Arcana spell you have learned.

ASTROMANCER

Astromancers study and master the magic of the celestial realm, calling upon the light of the sun, moon, and stars to obey their commands. They display their unequaled power when they cast Celestial spells, shining like beacons.

LEVEL 7 ASTROMANCER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Celestial tradition or learn one Celestial spell.
Inner Radiance When you cast a Celestial spell, you can use a triggered action to emit light from a point within your space out to a number of yards equal to your Power. The light moves with you, remaining centered on that point, and lasts for 1 minute or until you cast another Celestial spell.
Intense Light Your Celestial attack spells deal 1d6 extra damage.

LEVEL 10 ASTROMANCER

Characteristics Health +2
Magic You learn one spell.
Blinding Corona When you use your Inner Radiance talent, each creature within 1 yard of you must get a success on a Strength challenge roll or become blinded until the end of the round.
Power of the Sun Whenever you cast a Celestial attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

AVENGER

Avengers fight injustice wherever they may find it in the world. They derive power from the oaths they swear, using it to push past their limitations and exact vengeance against wrongdoers.

LEVEL 7 AVENGER

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a profession.

Vow of Vengeance When a creature you can see deals damage to you or another creature, you can use a triggered action to swear a vow of vengeance against the triggering creature. The target becomes marked for 1 minute, until it becomes incapacitated, or you become unconscious. Until the effect ends, you cannot use this talent again, but you have all of the following benefits:

- You make attack rolls against targets you have marked with 1 boon.
- Targets you have marked are frightened while within your reach.
- If a target you marked moves away from you, you can use a triggered action to move up to your Speed toward the target.

LEVEL 10 AVENGER

Characteristics Health +5

Avenger's Wrath Your attacks deal 1d6 extra damage to targets you have marked with your Vow of Vengeance.

BARD

Bards have great skill as performers, but they are no mere minstrels. Their mastery of Song magic gives them many advantages when interacting with others. They can draw from the songs and poems they learn to gain clues about the world around them, and weave magic into their music to manipulate their audiences, whether to inspire them or demoralize them. Bards are highly sought the world over for their skills and expertise, and find welcome almost anywhere they go.

LEVEL 7 BARD

Attributes Increase three by 1

Characteristics Health +3, Power +1

Languages and Professions You can speak another language and add the entertainer or musician profession.

Magic You discover the Song tradition or learn one Song spell.

Esoteric Knowledge You know a bit about everything. You make Intellect challenge rolls to recall useful information with 1 boon.

LEVEL 10 BARD

Characteristics Health +3

Magic You learn one spell.

Disarming Charm When a creature becomes charmed from a spell you cast, you can also make the creature impaired until that charmed affliction is removed.

Swift Song You can use a triggered action on your turn to cast a Song spell you have learned.

BEASTMASTER

Beastmasters master the secrets of Primal magic to forge bonds with animals they charm. Their magic makes their



animal companions more powerful and enhances their own bestial transformations.

LEVEL 7 BEASTMASTER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a wilderness profession.

Magic You discover the Primal tradition or learn one Primal spell.

Primal Beast When you cast the *beast within* spell, the bonus to Speed increases by 2, and the extra damage from your attacks with unarmed strikes and natural weapons increases by 1d6.

Primal Bond You forge a bond with animals charmed by your *befriend animal* spell. You gain all of the following benefits:

- When you would be targeted by a spell, you can extend the spell's effect to one animal you have charmed that is within medium range.
- While you are within medium range of an animal charmed by you, you and the animal make all Perception rolls with 1 boon.
- While you are within 1 mile of an animal charmed by you, you can communicate with that animal telepathically even if you do not have languages in common.

LEVEL 10 BEASTMASTER**Characteristics** Health +2**Magic** You learn one spell.**Primal Power** Animals charmed by you make attack rolls and challenge rolls with 1 boon. In addition, their attacks deal 1d6 extra damage.**BLADE**

Blades are master knife-fighters. Quick and precise strikes pierce their enemies' defenses and deliver painful, bleeding wounds. Many blades have criminal backgrounds, developing their techniques after long use of these concealable weapons.

LEVEL 7 BLADE**Attributes** Increase three by 1**Characteristics** Health +4**Languages and Professions** You can speak another language or add a profession.**Bleed** Your attacks with daggers, knives, and similar off-hand weapons can leave bleeding wounds. When the total of your attack roll is 20 or higher with such a weapon and exceeds the target number by at least 5, the target suffers a bleeding wound that lasts until the target heals damage or until a creature uses an action to stanch the wound. While suffering from the wound, the target is fatigued and takes 1d6 extra damage at the end of each round.**LEVEL 10 BLADE****Characteristics** Health +4**Swift Blade** You can use a triggered action on your turn to attack with a dagger or knife.**BRUTE**

Brutes become strong and tough through countless hours spent building muscle and vitality. They can shrug off injuries that would drop lesser creatures.

LEVEL 7 BRUTE**Attributes** Increase three by 1**Characteristics** Health +8**Brawn** You make Strength attack rolls and challenge rolls with 1 boon.**LEVEL 10 BRUTE****Characteristics** Health +8**Mighty Thews** You add your Strength modifier to the damage rolls of attacks you make using basic, military, or heavy weapons.**CAVALIER**

Cavaliers exploit every advantage they can from fighting astride their steeds. Although many cavaliers are knights of the realm, they also include horse barbarians, raiders, and anyone else who would fight from the back of a beast.

LEVEL 7 CAVALIER**Attributes** Increase three by 1**Characteristics** Health +5**Languages and Professions** You can speak another language or add a common, military, or wilderness profession.**Combat Riding** While mounted on a creature, you make attack rolls with 1 boon against targets that are smaller than your mount.**LEVEL 10 CAVALIER****Characteristics** Health +5**Devastating Charge** Attacks you make as part of a charge deal 1d6 extra damage, or 2d6 extra damage if you are mounted.**Master Rider** Your mount gains a +2 bonus to Defense and Speed.**CHAMPION**

Champions learn combat techniques to help them fight for causes important to them. Champions defend other people, ideals, or nations.

LEVEL 7 CHAMPION**Attributes** Increase three by 1**Characteristics** Health +5**Languages and Professions** You can speak another language or add a profession.**Battle Stance** You can use an action or a triggered action on your turn to enter a battle stance and remain in that stance until you move or become unconscious. While in the stance, you make attack rolls with 1 boon and creatures attacking you make attack rolls with 1 bane.**LEVEL 10 CHAMPION****Characteristics** Health +5**Champion's Resolve** When you would become incapacitated, you can use a triggered action to make a Strength challenge roll. On a success, you heal damage equal to your healing rate and, for 1 round, your weapon attacks deal 1d6 extra damage.**CHAPLAIN**

Chaplains provide spiritual guidance to their allies in battle. Many come from the ranks of priests, though some find religion late in their careers, abandoning their paths to become religious leaders. Chaplains typically carry holy books chained to their belts and wear symbols of their faith on their shields.

LEVEL 7 CHAPLAIN**Attributes** Increase three by 1**Characteristics** Health +4**Languages and Professions** You can speak another language or add a military or religious profession.**Battle Chant** You can use an action or a triggered action on your turn to chant for 1 round. Each round, on your turn, you can use a triggered action to extend the effect for another round. The effect ends immediately if you are prevented from speaking.

Until the effect ends, you and each member of your group within short range that can hear you make attack rolls with 1 boon and cannot be charmed or frightened.

You can use this talent three times. You regain expended uses when you complete a rest.

LEVEL 10 CHAPLAIN

Characteristics Health +4

Emboldening Chant The weapon attacks of creatures benefiting from your Battle Chant deal 1d6 extra damage.

Succor You can use an action to touch one creature and expend a use of your Battle Chant talent. If the target is incapacitated, it heals 1 damage. If you concentrate for 1 minute, during which time you speak to the creature and tend to its injuries, the target instead heals damage equal to its healing rate.

CHRONOMANCER

Chronomancers delve into the secrets of Time magic to master it. As a result, they learn advanced techniques for manipulating time's passage and can anticipate the future in all they do.

LEVEL 7 CHRONOMANCER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Time tradition or learn one Time spell.

Quicken When you cast a Time spell, you can move a number of yards equal to your Power. This movement does not trigger free attacks.

LEVEL 10 CHRONOMANCER

Characteristics Health +2

Magic You learn one spell.

Precognition When you cast a Time spell, you can use a triggered action to see a few seconds into the future, gaining an insight. You retain the insight until you expend it or you complete a rest. Whenever you get a failure on an attack roll or challenge roll, you can expend an insight to repeat the roll.

CONJURER

Conjuration magic produces objects and creatures from nothing. Conjurers learn special techniques to let them create more powerful and frightening monsters to do their bidding. Although conjurers decide what forms their monsters take, many prefer common themes. Their monsters might have tentacles, display feathers, steam the air, or have bizarre anatomical structures.

LEVEL 7 CONJURER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Conjuration tradition or learn one Conjuration spell.



Conjure Tiny Monster When you cast a rank 0 Conjuration spell, you can conjure a **tiny monster** in an open space within short range instead of using the spell's normal effect. The conjured creature remains for 1 minute or until it becomes incapacitated.

Frightening Monsters You can grant monsters created by Conjuration spells the frightening trait.

LEVEL 10 CONJURER

Characteristics Health +2

Magic You learn one spell.

Powerful Monsters The monsters you create with your Conjuration spells make attack rolls with 1 boon and their attacks deal 1d6 extra damage. Also, your conjured monsters last for a number of minutes equal to your Power.

CONQUEROR

Conquerors take charge in battle. Extensive experience in leading soldiers gives them the tactical expertise to maneuver allies to where they can be most effective. While certainly able to hold their own in a fight, conquerors tend to hang back, assess, and direct as needed, giving their companions an edge against their enemies.

LEVEL 7 CONQUEROR

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a military profession.

Attack Command You can use an action on your turn to choose one creature within short range. If the target can hear you and understand you, it can use a triggered action to attack. The target makes its attack roll with 1 boon.

Direct the Troops You can use an action or a triggered action to choose one creature within short range. If the target can hear you and understand you, it moves up to half its Speed.

LEVEL 10 CONQUEROR

Characteristics Health +5

Battlefield Leadership When you get a success on an attack roll, you can choose one creature within short range. Before the end of the round, the target makes its next attack roll with 1 boon.

In addition, creatures deal 1d6 extra damage with attacks granted by your Attack Command talent.

DEATH DEALER

Death dealers favor heavy, cumbersome weapons for the carnage they can create. Whether they are hefting a weighty warhammer or sweeping with a greatsword, their swings and strikes send limbs flying as they carve a bloody swath through their enemies. The great strength required to wield these weapons typically means death dealers come from martial backgrounds, likely beginning their careers as warriors or battle-focused priests.

LEVEL 7 DEATH DEALER

Attributes Increase three by 1

Characteristics Health +6

Brutal Swing When you incapacitate a creature with an attack using a heavy weapon, you can use a triggered action to attack with the same weapon at any point before the end of your turn.

LEVEL 10 DEATH DEALER

Characteristics Health +6

Make Mountains of the Dead You can use an action to sweep your heavy weapon around you in a lethal arc. Choose any number of target creatures within 1 yard of you. A target with Health 20 or less takes damage equal to its Health.

DEFENDER

Defenders develop combat skills to protect the people around them and to withstand the attacks they take on their companions' behalf. Once drawn into a fight, defenders take positions in the front to lock down their opponents. Since they take the greatest risks, defenders prefer heavy armor and usually carry shields.

LEVEL 7 DEFENDER

Attributes Increase three by 1

Characteristics Health +6

Defend You can use an action or a triggered action on your turn to defend one target creature within your reach. Until the end of the round, creatures that attack the target make the attack rolls with 1 bane. This effect immediately ends if the target moves out of your reach or you become unconscious.

LEVEL 10 DEFENDER

Characteristics Health +6

Containing Strike Once per round when you get a success on an attack with a melee weapon, your target becomes immobilized until the end of the round.

Retributive Strike When a creature in your reach makes an attack against a creature other than you, you can use a triggered action to attack the triggering creature.

DERVISH

Although anyone can fight with two weapons, dervishes make two-weapon fighting look easy. Quick and nimble, they dance across the battlefield, weapons moving faster than the eye can follow. Dervishes are so good at what they do that they can wield weapons of equal length in each hand, keeping one of those weapons at the ready to knock aside incoming attacks.

LEVEL 7 DERVISH

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a profession.

Ambidexterity You can wield one-handed weapons as off-hand weapons.

Off-Hand Parry While you wield a weapon in each hand and neither of those weapons is a shield, you gain a +1 bonus to Defense.

LEVEL 10 DERVISH

Characteristics Health +5

Two Weapon Mastery When you attack with two weapons, you make the attack roll with 1 boon. If you attack one target with both weapons, your attack deals 1d6 extra damage.

DESTROYER

Destruction magic is one of the most dangerous traditions since its spells tax anyone who casts them, causing bruises to appear on the flesh and wounds to split open. Mastering this magic helps destroyers cast Destruction spells without risk to themselves by focusing the damaging energies on a place outside of their bodies.

LEVEL 7 DESTROYER

Attributes Increase three by 1

Characteristics Health +3, Power +1

Magic You discover the Destruction tradition or learn one Destruction spell.

Destruction Released When you cast a Destruction spell, you can choose to take no damage from casting the spell. Instead, destructive energy rushes from a point you can reach out to a number of yards equal to your Power. Each creature and object in the area other than you takes damage equal to 1 + the rank of the spell you cast. A creature that gets a success on a Strength challenge roll takes no damage.

LEVEL 10 DESTROYER

Characteristics Health +3

Magic You learn one spell.

Utter Destruction When you roll damage dice for a Destruction spell you cast, replace any roll of a 1 with a 6.

DIPLOMAT

Masters of the art of negotiation, diplomats find peaceful solutions to the conflicts they encounter. They can deftly navigate the most difficult social situations, helping others find common ground and overcome their differences.

LEVEL 7 DIPLOMAT

Attributes Increase three by 1

Characteristics Health +3

Languages and Professions You can speak another language or add a profession.

Master of Diplomacy In social settings, you make Intellect and Will attack rolls with 1 boon.

Stay the Hand When a creature gets a success on an attack roll against you, you can use a triggered action to beg for mercy. If the creature can hear you and understand what you say, make a Will attack roll against the triggering creature's Will. On a success, you turn the triggering creature's success into a failure, and the triggering creature becomes charmed for 1 minute or until it's attacked. On a failure, the triggering creature becomes immune to this talent until it completes a rest.

LEVEL 10 DIPLOMAT

Characteristics Health +3

Soothing Words You can use an action to comfort one creature within your reach. Remove one of the following afflictions from that creature: charmed, compelled, dazed, or frightened.

Unexpected Alliances When you get a success on the attack roll from using your Stay the Hand talent, the triggering creature also becomes compelled for 1 minute or until it's attacked.

DIVINER

Divination lays bare the future and makes it possible to look and listen at distant places. Diviners have a gift for Divination magic, a knack possibly born from a latent psychic ability or being touched by the gods. As they explore the power the tradition offers, they learn how to cast their spells to greater effect. More important, they receive visions about the future and can use those visions to escape danger or to achieve success when they would otherwise fail.

LEVEL 7 DIVINER

Attributes Increase three by 1

Characteristics Defense +1, Health +1, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Divination tradition or learn one Divination spell.

Omens When you make an attack roll or a challenge roll, you can expend the casting of a Divination spell to make the roll with a number of boons equal to the spell's rank.

LEVEL 10 DIVINER

Characteristics Health +1

Magic You learn one spell.

Premonitions Each time you complete a rest, you receive three premonitions. For each, roll a d20 and note the result. The premonitions last until you expend them or you complete another rest.

When a creature you can see makes an attack roll or challenge roll, you can swap the number rolled with a number from one of your premonitions by expending it. Once you expend the premonition, cross out the number.

While you have at least one premonition, you cannot be surprised while conscious, creatures attacking you make attack rolls with 1 bane, and you make challenge rolls to resist attacks with 1 boon.

DREADNAUGHT

Heavy armor makes Dreadnaughts nearly invulnerable. Their expertise with wearing armor gives them an edge when donning it, so that they can maximize its protective qualities.



LEVEL 7 DREADNAUGHT

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a military profession.

Iron Clad You ignore requirements for wearing heavy armor and you have a +1 bonus to Defense while wearing heavy armor.

Immovable While you are conscious and standing on a solid surface, you cannot be moved against your will.

LEVEL 10 DREADNAUGHT

Characteristics Health +5

Weapon Resistance While you wear heavy armor, you take half damage from weapons.

DUELIST

Duelists develop a fighting style that helps them focus on one enemy at a time. In battle, they single out and challenge foes to duels. Should their targets succumb to the temptation, duelists have the skill and speed to keep their foes pinned down and ultimately defeat them.

LEVEL 7 DUELIST

Attributes Increase three by 1

Characteristics Health +4

Languages and Professions You can speak another language or add a profession.

Challenge You can use an action or a triggered action on your turn to challenge one target creature within medium range that can see you and hear you. Make an Intellect attack roll against the target's Will. On a success, the target becomes challenged until you become unconscious or it becomes incapacitated. The effect also ends if you use this talent again or you attack a different target. On a failure, the target becomes immune to this talent until it completes a rest.

When a target you have challenged makes an attack against a creature other than you, it makes the attack roll with 1 bane.

Riposte When a target creature you have challenged makes an attack roll against you, you can use a triggered action to impose 1 bane on its roll. If the triggering creature gets a failure, you execute a riposte. Attack the target with a melee weapon you are wielding. You make the attack roll with 1 boon if you're wielding a swift weapon.

LEVEL 10 DUELIST

Characteristics Health +4

Duel Mastery Your weapon attacks deal 1d6 extra damage to targets you have challenged with your Challenge talent.



ENCHANTER

The ultimate controllers, enchanters master magic that gives them control over others, making their victims dance on eldritch strings like puppets. Many enchanters learn their techniques as a result of practicing witchcraft or discovering Enchantment secrets from faerie they befriend.

LEVEL 7 ENCHANTMENT

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Enchantment tradition or learn an Enchantment spell.

Enchantment Defense If you are charmed, compelled, or frightened at the end of the round, you can make an Intellect challenge roll and remove all these afflictions from yourself on a success.

Subtle Charm Creatures charmed by spells you cast have no memory of being charmed by you when the effect ends.

LEVEL 10 ENCHANTMENT

Characteristics Health +2

Magic You learn one spell.

Countercharm When a creature you can see within medium range becomes charmed or compelled, you can use a triggered action to make an Intellect challenge roll. On a success, you remove that affliction from the triggering creature.

Persistent Enchantment You double the duration of all Enchantment spells you cast that have durations of at least 1 minute.

ENGINEER

A career spent creating wondrous devices earns engineers their renown. The culmination of an engineer's training is the creation of an eidolon, a mechanical servant of enormous size that obeys its maker's commands. Engineers go to great lengths to maintain their creations and constantly make small improvements to increase their servants' functionality.

LEVEL 7 ENGINEER

Attributes Increase three by 1

Characteristics Health +3

Languages and Professions You can speak another language or add an academic area of knowledge.

Eidolon You create a construct that has a humanoid shape but can otherwise have any appearance you choose. The eidolon is 12 feet tall and weighs 2,000 pounds. You can have only one eidolon at a time.

If your eidolon is destroyed, you can build a new one to replace it. Doing so requires you to work at least eight hours using parts you create or harvested from your old eidolon. At the end of this time, you have a new eidolon.

The eidolon is not alive. It is never affected by deprivation or exposure, and it ignores any effect that would age it. When incapacitated, the eidolon ceases to be a creature and becomes an object.

The eidolon is under your control. You decide what it does on each of its turns. The eidolon's statistics follow.

EIDOLON

Size 2 construct

Perception 10 (+0); darksight
Defense 11; **Health** 50
Strength 16 (+6), **Agility** 8 (-2), **Intellect** 5 (-5), **Will** 11 (+1)
Speed 6
Immune damage from disease and poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

ATTACK OPTIONS

Appendage (melee) +6 (2d6)
Spare Parts You can use an action to touch one construct (such as your eidolon) or an object you can reach. If you maintain contact with the target and concentrate for 1 minute, make an Intellect challenge roll. On a success, the target heals 2d6 damage. On a failure, you cannot use this talent again until after you complete a rest.

LEVEL 10 ENGINEER

Characteristics Health +3
Cockpit You install a cockpit in your eidolon. The cockpit is a compartment with a Size 1 capacity and fitted with controls and a comfortable seat. Any creature of the appropriate Size can move into the cockpit if it isn't occupied. Once inside, the creature can control it from within. While inside, you treat the construct's Defense and Health scores as your own, move at its Speed, and can use its attack options and actions in place of your own. The cockpit has breathable air for 4 hours. A creature inside can use an action to open the hatch, ventilate the interior, and close it to gain another 4 hours of air. A creature can leave the hatch open for as long it wishes, though the eidolon does not function while the hatch is open.
Mighty Eidolon Increase the eidolon's Health by 25 and Defense by 2.

EXECUTIONER

Executioners elevate killing to an art form. An extensive study of anatomy reveals how best to make their attacks so that every strike is potentially devastating, strong enough to lay low the mightiest foes. Although many executioners start their training as assassins, others take this path after being headsmen, torturers, or devotees of bizarre death cults. Executioners, regardless of their backgrounds, prefer dark clothing and black hoods to conceal their features.

LEVEL 7 EXECUTIONER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Execute Once per round, when you use an action to make an attack with a weapon against a target you can reach, you make the attack roll with 1 boon and deal 1d6 extra damage on a success. If the damage from the attack would cause the target to become injured, the target must get a success on a Strength challenge roll or take extra damage equal to its Health.
 When you use this talent, creatures make attack rolls against you with 1 boon for 1 round.

LEVEL 10 EXECUTIONER

Characteristics Health +3
Exacting Strike When you get a success on an attack roll using a weapon, you can use a triggered action to deal the weapon's maximum damage.

EXORCIST

Demons, wicked faerie, and vengeful spirits make forays into the mortal world to torment the innocent, take possession of their bodies, and coerce them to perform despicable acts of evil. Exorcists declare war against such vile foes and learn specialized magic to drive out and destroy them.

LEVEL 7 EXORCIST

Attributes Increase three by 1
Characteristics Health +4, Power +1
Languages and Professions You can speak another language or add a religious profession.
Exorcist Magic You learn the *exorcism* spell, which is described below.

EXORCISM

EXORCIST ATTACK 1

Target One charmed, compelled, frightened, or possessed creature within short range

If the target was charmed, compelled, or frightened, you remove the affliction from it.

If the target is possessed, you must concentrate for 1 minute, during which time the target must remain within range, and then make a Will attack roll against the possessing creature's Will. On a success, the possession ends, and the creature that possessed the target appears in an open space within short range and becomes dazed for 1 round.

Attack Roll 20+ The possessing creature instead becomes stunned for 1 round.

LEVEL 10 EXORCIST

Characteristics Health +4
Purge the Unclean You make attack rolls against demons, devils, faerie, spirits, and undead with 1 boon. Such creatures make challenge rolls to resist your attacks with 1 bane.
Will of Iron You cannot become charmed, compelled, or frightened. When you roll to resist gaining Insanity, you make the challenge roll with 1 boon.

EXPLORER

For explorers, no horizon is too far, no expedition too dangerous, no mission too impossible. Explorers have the survival skills needed to withstand the hardships and difficulties they face on their journeys. Many who become explorers have extensive experience in wilderness environments, such as scouts and rangers.

LEVEL 7 EXPLORER

Attributes Increase three by 1
Characteristics Perception +1, Health +3, Speed +2
Languages and Professions You can speak another language or add a wilderness profession.



Preternatural Senses You make all Perception rolls with 1 boon.

Perseverance When you become diseased, fatigued, impaired, or poisoned, you can make a Strength challenge roll and remove the affliction on a success. On a failure, you cannot use this talent again until after you complete a rest.

Respite You can spend 1 hour relaxing. At the end of this time, you and each member of your group that relaxes with you heal damage equal to your healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

LEVEL 10 EXPLORER

Characteristics Health +3

Driven When you make an attack roll or challenge roll and roll a 5 or less on the die, you can roll another d20 and add that number to the first.

GEOMANCER

Only those who forge bonds with earth genies can wield the power of Earth magic. Geomancers go a step farther, bridging the distance between themselves and their companion to gain even greater control over earth and stone. Such a connection escalates the physical transformation resulting from their bond; geomancers lose all their body hair, and their skin assumes the appearance of stone, whether smooth or pebbled, unbroken or fissured.

LEVEL 7 GEOMANCER

Attributes Increase three by 1

Characteristics Health +4, Power +1

Magic You discover the Earth tradition or learn one Earth spell.

Earthen Defense You can use an action to expend a casting of an Earth spell of rank 1 or higher. Roll a d6 for each rank of the spell and total the numbers rolled. The total becomes your Earthen Defense, a pool of points used to absorb damage. While your Earthen Defense pool has at least 1 point, when you take damage, subtract the damage from the pool first and then take any damage that remains. The effect lasts until the pool drops to 0 points, you use this talent again, or you complete a rest.

LEVEL 10 GEOMANCER

Characteristics Health +4

Magic You learn one spell.

Earth Walker You ignore the effects of moving across difficult terrain made from earth, sand, or stone.

In addition, you can move through spaces occupied by earth, sand, or stone. If you end your movement inside a solid space, you are moved back to an open space nearest to the point where you entered that space.

GLADIATOR

In pits and arenas all across the Empire, combatants engage in life-and-death struggles. The best of them become true gladiators, champions willing and able to do anything to survive and fight again. Though capable combatants in their own right, they often resort to underhanded tactics to get the upper hand against their foes.

LEVEL 7 GLADIATOR

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a martial profession.

Dirty Fighting You can use an action, or a triggered action on your turn, to make an Agility attack roll against the Perception of one target creature within your reach. On a success, the target becomes impaired for 1 round. On a failure, the target becomes immune to the effects of your Dirty Fighting talent until it completes a rest.

Win at Any Cost Impaired creatures take 1d6 extra damage from your attacks.

LEVEL 10 GLADIATOR

Characteristics Health +5
Finishing Blow You make attack rolls with 1 boon against targets suffering from an affliction, and your attacks against such targets deal 1d6 extra damage.

GUNSLINGER

Gunslingers know everything there is to know about firearms. Excellent shots and cunning gunsmiths, they tinker with these weapons, modifying them to improve their accuracy and to reduce the time needed to reload them. Gunslingers come from all paths, though they typically have some background in engineering, artifice, or another technical profession.

LEVEL 7 GUNSLINGER

Attributes Increase three by 1
Characteristics Health +3
Languages and Professions You can speak another language or add a profession.
Six-Shooter You can use a tool kit and 1 gc worth of special materials to transform a pistol into a six-shooter. It takes 8 hours of work to complete the transformation. Creatures other than you that attack with the weapon make their attack rolls with 3 banes.
 The six-shooter functions as a pistol, except it does not have the misfire property. When you load the weapon, you can place up to six bullets in the chamber. You can attack with the weapon once for each bullet in the chamber before you must reload it.

LEVEL 10 GUNSLINGER

Characteristics Health +3
Deadeye Shot You make attack rolls with pistols and your six-shooter with 1 boon, and your attacks with these weapons deal 1d6 extra damage.
Speed Loader You can reload your weapon as a minor activity instead of as an action.

HEALER

The Life tradition offers spells that enable healing and curing. Thus, the tradition is sought by those who wish to bring aid and comfort to those in need. Healers commit themselves to tending others' hurts, to the exclusion of other pursuits, and typically come from a background dedicated to helping others. Such is their power that when they walk through a room, wounds close, diseases vanish, and poisons become harmless.

LEVEL 7 HEALER

Attributes Increase three by 1
Characteristics Health +4, Power +1

Magic You discover the Life tradition or learn one Life spell.
Far Healing When you cast a Life spell that targets a creature you can reach, you can instead target a creature within short range.

LEVEL 10 HEALER

Characteristics Health +4
Magic You learn one spell.
Empowered Healing When a creature heals damage from a Life spell you cast, it heals extra damage equal to its healing rate.
Unassailable Vitality You never take damage from disease or poison, and you cannot become diseased or poisoned. In addition, you heal all damage when you complete a rest.

HEXER

The vile art of Curse magic underpins hexers' power. Delighting in the misfortune and suffering they create, hexers use spells to warp their enemies and strip away their vitality. Many discovered the Curse tradition as warlocks and witches and exult in the power the tradition offers them.

LEVEL 7 HEXER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Curse tradition or learn one Curse spell.
Evil Eye When a creature becomes cursed from a spell you cast, you can use a triggered action to apply one of the following effects to the target until the curse ends:

- *Desire*: The target becomes charmed.
- *Lethargy*: The target becomes slowed.
- *Pain*: The target takes 2d6 damage.

LEVEL 10 HEXER

Characteristics Health +2
Magic You learn one spell.
Exacting Curse Targets under the effects of your Curse spells take 1d6 extra damage from your attacks.

HYDROMANCER

Developing their bond to water genies allows hydromancers to cast Water spells to greater effect and to gain greater benefits from their connections. Studying the tradition reveals its potential in battle, both in the effects its spells create and the subtle transformations they make. Most hydromancers have nautical backgrounds or spent considerable time on or under the ocean.

LEVEL 7 HYDROMANCER

Attributes Increase three by 1
Characteristics Health +3, Power +1
Magic You discover the Water tradition or learn one Water spell.
Flow Whenever you cast a Water spell, you can cover your body with a sheen of water that lasts for a number of rounds equal to the spell's rank. Until the effect ends, you cannot be grabbed or immobilized, and you can freely move through spaces occupied by creatures.
Swimmer You ignore the effects of difficult terrain when you swim.



LEVEL 10 HYDROMANCER

Characteristics Health +3

Magic You learn one spell.

Watery Form You can use an action and expend the casting of a Water spell to assume a watery form. You remain in the form for a number of rounds equal to your Power plus the rank of the spell whose casting you expended. You can use an action or a triggered action on your turn to return to your normal form. Until the effect ends, you have all of the following benefits:

- You make all Agility rolls with 1 boon.
- You can move through openings wide enough to permit the passage of water.
- You take half damage from weapons.
- You cannot become grabbed, immobilized, knocked prone, or slowed.
- You are invisible while you are submerged in water.

ILLUSIONIST

The line between reality and illusion blurs around illusionists. These masters of Illusion magic fabricate lifelike simulacra of creatures and intense bursts of energy, or reshape their environments to suit their needs. A great many illusionists come from the ranks of magicians, though a few began as rogues, developing their magical skills to pull off daring schemes.

LEVEL 7 ILLUSIONIST

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Illusion tradition or learn one Illusion spell.

Convincing Illusions Creatures make Perception challenge rolls with 2 banes to discern illusions created by your spells. As well, when you attack with an Illusion spell, you make the attack roll with 1 boon.

LEVEL 10 ILLUSIONIST

Characteristics Health +2

Magic You learn one spell.

Illusory Duplicates When you take damage from an attack, you can use a triggered action to roll a d6. On a 6, you reduce the damage to 0 and teleport to an open space you choose within short range.

INFILTRATOR

Master spies, infiltrators can find ways into the most secure locations. They use a combination of disguise, acting, and instinct to outwit security. Even when spotted, they fail to make a lasting impression—people have a hard time remembering that they ever saw them. And should their ruse be exposed, infiltrators know how to slip away from their pursuers unscathed.

LEVEL 7 INFILTRATOR

Attributes Increase three by 1

Characteristics Perception +1, Health +3

Languages and Professions You can speak another language or add a criminal profession.

Faceless You can attempt to hide anywhere; you can be observed and you do not have to be in a heavily obscured area or three-quarters covered. You remain hidden from using this talent until you use an action or a triggered action, after which you must wait at least 1 minute before you can use this talent again.

While you are hidden, people you talk to cannot remember details about you 1 minute after the conversation ends and totally forget having spoken to you 1 hour after the conversation ends.

Finally, during the first round of any combat in which you are hidden, you make attack rolls and challenge rolls with 1 boon. If you take a fast turn during this round, you can use an action and move.

LEVEL 10 INFILTRATOR

Characteristics Health +3

Treachorous Strike Your weapon attacks deal 1d6 extra damage to surprised targets and to targets from which you are hidden.

Vanish When you are obscured or covered in any way, you can use a triggered action to use your Faceless talent.

INQUISITOR

Nearly all inquisitors serve the cult of the New God, working to expose corruption in the religion's ranks and to flush out the demon-sworn, the damned, and the wicked. Key to their work is the ability to ferret out the truth. Not only do they know when people lie to them, but they also know numerous torture techniques to get their victims to reveal all their secrets.

LEVEL 7 INQUISITOR

Attributes Increase three by 1

Characteristics Health +3

Languages and Professions You can speak another language or add a profession.

Dreadful Threat You can use an action to deliver a terrible threat to one target creature that is subject to your Scrutiny talent and is within short range. Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened while it can see you. The effect ends when the target deals damage to you or after it completes a rest.

Master Torturer You can use an action to start torturing one defenseless or physically restrained creature within your reach. If you concentrate for at least 1 hour, during which time you use torturer's tools on the target, you make an Intellect attack roll against the target's Will. On a success, you can ask the target 1d6 questions (the GM rolls and keeps the number a secret), and the target must answer you truthfully and to the best of its knowledge. If it doesn't know the answer, it makes up something that you might want to hear, though it's up to you to interpret what it says as truth or not. On a failure, the target becomes immune to this talent until it completes a rest.

Scrutiny You can use an action to study one creature you can see within medium range. Make a Perception attack roll against the target's Intellect. On a success, the target is subject to your scrutiny until it completes a rest, until you can no longer see it, or until you use this talent again. On a failure, the target becomes immune to your use of this talent until it completes a rest.

While a creature is subject to your scrutiny, you know whenever it deliberately speaks a lie, and when you attack it, you make the attack roll with 1 boon.

LEVEL 10 INQUISITOR

Characteristics Health +3

Inquisitor's Judgment Your weapon attacks against creatures subject to your scrutiny deal 1d6 extra damage.

JACK-OF-ALL-TRADES

Ever dabblers, jacks-of-all-trades know a little about everything but not a lot about any one thing. A path attractive to tricksters and adventurers, its talents help them find solutions to almost any problem and find a way to succeed when they should fail.

LEVEL 7 JACK-OF-ALL-TRADES

Attributes Increase three by 1

Characteristics Health +3

Languages and Professions You can speak another language *and* add a profession.

THE INQUISITION

The Cult of the New God formed the Inquisition to be a bulwark against demonic incursions and infiltration into the cult's ranks. As the Demon Lord's Shadow spreads across the world, the Inquisition hunts down individuals in the Demon Lord's thrall, eradicates demonic cults, and seeks dangerous relics that exist to sow destruction. It operates with the full authority and approval of the cult, so inquisitors have great latitude in determining guilt and passing judgment.

When on official business, inquisitors wear black robes embroidered with the symbols of their faith and bone-white skull masks over their faces to keep their identities concealed.

Aptitude You have a number of aptitude points equal to your group's level. When you make an attack roll or challenge roll, you can spend 1 point from this talent to make the roll with 2 boons. Whenever you roll two 6s on one roll of boon dice, you gain 1 aptitude point, up to your maximum. You replenish your aptitude points when you complete a rest.

Flexible Profession When you perform a task related to a profession you do not have, you can make an Intellect challenge roll. On a success, you are considered to have the profession for 1 minute. On a failure, you can't use this talent again until after you complete a rest.

Magical Epiphany When you see a creature cast a rank 0 spell that you have not learned, you can spend 1 aptitude point to learn that spell, gaining a number of castings of the spell equal to your Power. You retain knowledge of the spell until you complete a rest or expend the last casting of it.

LEVEL 10 JACK-OF-ALL-TRADES

Characteristics Health +3

Prodigy When you complete a rest, increase one of your attributes by 1. The increase lasts until you use this talent again.

Uncommon Ability You treat any roll of 1 on boons as if you had rolled a 3. You treat any roll of 6 on banes as if you had rolled a 3.

MAGE KNIGHT

Magic from the Battle tradition turns casters into deadly warriors. Mage knights use the spells from their preferred tradition to enhance their already formidable combat training and to increase options in a fight. Opponents squaring off against them never know if they'll face a strike from a weapon or a blast from a spell.

LEVEL 7 MAGE KNIGHT

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a military profession.

Magic You discover the Battle tradition or learn one Battle spell.

Escalating Violence When you cast a spell, you make attack rolls with 1 boon when you attack with a weapon. This effect lasts for 1 round.

LEVEL 10 MAGE KNIGHT

Characteristics Health +2

Magic You learn one spell.

Mage Knight Tactics When you attack with a spell, you can use a triggered action to attack with a weapon at any point before the end of your turn.

MAGUS

Members of a secret cabal of magic-users, the magi identify their membership by the magical staffs they carry. The order traces its origins to the founding of the Tower Arcane, drifting through the sky above the Empire's capital, when members broke from the august assembly to forge their own paths in the world. Potential candidates to join the magi must demonstrate their magical knowledge by presenting an argument about the theory of magic, display their ability to cast a spell, and, most important, complete the construction of a magical staff.

LEVEL 7 MAGUS

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add an academic area of knowledge.



Magic You discover a tradition or learn one spell.

Staff of Magic You create a magical staff that acts as your implement. When you attack with the staff, you make the attack roll with 1 boon and the attack deals 1d6 extra damage.

If you lose your staff or it becomes broken, you can create a replacement by spending 8 hours working with an alchemist's kit and using special materials worth 1 gc.

LEVEL 10 MAGUS

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Staff of Power While wielding your Staff of Magic, you gain the following benefits:

- You gain a +1 bonus to Defense.
- When you cast an attack spell, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

MARAUDER

Hailing from lands barbaric and brutal, marauders bound into battle, sweeping their weapons before them to lay low their enemies. They fight without regard for their own safety, as many believe they earn their place alongside the gods by finding a glorious death in combat.

LEVEL 7 MARAUDER

Attributes Increase three by 1

Characteristics Health +5, Speed +2

Powerful Charge When you use an action to charge, your movement does not trigger free attacks. As well, the attack you make during your movement deals 1d6 extra damage.

LEVEL 10 MARAUDER

Characteristics Health +5

Bloodthirst When a creature becomes incapacitated from your attack, you can use a triggered action to charge.

Strength from Pain While you are injured, you make Strength attack rolls and challenge rolls with 1 boon.

MIRACLE WORKER

Faith in the gods and their power is sufficient for many mortals to wield magic. Miracle workers possess conviction to such a degree that their miracles go far beyond simple spells, causing their bodies to manifest signs of their religious devotion. Miracle workers come from all religions and from all paths.

LEVEL 7 MIRACLE WORKER

Attributes Increase three by 1

Characteristics Health +6

Stigmata You can use an action to invoke the power of a god. You gain 1 Insanity and take a -5 penalty to Health that lasts until you complete a rest. You assume the appearance of a god you serve and retain this appearance for a number of minutes equal to 1 + your Power. When you assume this appearance, each creature within short range that can see you and is not a member of your group must get a success on a Will

challenge roll with 1 bane or become frightened until this effect ends.

As well, until this effect ends you make attack rolls and challenge rolls with 1 boon and you heal 1d6 damage at the end of each round.

Tongues When you speak, any creature that knows at least one language understands what you say. Also, you can choose to speak in a booming voice that can be heard up to 1 mile away.

LEVEL 10 MIRACLE WORKER

Characteristics Health +6

Worker of Miracles You can use an action to touch a creature and take a -5 penalty to Health that lasts until you complete a rest. Choose one of the following effects:

- The target heals damage equal to its healing rate.
- You remove a diseased affliction from the target.
- You remove a poisoned affliction from the target.
- You remove a curse from the target.
- You remove 1d3 Insanity from the target.

MYRMIDON

Myrmidons excel when they fight with shields. Learning new fighting maneuvers to enhance their strikes with these weapons and to augment their protective qualities, myrmidons can deflect attacks and smash their foes as they carve a path through their enemies. Nearly all myrmidons have some degree of combat training, and most were fighters.

LEVEL 7 MYRMIDON

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a military profession.

Forceful Shield When you get a success on an attack roll made using a shield, you can also move the target 1d6 yards away from you.

Shield Block When a creature attacks you with a weapon, you can use a triggered action to block the attack with a shield you are wielding. The triggering creature makes the attack roll with 1 bane.

LEVEL 10 MYRMIDON

Characteristics Health +5

Shield Mastery While you wield a shield, you have a +1 bonus to Defense.

When you attack with a shield, you make the attack roll with 1 boon, your attack deals 1d6 extra damage, and you do not lose the shield's defensive property.

NECROMANCER

What waits for all mortals beyond death is a subject of great interest and ensures that the various religions have a steady supply of followers seeking meaning and purpose in this world. For the necromancer, the answer to this mystery lies within the dark arts of Necromancy. Mastering its secrets can overcome death's grip and provide unspeakable power over life and death. Necromancers are shunned the world over, feared for their willingness to peer into the darkest places and consort with forbidden things best left undisturbed.

LEVEL 7 NECROMANCER

Attributes Increase three by 1

Characteristics Health +1, Power +1

Languages and Professions You can speak another language or add an academic area of knowledge.

Magic You discover the Necromancy tradition or learn one Necromancy spell.

Inured to Death You never take damage from disease or poison and you cannot become diseased or poisoned. Finally, when you roll to determine your fate while incapacitated, you roll the die an extra time and can use either number.

Command Undead You learn the *command undead* spell, which is described below.

COMMAND UNDEAD

NECROMANCER ATTACK 1

Target One undead creature within short range

Duration 1 minute

Make an Intellect attack roll against the target's Will. On a success, the target becomes compelled for the duration.

Attack Roll 20+ You regain the casting of this spell.

LEVEL 10 NECROMANCER

Characteristics Health +2

Magic You learn one spell.

Master of Undeath You double the number of compelled undead creatures you can have from your Necromancy spells.

As well, undead creatures you create from casting Necromancy spells make their attack rolls with 1 boon, and their attacks deal 1d6 extra damage.

POISONER

There are few trades as disreputable as the manufacture of poisons, so poisoners rarely display honor or virtue in their dealings with others. Commanding extensive knowledge of all things toxic, they can produce the deadliest poisons to deal with almost any kind of creature. Poisoners always have some sort of toxin on hand to protect them when justice comes for them.

LEVEL 7 POISONER

Attributes Increase three by 1

Characteristics Health +2

Languages and Professions You can speak another language or add a profession.

Poison Mastery You can use an action and an alchemist's kit to create a dose of poison (see **Chapter 6** for details). You must spend at least 1 minute concentrating, during which time you use the kit and special ingredients worth 5 cp.

Creatures make Strength challenge rolls with 3 banes to resist poisons you create and take 3d6 extra damage from your poisons.

LEVEL 10 POISONER

Characteristics Health +3

Poisonous Touch You can use an action or triggered action to attack one target creature you can reach with a needle hidden in a ring or on the tip of your finger.

Make a Strength or Agility attack roll against the target's Agility. On a success, the target takes 1 damage plus 2d6 extra damage from the poison on the needle. A target that takes the extra damage must get a success on a Strength challenge roll or become poisoned for 1 minute. While poisoned in this way, it is also dazed and slowed. If the target is already poisoned in this way, it takes 3d6 extra damage. At the end of each round, a target poisoned in this way must make a Strength challenge roll. On a failure, it takes 1d6 extra damage.

Once you deal damage with Poisonous Touch, you cannot use the talent again until after you spend 1 minute working with an alchemist's kit to prepare another needle.

PYROMANCER

With unmatched power over elemental fire, pyromancers create and shape flames to serve their will. Most pyromancers grow their power by developing a stronger connection to the flame genies they have bound. The strength of this bond causes pyromancers to display its influence in the blaze of their eyes, the heat of their skin, and the cinders that fly from their bodies whenever they are struck by weapons.



LEVEL 7 PYROMANCER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Fire tradition or learn one Fire spell.

Flame Blessing You take half damage from fire.

LEVEL 10 PYROMANCER

Characteristics Health +2

Magic You learn one spell.

Immolating Flames When a creature takes damage from a Fire spell you cast, it must make an Agility challenge roll. On a failure, it catches fire.

RUNESMITH

Runesmiths uncover the secrets of creating runes and imbuing them with magical power. They typically adorn their weapons and armor with such marks, which flare with power when they cast a spell. Most runesmiths learn their techniques from the dwarfs, who it is said developed the tradition from the language of the gods.

LEVEL 7 RUNESMITH

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Rune tradition or learn one Rune spell.

Sigils of Power You can use an action to inscribe a sigil on a suit of armor you wear or a weapon you hold. The sigil lasts for 1 minute or until you use this talent again.

Until the effect ends, whenever you cast a Rune attack spell, attacks with the weapon bearing the sigil deal 1d6 extra damage for 1 round. As well, when you cast a Rune utility spell, the armor bearing the rune grants you a +1d3 bonus to Defense that lasts for 1 round.

LEVEL 10 RUNESMITH

Characteristics Health +2

Magic You learn one spell.

Mighty Sigils When you use the Sigils of Power talent, the sigil lasts for 1 hour or until you use that talent again.

SAVANT

Rather than specialize in one tradition of magic, savants focus their training on learning additional spells. As a result, they possess a broader understanding of magic at the expense of increasing their Power.

LEVEL 7 SAVANT

Attributes Increase three by 1

Characteristics Health +2

Languages and Professions You can speak another language or add a profession.

Magic You make two choices, discovering one tradition or learning one spell for each.

Tradition Focus Choose up to two traditions you have already discovered. When you attack with a spell from a tradition you chose when you gained this talent, you make the attack roll with 1 boon. Creatures make challenge rolls to resist attacks from these spells with 1 bane.

LEVEL 10 SAVANT

Characteristics Health +2

Magic You learn two spells from the traditions you chose for Tradition Focus.

SENTINEL

Superior senses and a strong sense of duty grant sentinels supernatural detection abilities. Little escapes their attention—not even the gods can take them by surprise. Many sentinels develop their talents by guarding important people, relics, and places. They can come from religious, magical, or martial backgrounds.

LEVEL 7 SENTINEL

Attributes Increase three by 1

Characteristics Perception +1, Health +5

Perfect Awareness You possess superior senses that never let you down. While you are conscious, you cannot become stunned or surprised. You make Perception challenge rolls with 1 boon. Finally, you can see faint outlines around invisible creatures and objects within range of your vision as if they were in a partially obscured area.

LEVEL 10 SENTINEL

Characteristics Health +5

Stand Guard You can use an action to guard the area inside a sphere with a 5-yard radius centered on a point you can reach. The effect lasts until you use this talent again, you leave the area, or you become unconscious. While in the area, you gain the following benefits:

- You make attack rolls with 1 boon.
- You know the location of each creature in the area and creatures in it cannot become hidden from you.
- You cannot become charmed, compelled, frightened, surprised, or put to sleep by magic.
- You cannot be moved out of the area.

SHAPESHIFTER

Shapeshifters use their superior knowledge of Transformation magic to adopt more powerful forms and to move from one form to another with greater ease. Most shapeshifters are more comfortable behind the masks they wear and rarely go about in their natural forms.

LEVEL 7 SHAPESHIFTER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Transformation tradition or learn one Transformation spell.

Superior Transformation When you cast a Transformation spell and assume a different form, you gain one of the

following benefits that last until you return to your normal form:

- +1 bonus to Defense.
- +2 bonus to Speed.
- +4 bonus to Perception.
- +5 bonus to Health.

LEVEL 10 SHAPESHIFTER

Characteristics Health +2

Magic You learn one spell.

Swift Transformation You can use a triggered action on your turn to cast a Transformation spell you have learned.

SHARPSHOOTER

Sharpshooters master the use of bows and crossbows. Their keen eyes and steady hands let them loose missile after missile with pinpoint accuracy. If they take even more time to line up their shots, they can thread their missiles through the narrowest gaps. Sharpshooters have few rivals when it comes to fighting with their favored weapons.

LEVEL 7 SHARPSHOOTER

Attributes Increase three by 1

Characteristics Perception +1, Health +4

Languages and Professions You can speak another language or add a profession.

Deadly Aim You can use an action to aim at a creature you can see within medium range. Make a Perception attack roll against the target's Agility. On a success, you spot an opening. For 1 round, when you attack the target with a ranged weapon, you make the attack roll with 3 boons and your attack deals 3d6 extra damage.

LEVEL 10 SHARPSHOOTER

Characteristics Health +4

Perfect Shot When you attack with a ranged weapon and get a failure, you can use a triggered action to turn the failure into a success.

STORMBRINGER

Masters of Storm magic, stormbringers wield the power of the tempest, hurling bolts of lightning, deafening thunder, and the elements themselves against any standing in their way. Many stormbringers develop their techniques as devotees of the Old Faith, though they are common among magicians seeking power over the elements as well.

LEVEL 7 STORMBRINGER

Attributes Increase three by 1

Characteristics Health +2, Speed +2, Power +1

Languages and Professions You can speak another language or add a profession.

Magic You discover the Storm tradition or learn one Storm spell.

Ride the Lightning When you cast a Storm spell, you can use a triggered action to fly up to your Speed after resolving the effect. You must land at the end of this movement or you fall.

LEVEL 10 STORMBRINGER

Characteristics Health +2

Magic You learn one spell.

Powered by Storm Whenever you would take damage from lightning or thunder, you reduce the damage to 0 and gain a +5 bonus to Health that lasts for 1 minute. The bonus is cumulative with other bonuses gained from this talent.

As well, when you attack with a Storm spell while you have this bonus, you make the attack roll with 1 boon and creatures make challenge rolls to resist the spell with 1 bane.

TECHNOMANCER

Technomancers exploit the merging of magic with technology that's made possible by the Technomancy tradition to create even more powerful devices to aid them on their expeditions. With a few moments of work, they can fashion useful inventions to help them perform certain activities and can eventually create automata from ordinary objects.

LEVEL 7 TECHNOMANCER

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a profession.



Magic You discover the Technomancy tradition or learn one Technomancy spell.

Invention When you cast a Technomancy spell, you also create a device you can hold in one hand that's imbued with magical power that lasts until you expend it or until you complete a rest. When you make an attack roll or a challenge roll, you can expend the power from the device to make the roll with 1 boon.

LEVEL 10 TECHNOMANCER

Characteristics Health +2

Magic You learn one spell.

Animate Object You learn the *animate object* spell, which is described below.

ANIMATE OBJECT

TECHNOMANCER UTILITY I

Target One Size 2 or smaller object within short range

Duration 1 minute

The target becomes a compelled **construct** of its Size for the duration. If the target was secured, its Speed is 0.

TEMPLAR

Chosen for their dedication to their religion, templars protect sites and relics important to their faith. As a result of their specialized training, they can speak secret prayers to invoke the divine to shield their environs and secure everything within from despoilers and desecrators.

LEVEL 7 TEMPLAR

Attributes Increase three by 1

Characteristics Perception +1, Health +4

Languages and Professions You can speak another language or gain a religious profession.

Temple of Faith You learn the *temple of faith* spell, which is described below.

TEMPLE OF FAITH

TEMPLAR UTILITY O

Area A sphere with a 5-yard radius centered on a point you can reach. If the point is on an idol, shrine, or altar related to your religion, the radius increases to 10 yards.

Duration 1 minute or until you leave the area

Holy power floods the area and remains for the duration. When a creature moves into the area from outside it, you can use a triggered action to move up to your Speed toward that creature and attack it with a weapon. On a success, the creature also becomes immobilized for 1 round.

LEVEL 10 TEMPLAR

Characteristics Health +4

Temple Guardian Your attacks against targets inside the area of your Temple of Faith deal 1d6 extra damage.

TENEBRIST

The Shadow tradition, while not technically dark magic, has a sinister reputation for infecting its practitioners with darkness. Undaunted by the risks, tenebrists embrace all that Shadow offers. Its effects typically manifest as a waxy pallor, a darkening of the eyes, and a thinness of the body.

LEVEL 7 TENEBRIST

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Shadow tradition or learn one Shadow spell.
Cloak of Shadows While you are in a lit area, you are treated as if you were in an area of shadows.

LEVEL 10 TENEBRIST

Characteristics Health +2
Magic You learn one spell.
Shadow Form You learn the *shadow form* spell, which is described below.

SHADOW FORM

TENEBRIST UTILITY 1

Duration 1 minute

You become shadowy and indistinct for the duration, gaining the following benefits.

- Creatures attacking your Defense or Agility make the attack roll with 1 bane, and on a failure, you can use a triggered action to move up to your Speed. This movement does not trigger free attacks.
- You are invisible while you are in areas obscured by shadows or darkness.
- When moving, you can move through spaces occupied by other creatures.

THAUMATURGE

Chaos magic is so unpredictable that many who learn spells avoid the tradition and those who study it. Thaumaturges throw caution to the wind and embrace Chaos for all it offers, heedless of the risks and perils its spells create. Nearly all thaumaturges are a little unhinged.

LEVEL 7 THAUMATURGE

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Chaos tradition or learn one Chaos spell.
Seize Chaos Whenever you make an attack roll or a challenge roll and get a number you dislike, you can use a triggered action to use this talent. Roll 2d20. You must replace the original roll with one of the numbers rolled and take damage equal to the other roll.

LEVEL 10 THAUMATURGE

Characteristics Health +2
Magic You learn one spell.
Fluid Magic When you cast a spell, you can instead expend a casting of a different spell that has the same or higher rank.

THEURGE

Found almost exclusively among the ranks of the New God's followers, theurges claim a direct line to their deity, invoking power from their patron to fight against the

Demon Lord and its horrid servants. Most theurges occupy positions of great honor and reverence in their religions, though the Inquisition deems the few renegade theurges at large to be as dangerous as the Demon Lord's disciples for the heretical positions they hold, foremost of which is a denial that the New God exists at all.

LEVEL 7 THEURGE

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a religious profession.
Magic You discover the Theurgy tradition or learn one Theurgy spell.
Pious Restoration You can use an action to expend a casting of a rank 1 or higher Theurgy spell and heal damage equal to 1d6 per rank of the spell whose casting you expended.

LEVEL 10 THEURGE

Characteristics Health +2
Magic You learn one spell.
Invocation When you cast a Theurgy spell, you can use a triggered action to invoke power from your god. A pulse of energy spreads out a number of yards from a point you can reach equal to 1 + the spell's rank. Each creature you choose in the area must get a success on a Will challenge roll or become frightened until the end of the round. If a creature that gets a failure is already frightened, it instead becomes stunned until the end of the round.

TRANSMUTER

Transmuters discover the mutable nature of all things through the advanced study of Alteration magic. Like their capabilities, they are changeable in their views and emotions, swinging from love to hate, laughter to tears, with little warning or reason.

LEVEL 7 TRANSMUTER

Attributes Increase three by 1
Characteristics Health +2, Power +1
Languages and Professions You can speak another language or add a profession.
Magic You discover the Alteration tradition or learn one Alteration spell.
Optimization When you complete a rest, you can reduce one attribute by 2 to increase another by 2. The effect lasts until you complete a rest.

LEVEL 10 TRANSMUTER

Attributes Increase each by 1
Health +2
Magic You learn one spell.

TRAVELER

Teleportation magic allows instantaneous travel from one point to another. Travelers have studied the tradition so extensively that they can move with even greater speed and arrive with such force that they disturb their surroundings.

LEVEL 7 TRAVELER

Attributes Increase three by 1

Characteristics Health +2, Speed +2, Power +1

Magic You discover the Teleportation tradition or learn one Teleportation spell.

Hasty Escape When a creature you can see attacks you, you can use a triggered action to expend a casting of a rank 1 or higher Teleportation spell. You teleport to an open space within a number of yards equal to 1d6 per rank of the spell whose casting you expended and then become dazed for 1 round. If the target can no longer attack you, its action is wasted.

LEVEL 10 TRAVELER

Characteristics Health +2

Magic You learn one spell.

Far Traveler When you teleport from casting a Teleportation spell, you increase the range of the spell from short to medium, medium to long, or long to extreme.

Spatial Disturbance Whenever you cast a Teleportation spell, all creatures that can see you treat you as if you were in an area that is partially obscured. The effect lasts for 1 minute..

WEAPON MASTER

Individuals who become weapon masters achieve their vaunted status by focusing all their training on the use of one favored weapon. Such is their reputation that foolish warriors hunt them down to test their mettle, while wise warriors seek them out to learn from them.

LEVEL 7 WEAPON MASTER

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions You can speak another language or add a profession.

Favored Weapon When you complete a rest, choose a weapon for which you meet all the requirements. The weapon becomes your favored weapon until you use this talent again.

While you wield your favored weapon, you have a +1 bonus to Defense. When you attack with your favored weapon, you make the attack roll with 1 boon.

LEVEL 10 WEAPON MASTER

Characteristics Health +5

Weapon Specialization When you attack with your favored weapon, you deal 1d6 extra damage.

WOODWOSE

Having vowed to protect the land, woodwoses call upon power from the natural world to carry out their obligations. Woodwoses lose much of the appearance gained from their ancestries, becoming more plantlike over time. Their skin becomes like bark, their eyes shine with emerald light, and new leaves sprout across their bodies.

LEVEL 7 WOODWOSE

Attributes Increase three by 1

Characteristics Health +2, Power +1

Languages and Professions You can speak another language or add a wilderness profession.

Magic You discover the Nature tradition or learn one Nature spell.

Power of Nature While under the effects of the *oak hide* Nature spell, you take half damage from fire.

As well, when you attack with an item imbued by the *magic acorns* spell, your attack deals 1d6 extra damage.

Forest Hide When you are in an area obscured by foliage, you can use a triggered action to expend the casting of a Nature spell. You become invisible for a number of rounds equal to 1 + the rank of the spell whose casting you expended.

LEVEL 10 WOODWOSE

Characteristics Health +2

Magic You discover a tradition or learn one spell.

Nature Bond You can use an action to transform into a tree, bush, or similar plant that would normally be found in your environment. You remain in this form for up until you complete a rest, during which time you count as an object of your Size and are indistinguishable from an ordinary plant. You remain aware of your surroundings and can make Perception rolls. You can't do anything else other than end the effect, which you can do at any time using a triggered action. You resume your normal form if you become incapacitated while in this form. If you rest while in this form, you heal all damage at the end of the rest.

Nature's Resilience When you cast a Nature spell, you gain a bonus to Health equal to your Power for 1 minute. The bonus is cumulative with other uses of this talent.

ZEALOT

Zealots wander the lands as itinerant preachers and crusaders of their faith. They lead by example, depriving themselves of all the comforts of civilization in order to become closer to their gods. Often, their zeal manifests as madness, and they exhibit self-destructive behaviors to purify their thoughts.

LEVEL 7 ZEALOT

Attributes Increase three by 1

Characteristics Health +6

Languages and Professions You can speak another language or add a religious profession.

Zeal When you get a failure on an attack roll or a challenge roll, you can gain 1d3 Insanity to ignore the failure and repeat the roll. You must use the result of the second roll.

After you use this talent, you cannot become charmed, compelled, or frightened until the end of the round.

Violent Madness Whenever you go mad, you always gain the violence result (see **Going Mad** in **Chapter 2**).

LEVEL 10 ZEALOT

Characteristics Health +6

Divine Might When you use Zeal, you make the second roll with 1 boon. Additionally, if you are rolling for an attack, the attack deals 1d6 extra damage.



equipment

Swords to pistols, potions to incantations, suits of armor, and all the other tools a character might need to survive in a dangerous world are described in this chapter.

PRICES

All items are priced using the coins minted in and around the Empire. These are the typical prices for such items, and Items can be more or less expensive in certain areas. The coinage denominations include the copper penny (cp), silver shilling (ss), and gold crown (gc). Commoners also cut up pennies into bits.

- 10 bits = 1 copper penny (cp)
- 10 copper penny (cp) = 1 silver shilling (ss)
- 10 silver shillings (ss) = 1 gold crown (gc)

The base unit of currency is the silver shilling. Common folk deal in pennies and bits, while aristocrats use crowns.

OTHER COMMODITIES

Gemstones, jewelry, promissory notes, deeds, and titles all have value and can be used in place of coin or trade goods. These items command their full value from an interested buyer. Characters can also sell or trade other goods. Used equipment is worth half its normal price or less.

AVAILABILITY

Availability describes how easy it is to find a particular item.

Common (C) items include those things that communities depend on for survival. These items can be found almost anywhere people live.

Uncommon (U) items require specialized training to produce and are thus available only in communities with populations of 1,000 or more.

Rare (R) items are made from expensive materials and require skilled craftsmanship and are available in communities with populations of 5,000 or more.

Exotic (E) items tend to be things of a magical nature, made from unusual materials, or require advanced and specialized training. These items can be found in communities with populations of 10,000 or more.

CARRYING LIMITS

You can reasonably carry or wear a number of items equal to your Strength score by holding them in your hands or strapping them to your body. If you exceed your limit, but no more than twice your Strength score, you become encumbered. While encumbered, you're slowed and you make all Strength and Agility rolls with 1 bane.

- **Clothing and Accessories:** Wearable items such as clothing, necklaces, rings, crowns, and the like count as one item. Elaborate apparel, heavy clothing, and costumes count as two items.
- **Coins and Gems:** Every ten loose bits and coins, as well as every five loose gems you carry, count as one item.
- **Containers:** A container and everything it contains counts as a single item. You could, for example, stuff your backpack with adventuring gear. While you keep the stuff in your pack, it counts as one item. You can fit about 500 coins or a 1-foot cube of items in a sack or backpack, 1,000 coins or a 2-foot cube of items in a metal box, and 5,000 coins or a 4-foot cube of items in a typical chest. A chest or an iron box is quite heavy and becomes heavier when loaded up. Such containers count as three items instead of one.

LIVING EXPENSES

In addition to keeping up with armor, weapons, and other equipment, characters must also pay for their living expenses to cover things like housing, food, clothing, and entertainment. Rather than account for each penny spent, the game abstracts expenses by letting you purchase a lifestyle. Starting characters determine their lifestyles randomly by rolling dice (see **Chapter 1** for details). You remain at that lifestyle during your first adventure. When you finish the adventure, you must buy another lifestyle. The benefits or drawbacks of the new lifestyle last until the end of the next adventure, at which point you must pay for your living expenses to remain at your current lifestyle, or pay the expenses for a different lifestyle.

LIVING EXPENSES

Lifestyle	Price
Destitute	—
Poor	2 cp
Getting By	1 ss
Comfortable	2 ss
Wealthy	1 gc
Rich	2 gc or more

The following entries describe the most typical examples of the basic lifestyles. They might include other drawbacks and benefits at the GM's discretion.

DESTITUTE

You live on the streets or in the wilderness. You struggle to get by, go without shelter and food for days, and have a miserable existence. At the start of the adventure, make a Strength challenge roll with 1 bane plus 1 bane for each consecutive adventure you started with this lifestyle. On a failure, you lose one object worth 1 ss or more of your choice. If you have no objects to lose, you become diseased. At the end of each day, make a Strength challenge roll with 1 bane. On a success, you remove the affliction.

POOR

You live in squalid conditions, possibly in a tiny rented room shared with others, and survive on meager stores. At the start of the adventure, make a Strength challenge roll. On a failure, you lose one object worth 1 ss or more. If you have no objects to lose, you instead become diseased as described under destitute.

GETTING BY

You earn enough to make ends meet. You likely have a rented room or a small hovel in a poorer part of the community.

COMFORTABLE

You live well enough and you have enough to cover all of your living expenses. At the start of the adventure, make an Intellect challenge roll with 1 bane. On a success, you save up 1d6 cp.

WEALTHY

You enjoy many of the finer things in life, having enough wealth to live in a fine house, have nice clothes, and enjoy a status that opens doors to the rich and powerful. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 1d6 ss.

RICH

You live in luxury. You probably have a townhouse or an estate in the country with servants in attendance and every comfort provided. At the start of the adventure, make an Intellect challenge roll. On a success, you save up 2d6 ss.

ARMOR AND CLOTHING

Armor includes any clothing designed to protect a wearer from harm and might be made from leather, mail, overlapping scales, or heavy plates. Wearing armor affects your Defense and what your character can do. See **Clothing** for additional information.

- **Type:** Armor is clothing, light armor, medium armor, or heavy armor. You make Strength challenge rolls with 1 bane to swim while you wear medium armor. You take a -2 penalty to Speed and you make Strength challenge rolls with 2 banes to swim while you wear heavy armor.
- **Requirement:** If you wear armor and do not meet or exceed its requirements listed in the table, you make all Strength and Agility rolls with 1 bane. In addition, you take a -2 penalty to Speed. The effects of not meeting the armor's requirements are cumulative with the other effects of wearing armor.
- **Defense:** Replace your Defense with the listed number while wearing clothing or armor.

LARGER AND SMALLER CREATURES

Listed armor prices are for creatures of Size 1 and Size 1/2. To determine the price of armor for larger or smaller creatures, multiply the price by the creature's Size. A suit of mail for a Size 2 creature would cost 2 gc, for example.

REPLACING EQUIPMENT

The game assumes you keep your gear in good repair, patching holes in your clothing, keeping your metal weapons oiled and sharpened, replenishing your stores of food and water with materials you forage during your travels, and recovering your ammunition. No matter how fastidious you are about keeping up with your goods, old items wear out and must be replaced. When you choose an expert path or master path, your old gear that is not magical in nature wears out and must be replaced.

PUTTING ON AND TAKING OFF ARMOR

You can put on or take off clothing using an action, but it takes time to put on and take off heavier armor. Light armor takes 1 minute, medium armor 5 minutes, and heavy armor 10 minutes. With help, you can put on and take off armor in half the time.

ARMOR DESCRIPTIONS

The following entries describe the most common forms armor takes in the game. A GM can adjust these descriptions as needed based on the place where the armor was found or purchased.

BRIGANDINE

Brigandine armor is clothing reinforced with metal strips between layers of leather or fitted with metal studs. It typically consists of a long-sleeved coat with greaves for the legs.

CLOTHING

Clothing includes everything from a peasant's rags to fine clothing suited to a lord or lady. For more information on clothing, see **Apparel and Accessories**.

FULL PLATE

This armor protects the body with large metal plates, bands, or splints worn over mail and padding. A suit includes a breastplate, greaves, guards, and a helmet.

HARD LEATHER

This suit consists of a breastplate, shoulder guards, greaves, boots, and a cap. Each component is boiled in oil and then shaped to conform to the wearer's body. Some suits feature studs or spikes.

MAIL

Mail is a woven mesh of metal loops or rings worn over padded clothing. The armor includes a hood, sleeved shirt, and leggings. It also comes with a helmet.

PLATE AND MAIL

This full suit of mail is reinforced with metal plates, bands, or splints. Such armor includes a breastplate, greaves,

CLOTHING AND ARMOR

Name	Defense	Price	Avail.
Clothing (No Strength Requirement)			
Clothing	Agility	Varies	C
Soft Leather	Agility + 1	2 ss	C
Light Armor (Requires Strength 11 or higher)			
Hard Leather	Agility +2	5 ss	C
Brigandine	13	5 ss	C
Medium Armor (Requires Strength 13 or higher)			
Mail	15	1 gc	U
Scale	16	2 gc	U
Heavy Armor (Requires Strength 15 or higher)			
Plate and Mail	17	5 gc	R
Full Plate	18	25 gc	E

guards, and other components worn over mail and a padded undergarment. It includes a full helmet.

SCALE

Scale is a woven mesh of small metal scales. It covers the torso, arms, and lower body. The suit also includes a helmet.

SOFT LEATHER

Basically leather clothing, soft leather offers minimal protection, but can be worn by anyone.



WEAPONS

The **Weapons** table shows several weapons available in the game world. Many weapons are grouped together. Despite their differences in shape and construction, they share identical statistics.

TYPE

Weapons are arranged by type. The type determines the requirements you must meet or exceed to wield the weapon effectively. If you attack with a weapon for which you do not meet the requirement, you make the attack roll with 1 bane.

DAMAGE

When you get a success on an attack with a weapon, the attack hits and you roll the indicated dice to determine the attack's damage.

HANDS

This entry tells how you hold the weapon. If the entry is "off," you can hold the weapon in your off hand or in your main hand. An entry of "one" tells you that you must hold the weapon in your main hand or both hands. Finally, an entry of "two" indicates that you must hold the weapon with both hands.

Creatures of Size 1/4 or smaller cannot hold two-handed weapons and must hold one-handed weapons with both hands.

If you wield a one-handed weapon sized for you with two hands, you gain a +1 bonus to your damage roll.

PROPERTIES

Many weapons have special rules, which are described here.

- **Cumbersome:** When you attack with this weapon, you make the attack roll with 1 bane.
- **Defensive +#:** You add the number to your Defense while you wield this weapon.

SPECIAL MATERIALS

Many peoples, such as faerie, cannot tolerate touching iron. They instead construct their armor and weapons from other materials, using bronze, bone, or wood. The prices for armor and weapons made from other materials are the same.

- **Shattering Weapons:** When you attack with a weapon that is normally made of metal and that is made from a material other than metal, it is at risk of breaking. If the total of the roll is 0 or less, the weapon takes damage equal to its Health and breaks.
- **Silvered Weapons:** Weapons plated in silver are useful when fighting certain monstrous creatures. You can silver any weapon that has a metal component by multiplying its price by 3. Silvered weapons count as exotic items.

- **Finesse:** You can make a Strength attack roll or an Agility attack roll for attacks made using this weapon.
- **Misfire:** When you attack with this weapon and the total of your attack roll is 0 or less, the weapon misfires. Roll a d6. On an even number, the weapon simply misfired and can be fired again once you spend 1 minute using tools to clear the barrel and repair the weapon. On an odd number, the weapon explodes and you take 2d6 damage.
- **Range (short, medium, or long):** This entry describes the normal range for the weapon. For details on the ranges used in the game, see **Range and Distance** in Chapter 2.
- **Reach + #:** You add the listed number to your reach when you attack with the weapon.
- **Reload:** You can attack with the weapon only if it's loaded. See **Reload** in Chapter 2.
- **Size 1:** You must be Size 1 or larger to wield this weapon.
- **Uses [ammunition]:** The weapon loses or fires a piece of ammunition of the type indicated. You must have a piece of ammunition for each attack you make with the weapon.
- **Thrown:** You can make a ranged attack with this weapon by throwing it.

WEAPONS FOR LARGER CREATURES

Multiply the weapon's price by the creature's Size to determine its price if it was created for a creature of Size 2 or larger. As well, a weapon for a larger creature (including unarmed strikes) deals 1d6 extra damage for each point of Size above 1. If the weapon normally deals less than 1d6 damage, first increase the damage to 1d6 for Size 2 and then increase the damage by 1d6 for each point of Size the creature is larger than 2.

AMMUNITION

You need ammunition to attack with projectile weapons such as bows, crossbows, and pistols.

AMMUNITION

Ammunition	Price
Arrows (5)	5 cp
Bolts (5)	5 cp
Bullets and Black Powder (5)	1 ss
Dart (5)	5 cp
Stones (5)	5 cp

TRACKING AMMUNITION

The importance of tracking ammunition varies from group to group. Check with your GM to see if any of the following optional rules are being used.

AMMUNITION RECOVERY

When using ammunition other than bullets, you can recover about half of all projectiles used.

WEAPONS

BASIC MELEE WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Axe	1d6 + 1	One	—	1 ss	C
Club	1d6	One	—	5 cp	C
Dagger or knife	1d3	Off	Finesse, thrown, range (short)	5 cp	C
Dart	1	Off	Finesse, thrown, range (short)	1 cp	C
Hammer or hatchet	1d3	Off	Thrown, range (short)	1 ss	C
Javelin	1d3	One	Finesse, thrown, range (medium)	1 ss	C
Sickle or spear	1d6	One	Finesse	1 ss	C
Staff	1d6 + 1	Two	Finesse	5 cp	C
Unarmed strike	1	Off	Finesse	—	—

RANGED WEAPONS

Name	Damage	Hands	Properties	Price	Avail.
Blowgun	1d3	One	Range (medium), uses needles	1 ss	U
Bow	1d6	Two	Range (long), uses arrows	5 ss	C
Crossbow	2d6	Two	Range (long), reload, uses bolts	1 gc	C
Hand crossbow	1d6	Off	Range (short), reload, uses bolts	2 gc	R
Longbow (requires Strength 9+)	1d6 + 1	Two	Size 1, range (long), uses arrows	1 gc	U
Pistol	2d6	Off	Misfire, range (medium), reload, uses bullets	5 gc	E
Rifle	3d6	Two	Misfire, range (long), reload, uses bullets	10 gc	E
Sling	1d3	Off	Range (medium), uses stones	5 cp	C

SHIELDS (REQUIRES STRENGTH 9 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Small shield	1	Off	Defensive +1	5 cp	C
Large shield (requires Strength 11+)	1d3	Off	Size 1, Defensive +2	1 ss	C

MILITARY MELEE WEAPONS (REQUIRES STRENGTH 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Battleaxe, flail, morning star, pick, or sword	1d6 + 2	One	—	5 ss	U
Glaive, halberd, or poleaxe	1d6 + 2	Two	Reach + 1	1 gc	U
Lance	1d6 + 1	Two	One hand while mounted, reach + 2	5 ss	U
Mace	1d6	Off	—	5 ss	C
Bastard sword or warhammer	2d6	Two	Cumbersome	1 gc	R
Pike	1d6	Two	Size 1, reach + 2	5 ss	U
Spear	1d6	One	Finesse, thrown, range (short)	1 ss	C
Trident	1d6	One	Thrown, range (short)	5 ss	U

SWIFT MELEE WEAPONS (REQUIRES STRENGTH OR AGILITY 11 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Chain, cutlass, long knife, scourge, or small sword	1d6	Off	Finesse	5 ss	U
Rapier, saber, or scimitar	1d6 + 1	One	Finesse	1 gc	U
Whip	1d3	Off	Finesse, reach + 1	5 ss	U

HEAVY MELEE WEAPONS (REQUIRES STRENGTH 13 OR HIGHER)

Name	Damage	Hands	Properties	Price	Avail.
Bastard sword or warhammer	2d6	One	Cumbersome	1 gc	R
Greataxe, greatsword or maul	3d6	Two	Cumbersome	2 gc	R

ABSTRACT SYSTEM

You are assumed to have enough ammunition to use your ranged weapon up to five times. After, whenever you attack with a weapon that uses ammunition and the total of your roll is 0 or less, you run out of ammunition for that weapon and you cannot make ranged attacks with the weapon until you replenish your stores.

IMPROVISED WEAPONS

You can also attack with objects you find around you. A frying pan, a door ripped from its hinges, or a petrified halfling can all serve when other weapons are not available. For an object to be an improvised weapon, it must be made from a hard material such as wood, stone, or metal. When you attack with an improvised weapon, you make the attack roll with 1 bane and the weapon deals damage based on how you wield it.

IMPROVISED WEAPON DAMAGE

Hands	Damage
Off	1
One	1d3
Two	1d6

**ADVENTURING GEAR**

Wise characters spend some time provisioning themselves and gathering gear they think will serve their purposes while resting up at an inn or other relatively safe location. The next several sections provide you with personal gear, potions, clothing, and services you might need.

PERSONAL GEAR

The following items are useful to any character making their way in a dangerous world. Items with special rules are described here.

ADVENTURER'S PACK

This item includes a backpack, bedroll, cutlery set, tinderbox, 3 torches, a coil of rope (20 yards), grapnel, a week of rations, and a waterskin.

CANDLE

You can use an action to light a candle. A lit candle fills an area with light out to a 1-yard radius centered on its space and burns for 1 hour.

LANTERN

You can use an action to light a lantern that is filled with oil. A lit lantern fills an area with light in a 10-yard radius centered on its space. A lantern filled with an entire flask of oil burns for 4 hours.

LANTERN, SPOTLIGHT

You can use an action to light a spotlight lantern that is filled with oil. A lit spotlight lantern fills a 20-yard-long cone-shaped area with light. A lantern filled with an entire flask of oil burns for 4 hours.

MATCHES

You can strike a match against a solid surface as a minor activity on your turn. The match turns darkness to shadows in a 1-yard-radius sphere centered on its space. It burns for 1 round.

OIL

You can attack with a flask of oil by throwing it at one creature or object within medium range. Make an Agility attack roll against the target's Agility. On a success, the oil covers the target and it remains covered until it spends 1 minute clearing it away. If a creature or object covered in oil takes damage from fire or lightning, the oil catches fire and deals 1d6 damage to the target. The target takes 1d6 damage at the end of each round for 1d6 rounds. A creature can use an action to extinguish the flames.

PERSONAL GEAR

Item	Price	Availability
Adventurer's pack	1 ss	Common
Backpack	1 cp	Common
Barrel	2 cp	Common
Bedroll	2 cp	Common
Blanket	1 cp	Common
Box, metal	5 cp	Uncommon
Candle	1 bit	Uncommon
Cards, deck	3 bits	Uncommon
Case, scroll	2 cp	Uncommon
Chest, wooden	4 cp	Uncommon
Cigars, box	1 cp+	Common
Cutlery set	5 bits	Uncommon
Dice	2 bits	Uncommon
Flask	1 cp	Common
Grapnel	1 cp	Uncommon
Hammer and 10 pitons	1 cp	Uncommon
Lantern	1 ss	Uncommon
Lantern, spotlight	5 ss	Uncommon
Manacles	5 cp	Uncommon
Map	1 ss	Uncommon
Matches	1 cp	Exotic
Mirror, small silver	1 ss	Rare
Oil, flask	1 cp	Common
Pipe	2 cp	Uncommon
Pipe tobacco	1 cp+	Common
Pole, 10-foot	1 cp	Common
Pouch	1 cp	Common
Pot, cooking	1 cp	Common
Quiver or case for bolts	5 bits	Common
Rations (1 week)	1 cp	Common
Rope, coil (20 yards)	1 cp	Uncommon
Sack	5 bits	Common
Spike, large iron	1 cp	Common
Tent, 2-person	5 cp	Uncommon
Tinderbox	1 cp	Common
Torch	5 bits	Common
Waterskin	1 cp	Common

TORCH

You can use an action to light a torch. A lit torch fills a sphere with a 5-yard radius centered on its space with light. A lit torch burns for 1 hour.

APPAREL AND ACCESSORIES

The items here assume standard quality and materials. Basic clothes include whatever people wear in the land where it was purchased. You can describe your clothes in whatever way you like.

CLOTHING AND ACCESSORIES

Item	Price	Availability
Belt	1 cp	Common
Cap	5 bits	Common
Cap, fine	1 ss	Rare
Cloak	5 cp	Common
Clothing, basic	5 cp	Common
Clothing, cold weather	8 cp	Uncommon
Clothing, courtier's	5 ss	Rare
Clothing, entertainer's	7 cp	Uncommon
Clothing, noble's	5 gc	Exotic
Clothing, royal	25 gc	Exotic
Coat, winter	1 ss	Common
Costume, elaborate	5 ss+	Rare
Costume, simple	5 cp	Uncommon
Dress, basic	5 cp	Common
Dress, fancy	5 ss+	Rare
Gloves, fine	1 ss	Rare
Gloves, work	1 cp	Common
Handbag	1 ss	Uncommon
Hat, lady's	1 ss	Uncommon
Hose, silk	8 cp	Uncommon
Jacket, light	5 cp	Common
Jewelry	1 ss+	Rare to exotic
Shirt	1 cp	Common
Shirt, fine	1 ss+	Rare
Shoes, fine	2 ss	Rare
Shoes, leather	2 cp	Common
Spectacles	5 ss	Rare
Suit, secondhand	1 ss	Uncommon
Suit, tailored	4 ss	Uncommon
Topcoat	1 ss	Uncommon
Top hat	8 cp	Uncommon
Trousers, basic	2 cp	Common
Trousers, fine	2 ss+	Rare
Uniform	5 cp	Uncommon
Vest	3 cp	Common
Vestments	1 ss	Uncommon
Work coveralls	3 cp	Common

CLOTHING

A set of clothing includes a shirt, trousers or skirt, undergarments, woolen socks, leather shoes, and a belt or sash. Cuts and styles vary from region to region. Materials and quality vary based on price and function. Additional accessories might be included in the price where appropriate. **Armor and Clothing** describes the rules for wearing clothing.



TOOLS

Characters need tools to make use of some professions and talents, as well as to cast spells from certain traditions. Here are descriptions for tools that have special notes or rules.

ALCHEMIST'S KIT

You use an alchemist's kit to brew potions, manufacture poisons, and create other special items.

CROWBAR

The crowbar grants 1 boon on Strength challenge rolls made to open doors, containers, and other objects that can be opened or closed.

CRYSTAL BALL

A 3-inch-diameter orb made from glass or crystal, it is important for the use of certain Divination spells.

DISGUISE KIT

You use a disguise kit to create a disguise for yourself or a willing creature you can reach. You can use an action to expend a use from the kit to start disguising the target creature. It takes 1 minute of work to complete the disguise.

The disguise can increase or decrease the target's height by a few inches; adjust weight by up to 25 percent of normal; change hair color and skin color; add or hide

distinguishing features; and cause the target to appear to be a different gender or a member of a different ancestry. The disguise is not good enough, however, to let a creature impersonate a specific person.

Once created, the disguise remains effective for as long as it is worn or until the creature is exposed to something that would ruin it—water, fire, a strong wind. A suspicious creature can recognize the disguise is false by using an action to make a Perception challenge roll and getting a success on the roll.

GARROTE

You can use the garrote when you grab a creature whose Size is no more than 1 larger than your own. You must wield the garrote with both hands. If you get a success on your attack roll, the target takes 1d6 damage from the cord being drawn tight around its neck and it becomes grabbed. If the target attempts to escape, it makes its attack roll with 1 bane.

HEALER'S KIT

You can use a healer's kit to tend to injuries of one creature within your reach. Expend a use from the kit and make an Intellect challenge roll. If the target is dying, you make the challenge roll with 1 bane. On a success, the target heals 1 damage.

HOLY WATER

You can attack with holy water by throwing it at a creature or object you can reach. Make an Agility attack roll against the target's Agility. On a success, you splash the target with the water and the target takes 1 damage per point of Corruption. If the target is a demon, devil, faerie, spirit, or undead, it takes 1d6 damage plus 1 per point of its Corruption.

HOURLASS

A slender neck connects the two glass bulbs of an hourglass so sand can pass from one to the other. It takes about an hour for sand to fully empty from a bulb.

IMPLEMENT OF MAGIC

An implement of magic is a prop used to cast a spell. It can be an athame—a mystical knife, a cauldron, a crystal, a fetish, a skull scrawled with runes, a medallion bearing a pentacle, or a wand. Implements of magic also include divination tools such as cards, dice, notched sticks, and so on.

KNUCKLEDUSTERS

Brass knuckles are sold in pairs. While you wear them, your attacks with unarmed strikes deal 1 extra damage. You can buy silver knuckledusters as if they were weapons.

LOCK PICKS

You can use an action to use lock picks to unlock a lock you can reach. Typically, it takes 1 minute of continuous work to

TOOLS

Item	Price	Availability
Alchemist's kit	5 ss	Exotic
Block and tackle	1 ss	Uncommon
Book, printed or tome	1 gc	Exotic
Crowbar	2 cp	Common
Crystal ball	1 gc	Exotic
Disguise kit (6 uses)	5 ss	Rare
Garrote	1 bit	Common
Healer's kit (6 uses)	5 ss	Uncommon
Holly and mistletoe	1 cp	Common
Holy symbol	5 cp	Common
Holy water	3 ss	Rare
Hourglass	1 ss	Rare
Implement of magic	1 ss	Uncommon
Knuckledusters	1 ss	Common
Lock picks	1 ss	Rare
Magnifying glass	1 ss	Exotic
Musical instrument	1 ss+	Rare
Navigator's instruments	2 ss	Exotic
Net	5 cp	Common
Poison	5 ss	Rare
Spyglass	100 gc	Exotic
Tool kit	1 ss	Common
Torturer's tools	2 ss	Uncommon
Writing kit	1 ss	Rare

make the attempt, during which time you must concentrate. When you finish working, make an Intellect challenge roll with 1 or more banes depending on the lock's quality. On a success, the lock opens.

MAGNIFYING GLASS

A magnifying glass grants 1 boon on Perception challenge rolls made to find hidden objects, tracks, or clues.

MUSICAL INSTRUMENT

This item includes a variety of percussion, wind, and stringed instruments. The GM sets the price based on the type of instrument sought. More exotic instruments cost 1 gc or more.

NAVIGATOR'S INSTRUMENTS

This case includes a sextant and an astrolabe, plus a compass, charts, and other tools useful for navigation.

NET

You can attack with a net by throwing it at one Size 2 or smaller creature or object within short range. Make a Strength attack roll against the target's Agility. On a success, the net hits and the target becomes slowed. While slowed in this way, the target makes attack rolls and Agility challenge rolls with 1 bane. A target creature slowed by the net can either use an action to cut its way free from the net, which ruins it, or can escape by getting a success on an Agility challenge roll. Another creature can use an action to remove the net, which also removes the affliction.

POISON

You can use an action to apply poison to an edged or pointed weapon; to coat up to three arrows, bolts, or darts; or to sprinkle the poison into food or drink.

When treated with poison, weapons and ammunition remain poisonous for 1 hour or until they deal damage. A creature that takes damage from the weapon or piece of ammunition must make a Strength challenge roll. On a failure, the creature becomes poisoned for 1 minute. If the creature is already poisoned, it takes 1d6 extra damage.

A creature that consumes poisonous food or drink must make a Strength challenge roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes poisoned for 1 minute. If already poisoned by the food or drink, it takes 3d6 extra damage.

A poisoned creature, from either use, must make a Strength challenge roll at the end of each round. On a failure, the creature takes 1d6 damage. Three successes remove this poisoned affliction.

SPYGLASS

Peering through the spyglass magnifies distant objects by 5 times.

TOOL KIT

A collection of tools used to work in one's profession.

TORTURER'S TOOLS

You can use an action to use the tools on one creature you can reach. You must concentrate for 10 minutes, during which time you use the tools to hurt the target, who must be present the entire time—usually because it is restrained in some way. At the end of the 10 minutes, make a Will attack roll against the target's Will. You can choose to deal damage to the target during the torture. The target takes 1d6 damage from the tools and you make the attack roll with 1 boon. On a success, you can ask the target one question. The target must answer the question truthfully or make up something if it doesn't know the answer.

FOOD AND ACCOMMODATIONS

Inns, road stations, and many taverns offer accommodations to travelers.

ANIMALS AND ANIMAL GEAR

You can purchase animals to carry your gear, fight at your side, or be your companions. Pets and small animals can be had for a few bits.

FOOD & ACCOMMODATIONS

Item	Price	Availability
Accommodations	1 cp+/night	Common
Ale, pint	2 bits	Common
Beer, pint	1 bit	Common
Feed	4 bits	Common
Mead, pint	4 bits	Common
Wine, common	4 bits	Common
Wine, good	2d6 cp	Uncommon
Wine, fine	2d6 ss	Rare
Meal, light	3 bits	Common
Meal, common	5 bits	Common
Meal, fine	5 cp	Rare
Opium	5 cp	Uncommon
Rotgut	2 cp	Common
Spirits, common	5 cp	Common
Spirits, fine	1 ss	Uncommon

ANIMALS AND ANIMAL GEAR

Item	Price	Availability
Bit and bridle	1 cp	Common
Dog (small animal)	5 cp	Common
Harness	1 cp	Common
Hawk (tiny animal, flier)	1 ss	Exotic
Horse, mule, or pony	2 ss	Common
Saddle	5 cp	Uncommon
Saddle bag	2 cp	Uncommon
Saddle blanket	1 cp	Uncommon
Warhorse	10 gc	Rare



HIRELINGS

You can hire companions to undertake tasks on your behalf and, sometimes, accompany you on your adventures. The GM has mechanics for these characters in **Chapter 10**.

COMMONER

Servants, torchbearers, laborers, and grooms perform the tasks they were hired to perform.

PROFESSIONAL

Alchemists, blacksmiths, jewelers, and scholars perform only those tasks for which they are trained and hired.

MERCENARY

Mercenaries are professional soldiers and fight for pay. They might quit your employ if abused, forced to take unnecessary risks, or otherwise mistreated.

HIRELINGS

Item	Price per Week
Commoner	5 cp
Professional	1 ss
Mercenary	5 ss

POTIONS

Potions are magical liquids brewed by apothecaries and alchemists.

USING POTIONS

You can use an action to drink a potion or administer it to a willing, defenseless, or unconscious creature you can reach. The potion takes effect at the end of the round in which it is consumed.

INJECTING POTIONS

You can buy potions loaded into syringes by increasing the price by 1 ss. You can use an action or triggered action on your turn to inject the potion into a willing, defenseless, or unconscious creature you can reach. The potion takes effect immediately.

POTION DESCRIPTIONS

Descriptions of the potion's effects follow.

ALERTNESS POTION

This potion is a milky white liquid that has a spicy aroma. When the potion takes effect, the creature makes Perception challenge rolls with 1 boon for 2d6 hours. Until the potion wears off, the creature cannot rest.

POTIONS

Potion	Price	Availability
Alertness	5 ss	Rare
Antitoxin	5 ss	Rare
Fire Resistance	5 ss	Rare
Fleeting Youth	1 gc	Exotic
Growth	5 ss	Exotic
Healing	2 ss	Uncommon
Invisibility	1 gc	Exotic
Panacea	10 gc	Exotic
Seeing	5 ss	Exotic

ANTITOXIN POTION

This bright green fluid has a foul smell. When the potion takes effect, the creature removes one poisoned affliction from itself and, for 1 hour, the creature makes challenge rolls to resist poisons with 1 boon.

FIRE RESISTANCE POTION

This bright red liquid has an acrid smell. When the potion takes effect, the creature takes half damage from the effects of fire and heat for 1 hour.

FLEETING YOUTH POTION

This pink liquid has a sweet smell and a flowery flavor. When the potion takes effect, the creature heals damage equal to its healing rate and appears to be in the prime of its life for 2d6 days.

GROWTH POTION

This thick, green potion has a yeasty smell and a bitter taste. When the potion takes effect, the creature, along with everything it wears and carries, increases to Size 2 or by 1 if it is already Size 2 or larger. It gains a bonus to Health equal to 2d6 and its weapon attacks deal 1d6 extra damage. Anything the creature drops that was affected by the potion instantly returns to its normal Size. The potion wears off after 1d6 minutes.

HEALING POTION

This clear, magical liquid smells faintly of alcohol. When the potion takes effect, the creature heals damage equal to its healing rate.

INVISIBILITY POTION

This clear liquid has no odor or flavor. When the potion takes effect, the creature becomes invisible. The potion wears off after 1d6 hours or immediately after the creature attacks.

PANACEA POTION

This rose-colored fluid has a sweet smell. When the potion takes effect, the creature removes all diseased and poisoned afflictions affecting it and heals damage equal to twice its healing rate.

SEEING POTION

This thick, tarry black liquid has a foul taste and offensive odor. When the potion takes effect, the creature can see into areas obscured by shadows or darkness as if those areas were lit out to the normal range of its vision. The potion wears off after 3d6 minutes.

INCANTATIONS

An incantation is magic written on a scroll, etched onto a wax tablet, or painted on a piece of pottery.

CREATING INCANTATIONS

You can create an incantation of a spell you have learned or copy an incantation you already possess. In either case, you must have a writing kit, special inks worth at least half the incantation's price, and a surface on which to write. It takes 1 hour to create an incantation.

USING INCANTATIONS

You use an incantation by reading it aloud, which expends it. You can read the incantation regardless of the language in which it was inscribed since the magic makes the text legible. If your Power is greater than the spell's rank, you expend the spell's casting and resolve its effects. If your Power is equal to or less than the spell's rank, make an Intellect challenge roll. You have 1 bane imposed on you for every rank your Power is lower than the spell's rank. So, if your Power is 1 and you attempt to cast a rank 4 spell, you would have 3 banes imposed on you for your challenge roll. On a success, you cast the spell as above. On a failure, the attempt fails and the incantation is ruined.

INCANTATIONS

Spell Rank	Price	Availability
Rank 0	1 ss	Uncommon
Rank 1	5 ss	Uncommon
Rank 2	1 gc	Rare
Rank 3	5 gc	Rare
Rank 4	10 gc	Exotic
Rank 5	50 gc	Exotic
Rank 6	100 gc	Exotic
Rank 7	250 gc	GM permission
Rank 8	500 gc	GM permission
Rank 9	1,000 gc	GM permission
Rank 10	5,000 gc	GM permission



magic

Magic makes the impossible possible. It is chaos that strains against order's imposition, the potential that resides in all things. Magic suffuses the world, unseen, unfelt, waiting for commands from those individuals with the power to wield it. This chapter describes the most common ways magic manifests in the world.

In its true form, magic is wild and unpredictable. Only when manipulated by a being with magical talent does it conform to the wielder's intent and produce the desired outcome as a spell.

All creatures have the potential to use magic, measured in the game by Power. The source of magical capacity varies from individual to individual: an ancient relic, inborn talent, academic training, faith in a distant god, or any number of other possibilities.

GODS AND MONSTERS

If the gods exist, they are disinterested supernatural beings at best. Nevertheless, individuals who pledge service to a god or gods can derive power from faith. When they cast spells, they draw upon their belief to seize magic and produce the desired effect.

Other supernatural entities attract devoted servants much as the divine beings do. The Faerie Queen of Alfheim, the dreaded Dark Lady, the Great Dragon, and, of

course, the Demon Lord all have followers who prostrate themselves before and who, through their devotion, wield magic in the names of these beings of immense power.

MAGICAL HERITAGE

Some individuals discover within themselves the potential to control magic. This capability often lies hidden until revealed in a time of extreme emotional distress such as pain, loss, or terror.

OBJECTS OF POWER

Certain objects can provide magical power to the individuals who wield them. Among other things, an object of power might be an ancient book, a staff or wand, a crystal ball, a child's toy, a sword drawn from a stone, or a statuette wrested from a grave. Their chosen wielders gain the power and knowledge required to cast spells or to supplement existing magical gifts. Sometimes an object of power is a relic. Other times it is just the source of a character's Power.

SCHOLARSHIP

Many magic-using individuals develop their techniques through study and training. At the Empire's height, magical academies trained students in all the great cities. Foremost

of these was the Tower Arcane, which still drifts through the skies above the old imperial capital of Caecras. In rural areas, wizards, witches, and others take on apprentices to pass down what they have learned to a new generation.

TRADITIONS OF MAGIC

All spells belong to **traditions**. Each tradition describes a category of magical effects that share common characteristics. The Fire tradition, for example, comprises spells that create, manipulate, or otherwise interact with fire and heat. Spells from the Life tradition heal the injured and cure the afflicted.

ASSOCIATED ATTRIBUTES

The traditions described in this book are associated with either Intellect or Will. You use the tradition's associated attribute when making a challenge roll or attack roll as part of casting a spell from the tradition. The **Traditions by Attribute** table lists the traditions described in this book and the attributes associated with them.

DISCOVERING TRADITIONS

To cast the spells associated with a tradition, you must **discover** the tradition. You might learn it from a dusty tome in a lost library, undergo instruction by a master wizard, or have it revealed to you by one of the ephemeral genies.

If your path allows you to discover magical traditions, its description tells you when you can do so. Discovery indicates you have learned the fundamental techniques required to cast spells from the tradition, represented by one of its rank 0 spells.

DARK MAGIC TRADITIONS

Certain traditions reveal fearful secrets known as **dark magic**. You gain 1 Corruption each time you discover a dark magic tradition. As well, each time you learn a spell from a dark magic tradition, roll a d6. If the number is less than the total number of dark magic spells you have learned, you gain 1 Corruption.

However, each dark magic spell you learn grants 1 boon on challenge rolls you make to avoid gaining Insanity.



SPELLS

A spell is a codified magical effect in the world with a predictable—or mostly predictable—outcome whenever it is cast. Anyone who has discovered the tradition to which

TRADITIONS BY ATTRIBUTE

Intellect	Will
Arcana	Air
Battle	Alteration
Conjuration	Celestial
Curse*	Chaos
Divination	Destruction
Enchantment	Earth
Forbidden*	Fire
Illusion	Life
Necromancy*	Nature
Protection	Primal
Rune	Song
Shadow	Storm
Technomancy	Theurgy
Teleportation	Transformation
Time	Water

*Indicates dark magic. See **Dark Magic Traditions** for special rules.

the spell belongs, or who reads the spell as an incantation (see **Chapter 6**), can cast the spell.

LEARNING SPELLS

If your path allows you to use magic, its rules text tells you when you can learn a new spell. When your path instructs you to do so, choose one spell from a tradition you have discovered and whose rank is equal to or lower than your Power score.

EXCHANGING SPELLS

Whenever you learn a new spell, you can exchange a spell you have previously learned for another spell of the same or lower rank. Such adjustments reflect the changing nature of magic and the development of your character's abilities.

CASTING A SPELL

You cast a spell you have learned by following this sequence.

- **Speak the Words:** Unless otherwise mentioned in the tradition's description, you must speak a mystic word or phrase to cast a spell. If you are prevented from speaking, you cannot cast the spell.
- **Wield the Implement:** You must have an implement of magic to cast a spell. An implement can be a wand, amulet, holy symbol, sacrificial knife, tome, or something else that is important to you. To attune an object, you must concentrate for 1 hour, during which time you maintain contact with it. At the end of this time, the implement becomes attuned to you until you become attuned to a different implement.

CASTINGS

Power	—Castings by Spell Rank—										
	0	1	2	3	4	5	6	7	8	9	10
0	1	—	—	—	—	—	—	—	—	—	—
1	2	1	—	—	—	—	—	—	—	—	—
2	3	2	1	—	—	—	—	—	—	—	—
3	4	2	1	1	—	—	—	—	—	—	—
4	5	2	2	1	1	—	—	—	—	—	—
5	6	3	2	2	1	1	—	—	—	—	—
6	7	3	2	2	2	1	1	—	—	—	—
7	8	3	2	2	2	1	1	1	—	—	—
8	9	3	3	2	2	2	1	1	1	—	—
9	10	3	3	3	2	2	1	1	1	1	—
10	11	3	3	3	3	2	1	1	1	1	1

- **Use an Action:** You use an action to cast a spell. Some spells can be cast using a triggered action, while others require you to concentrate for a period of time.
- **Expend the Casting:** You have a limited number of castings of each spell you learn. Your Power score determines the number of castings you have for each spell by rank, as shown on the **Castings** table. For example, if you have Power 2 and know two rank 0 spells, one rank 1 spell, and one rank 2 spell, you have three castings of each rank 0 spell, two castings of the rank 1 spell, and one casting of the rank 2 spell.

You must have at least one unexpended casting of a spell to cast it. When you successfully cast the spell, you expend a casting of it.

REGAINING EXPENDED CASTINGS

You regain all expended castings of your spells when you complete a rest and spend at least 1 minute in meditation, study, or performing a ceremony or ritual.

SPELL DESCRIPTION

All spell entries use the following format or a variation on it.

NAME	TRADITION TYPE #
Requirement Any requirements for casting the spell	
Target or Area [number and type] target or [shape and size] area within [range]	
Duration # rounds/minutes/hours/day/other/permanent	

Description of the effect (attack roll/challenge roll)

Triggered/Sacrifice/Permanence

Attack Roll 20+ Additional effect

TOP LINE

The top line of any spell includes the spell's name, the tradition to which it belongs, what type of spell it is, and the spell's rank (a number from 1 to 10).

A spell can be one of two types: **attack** or **utility**. Attack spells have harmful effects, and casting such a spell counts as making an attack. Utility spells have a variety of useful effects.

REQUIREMENT

If you must use special materials or perform something special to cast the spell, you'll find that information on this line.

TARGET

A spell can target creatures, objects, or something else (such as a point in space). This line specifies the spell's target or targets.

If a spell targets you and only you, its entry has no target line.

AWARENESS

You must be aware of a creature or object to target it with a spell; the target cannot be hidden from you. Some spells require you to be able to see the target.

TARGETING YOURSELF

When a spell specifies a target, you can choose yourself provided you meet all stated criteria for the being the spell's target.

UNWILLING TARGET

Even though utility spells are generally beneficial, the intended target might not wish to be affected. If you attempt to cast a utility spell on an unwilling target, you must make an attack roll using the attribute associated with the tradition against the target's Agility. On a success, the target is affected.

OBSCUREMENT

If an attack spell directs you to choose a target you can see and your intended target is in an obscured area, your attack

roll is subject to 1 or more banes depending on the degree of obscurement (see **Obscurement** in Chapter 2).

COVER

When you cast an attack spell against a covered creature's Defense or Agility, your attack roll is subject to 1 or more banes depending on the degree of cover (see **Attack with a Ranged Weapon** in Chapter 2). You must have an unobstructed path to the target unless the spell description says otherwise.

If a spell allows an Agility challenge roll to resist its effect, the target might benefit from intervening cover. Half cover grants 1 boon on the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the spell, unless the effect spreads around cover and can reach the target. Fragile materials such as cloth, glass, and paper might not provide cover, at the GM's discretion.

TARGETING OBJECTS

Unless the spell's text says otherwise, a spell specifying a target object can affect only an object you wear or carry, or an object that is neither worn nor carried by another creature.

AREA

Some spells have no target but affect the space defined by an area. An area can be a line, cone, cube, cylinder, sphere, or a special area defined in the entry.

ORIGIN POINT

All area effects have an origin point that you choose, within the range specified by the spell. This point is where the area is centered or where it originates from. If you're using a gridded map for a visual reference, the origin point is always on an intersection.

SIZE AND SHAPE

The entry describes the size and shape of the spell's area. The area always conforms to the open space in which it is cast. For example, if a spell creates a cube of poisonous gas 8 yards on a side, and you cast the spell in a smaller space, the spell effect would fill the available space and extend no farther.

You can always choose to reduce the size of a spell's area. For example, if a spell would affect a cube 4 yards on a side, you could make the cube 2 yards on a side instead.

When the rules describe an area of space, the area must be open; that is, not fully occupied by other creatures or objects.

- **Cones** extend away from their origin points. For each 1 yard of a cone's length, it gains 1 yard of height and width. Thus, a 3-yard-long cone would be 1 yard wide and tall in the first yard, 2 yards wide and tall in the second, and 3 yards wide and tall at its maximum length.

- **Lines** extend away from their origin points, maintaining a constant width. Lines might also have a height, producing a wall-like effect. Some lines are *shapeable*, which allows you to bend them at 90-degree angles. For each 1 yard of the line's length, you can change its direction once.
- **Cylinders** and **spheres** center on origin points and extend in all directions from them. **Cubes** extend away from their origin points; the point can lie on a corner or a side of the cube.

COVER AND OBSCUREMENT

Creatures and objects in areas affected by spells do not benefit from obscurement.

A creature or object in a spell's area can benefit from cover for Agility challenge rolls to resist the spell's effect, if the cover lies between it and the spell's origin point. Half cover grants 1 boon on the roll, and three-quarters cover grants 2 boons. A totally covered target is not affected by the spell, unless the effect spreads around cover and can reach the target. Fragile cover might offer no protection, at the GM's discretion.

SPREADS

If a spell description states that it spreads through the area, its effects move around obstacles out to the area's maximum distance. Creatures in the area of such spells do not benefit from cover.

RANGE

The target or area line also specifies the spell's range, which is the maximum distance from you where the spell can take effect. See **Range and Distance** in Chapter 2 for details on ranges.

DURATION

This line tells you how long the spell's effect lasts. If the spell takes effect instantaneously, this line is absent.

Some attack spells take effect instantaneously but produce ongoing effects. They do not have a Duration entry.

- **End of the Round:** The effect continues until the end of the round in which the spell was cast.
- **1 Round:** The effect continues until the end of the round following the round in which the spell was cast.
- **Concentration:** The spell normally lasts for 1 round, but you can use the concentrate action to extend its duration as described in Chapter 2.

PERSISTENCE

Summoned or created creatures or items, as well as illusions, remain in existence for the spell's duration unless destroyed before then, and can freely leave the area in which they appeared unless stationary.



VOLUNTARILY ENDING AN EFFECT

You can use an action to end a spell's effect before its duration expires.

EFFECT

This entry describes what happens when you cast the spell. It's essentially a series of instructions.

ATTACK

Many attack spells instruct you to make an attack using the specified attribute against the target's Defense or an attribute. If so, the spell tells you what happens on a success. Typically, nothing happens on a failure—the magical energy fails to strike or affect the target. Attack rolls against Defense and Agility are subject to obscurement and cover.

DAMAGE

If the attack roll results in a success, the target takes damage as described in the spell's effect. The target might be subject to other effects as well.

A creature takes damage from the effect of a particular casting of a spell only once per round. For example, a creature that moves back and forth across a *wall of fire* in

the same round takes damage from being in the spell's area just once that round.

ATTACK ROLL 20+

Some spells have an additional effect if the total of the attack roll was 20 or higher and exceeds the score of the attribute or characteristic by 5 or more.

OTHER EFFECTS

If the spell has any additional effect on a target, it is described here. The effect's description also tells you how long it lasts if it is not instantaneous.

Some effects require challenge rolls to resist the spell's effect. If so, the effect's description states what attribute is used to make the roll.

MOVING A TARGET

Some spells move the target as part of their effect. Unless the effect specifies otherwise, this movement is along the ground or floor; it does not use special movement modes.

COMBINING SPELL EFFECTS

A target or area can be subject to any number of different spells, but it is affected by a particular spell only once,

even if the spell is cast multiple times, and only by the most recent casting of that spell. For example, successfully casting the *compel* spell on a target already under the effect of another *compel* spell would replace the effect of the older casting. Similarly, if a creature is in the overlapping areas of two *acid rain* spells, it suffers only the effects of the one most recently cast.

TRIGGERED

Some spells can be cast using a triggered action instead of an action. In such cases, the spell's entry states the trigger for casting it this way and any changes to the effect for doing so.

SACRIFICE

Some spells allow you to expend their casting to cast a different spell, even if the other spell has no castings remaining or if you don't know that spell. Sacrificing a spell in this way takes an action, just like casting a spell normally.

PERMANENCE

The effects of some spells can be made permanent by performing specified actions.

AIR

Spells of the Air tradition harness the power of the wind, allowing casters to direct it where they will. Many users of Air magic discover the tradition by forging a bond with wind genies encountered in high places or in areas where the air is never still. Others come to it by studying the ancient writings of accomplished elementalists and mastering the mystic phrases required to control the air.

Once you have discovered this tradition, the air always moves around you. It stirs your hair, rustles your clothing, and whispers in your ears. Some find the constant motion maddening. You might take comfort from the ever-present companionship of your favored element. Each time you cast an Air spell, the air moving around you picks up speed—just enough to cause flames to flicker and to disturb lightweight objects.

STIR THE AIR

AIR UTILITY 0

Area A sphere with a 2-yard radius centered on a point you can reach

Duration 1 minute

You create a light breeze in the area, which moves with you for the duration. The breeze clears away odors and dust, scatters lightweight objects such as papers, extinguishes candles, and causes larger flames to flicker and dance. Creatures in the area that attack you with thrown or ranged weapons make their attack rolls with 1 bane.

WIND BLAST

AIR ATTACK 0

Target One creature or object within short range

A powerful wind assails the target. Make a Will attack roll against the target's Strength. On a success, the wind moves the target 1d6 yards away from you.

Attack Roll 20+ The target falls prone at the end of this movement.

EVOKE GALE

AIR ATTACK 1

Area A cone, 3 yards long, originating from a point within short range

A howling wind disperses vapors, fog, smoke, and gas from the area. Unprotected flames gutter out, and lightweight objects are blown to the nearest edge of the area. Each creature in the area must get a success on a Strength challenge roll or be moved 1d6 yards away from the origin point. Flying creatures make the roll with 1 bane.

FLENSE

AIR ATTACK 1

Target One creature or object within short range

Windborne grit scours your target. Make a Will attack roll against the target's Strength. On a success, the target takes 2d6 + 3 damage. A living creature that becomes incapacitated by this damage dies instantly, its flesh (if any) stripped from its bones.

Attack Roll 20+ The target takes 2d6 extra damage.

GLIDE

AIR UTILITY 1

Target One creature within long range

Duration 1 minute

Triggered You use a triggered action to cast this spell when you see the target fall. For the duration, the target takes no damage from landing after a fall. If it continues to fall after the effect ends, it takes damage based on where it continues falling from.

STILL THE AIR

AIR UTILITY 2

Area A sphere with a 4-yard radius centered on a point within medium range

Duration 1 hour

For the duration, no sound emanates from or reaches into the area. Creatures in the area are deafened and are immune to any sound-based attack, such as the *thunderclap* spell.

THUNDERCLAP

AIR ATTACK 2

Area A sphere with a 10-yard radius centered on a point within medium range

A wave of thunderous noise spreads out from the center of the area, dealing 1d6 + 1 damage to everything in it. Each creature in the area must make a Strength challenge roll, taking half the damage on a success. On a failure, the creature also becomes deafened for 1 minute.

BESTOW FLIGHT

AIR UTILITY 3

Target One creature you can reach

Duration 1 hour

You touch the target. It can fly at its normal Speed for the duration.

FLING

AIR ATTACK 3

Area A cylinder, 4 yards tall with a radius of 4 yards, centered on a point within long range

A powerful blast of wind erupts from the origin point. Each creature in the area must make a Strength challenge roll;

Size 1 or smaller creatures make the roll with 1 bane. On a failure, it falls prone and is moved 5d6 yards away from the origin point. If it encounters a solid surface before moving the full distance, it and the surface it strikes each take 1d6 damage plus 1d6 extra damage per 5 yards remaining in this movement (round down).

CREATE CYCLONE

AIR ATTACK 4

Area A line, 20 yards long, 10 yards high, and 2 yards wide originating from a point within long range

A powerful whirlwind appears at one end of the area and moves along and through it, dealing 3d6 damage to anything whose space it enters. Each unsecured object damaged in this way is moved 1d6 yards in a direction you choose. Each creature damaged in this way must make a Strength challenge roll. On a failure, it is moved 1d6 yards in a direction you choose and falls prone. On a success, it just takes half the damage.

BIND WIND GENIE

AIR UTILITY 5

Target A cube of air, 2 yards on a side, originating from a point within long range

Duration 1 minute

At the end of the round in which you cast this spell, the target cube becomes a Size 2 **wind genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

ALTERATION

Alteration magic changes the fundamental capabilities of creatures and bestows on them new properties, abilities, or traits. Learned magic-users commonly study this tradition; both witches and wizards appreciate the advantages its spells grant to themselves and their allies.

Since Alteration magic augments and transforms, it's believed to tap into the more chaotic aspects of magical energy. Some students of the tradition discover it after exposure to raw, uncontrolled magic, further lending credence to this theory.

Your study of such magic often results in physical changes. At first, these are subtle: a scar or blemish disappears, or facial features soften. Extensive study leads to more profound changes; you might lose all pigment from your body or have indistinct features. The most powerful masters of Alteration magic are rumored to have no faces at all.

COMPREHENSION

ALTERATION UTILITY 6

Target You and one creature you can reach

Duration Concentration, up to 1 minute

You touch the target. Provided it knows at least one language, you can communicate with the target for the duration while you maintain physical contact with it, regardless of whether you share any languages.

DISTORT APPEARANCE

ALTERATION UTILITY 6

Target One creature you can reach

Duration 1 minute

You touch the target, causing it to appear indistinct. For the duration, when the target attempts to hide, it makes the

Agility challenge roll with 1 boon and creatures that can see the target and attack its Defense or Agility make their attack rolls with 1 bane.

ENHANCE SENSES

ALTERATION UTILITY 1

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it gains a +5 bonus to Perception and can see in areas obscured by shadows or darkness as if those areas were lit; however, it makes challenge rolls with 1 bane to resist becoming blinded or deafened.

SPIDER CLIMB

ALTERATION UTILITY 1

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it can move at its Speed across walls, ceilings, and overhangs, and it never needs to make a challenge roll to climb.

UNDERWATER ADAPTATION

ALTERATION UTILITY 1

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it can breathe water as easily as it breathes air, moves at full Speed while swimming, and never needs to make a challenge roll to swim.

BOLSTER ATTRIBUTE

ALTERATION UTILITY 2

Target One creature you can reach

Duration 1 minute

You touch the target. Choose Strength, Agility, Intellect, or Will. For the duration, when the target makes an attack roll or challenge roll using the chosen attribute, it makes the roll with 1 boon.

BOLSTER DEFENSE

ALTERATION UTILITY 2

Target: One creature you can reach

Duration: 1 minute

You touch the target. For the duration, the target gains a +5 bonus to Health, and attack rolls against the target are made with 1 bane.

ALTER SIZE

ALTERATION UTILITY 3

Target One creature you can reach

Duration 1 minute

You touch the target, which grows or shrinks and remains at its new Size for the duration. Everything the target wears and carries also grows or shrinks to accommodate the new form, though if such an object leaves the target's possession it immediately returns to its normal size.

If the target grows, its Size doubles and it gains a +10 bonus to Health. Its weapon attacks deal 1d6 extra damage if its new Size is 3 or less, or 2d6 extra damage if its new Size is 4 or more. If the space the target occupies is not large enough to accommodate its new Size, the target takes 5d6 damage and the effect ends immediately.

If the target shrinks, its Size is halved. It deals half damage with weapon attacks, makes Strength attack rolls and challenge rolls with 1 bane, and makes Agility attack rolls and challenge rolls with 1 boon.

REGENERATION

ALTERATION UTILITY 3

Target One living creature you can reach
Duration 1 minute

You touch the target. At the end of each round for the duration, the target heals damage equal to half its healing rate.

MALLEABILITY

ALTERATION UTILITY 4

Target One creature you can reach
Duration 1 hour

You touch the target. For the duration, it can move at its full Speed across difficult terrain, move through spaces occupied by other creatures regardless of their Size, and move freely through openings at least 1 inch wide. As well, for the duration, the target cannot fall prone and is immune to the grabbed, immobilized, and slowed afflictions.

AWAKEN POTENTIAL

ALTERATION UTILITY 5

Target One creature you can reach
Duration 1 hour

You touch the target. Choose Strength, Agility, Intellect, or Will and roll 1d6. The target gains a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. The increase also affects any characteristic associated with the attribute.

ARCANA

The oldest form of magic known to mortals, Arcana represents the sum of magical research conducted by wizards for thousands of years. Spells from the tradition offer reliability, having been refined and perfected by the masters. Wizards often learn the Arcana tradition first.

ARCANE ARMOR

ARCANA UTILITY 0

Requirement You must not be wearing armor.
Duration 4 hours

An invisible field of force springs into existence around you, granting a +2 bonus to your Defense for the duration. As well, for the duration, normal precipitation does not touch you, light wind does not affect you, and you are not discomfited by cold or heat, though you still take damage from cold and fire.

MAGIC DART

ARCANA ATTACK 0

Target One creature or object within long range

A magical dart flies from your fingertip. The dart automatically hits, provided there is an unobstructed path between you and the target. The target takes 1d3 + 1 damage.

ARCANE SHIELD

ARCANA UTILITY 1

Duration 1 minute

For the duration, a barrier of energy shields you, imposing 1 bane on attack rolls against your Defense or Agility.

Triggered When a creature makes an attack roll against your Defense or Agility, you can use a triggered action to cast this spell. The triggering creature makes the attack roll with 3 banes, and then the effect ends.

ARCANE SIGHT

ARCANA UTILITY 1

Duration 1 minute

For the duration, you see auras around creatures, objects, and areas affected by magic. At the GM's discretion, you might also learn the tradition to which the magic belongs.

UNERRING DARTS

ARCANA ATTACK 1

Target Up to three creatures or objects within long range

Seven magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits, provided there is an unobstructed path between you and the target. A target takes 1 damage for each dart that hits it.

EMPOWERED MAGIC

ARCANA UTILITY 2

Duration 1 minute

For the duration, when you cast an attack spell, you make any required attack roll with 1 boon, and challenge rolls made to resist the spell's effect are made with 1 bane.

EXPLOSIVE DARTS

ARCANA ATTACK 2

Target Up to three creatures or objects within long range

Three magical darts fly from your fingertip, divided as you choose among the targets. Each dart automatically hits provided there is an unobstructed path between you and the target.



Each dart deals 1 damage to its target, then explodes in a 1-yard radius from a point within the target's space. Everything in the area takes 1d6 + 1 damage, or half the damage with a success on an Agility challenge roll.

ARCANE LIGHTNING

ARCANA ATTACK 3

Area A cone, 5 yards long, originating from a point you can reach

Lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success.

DESTROY MAGIC

ARCANA UTILITY 3

Area A cube, 5 yards on a side, originating from a point within medium range

All effects created by rank 3 or lower spells that affect anything in the area end immediately.

HARNESS MAGIC

ARCANA UTILITY 4

Duration See the effect

Roll 1d6 + 3 to determine how many points of magical energy you harness. You retain these points until you complete a rest or you spend them. While you have points remaining, you cannot again cast harness magic. You can cast a spell you have learned by spending a number of points of magical energy equal to the rank of the spell (minimum 1) without expending a casting from that spell.

ARCANE RETRIBUTION

ARCANA ATTACK 5

Duration 4 hours; see the effect

You gain a +5 bonus to Defense for the duration. The next time a creature within short range of you would get a success on an attack roll with a weapon against you, this effect ends and the success automatically becomes a failure. The triggering creature must make a Strength challenge roll. On a failure, it takes 10d6 damage, is moved 2d6 yards away from you, and falls prone. It takes half the damage on a success.

BATTLE

Battle spells awaken and enhance combat capabilities. Armed with these spells, Battle casters can fight with skill rivaling that of the greatest warriors in the land. They move with enhanced speed and dexterity, strike with uncommon precision, and send foes reeling.

BATTLE MADNESS

If you know any spells from the Battle tradition, you are at risk of battle madness. Whenever you go mad, you suffer battle madness instead of rolling on the **Madness** table.

While gripped by battle madness, you must take a fast turn each round and use an action to attack the creature nearest to you, making a charge if necessary. You regard all creatures as foes, determining your target randomly if more than one is available. At the end of each round, roll a d6. On a roll of 5 or higher, the battle madness ends.

The tradition is thought to be young, developed by orcs who displayed some penchant for magic during their interminable service to the emperor. Even though they are now freed from slavery's yoke, orcs study Battle magic to blend its power with their considerable combat skills. Some scholars believe the tradition has even older roots, originating among faerie folk who resisted human expansion into their realms. Whatever its source, Battle magic finds practitioners among almost every people in the land.

Discovering the tradition typically results from combat training. When one's mettle is tested and the blood boils in the heat of battle, sometimes a weapon strike carries added magical might.

AUGMENTED ATTACK

BATTLE ATTACK 0

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute.

CELERITY

BATTLE UTILITY 0

You move up to twice your Speed. This movement does not trigger free attacks.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead move up to your Speed without triggering free attacks.

CLOSE WOUNDS

BATTLE UTILITY 1

You heal damage equal to your healing rate.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead heal damage equal to half your healing rate.

MIGHTY ATTACK

BATTLE ATTACK 1

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage.

RESOUNDING ATTACK

BATTLE ATTACK 1

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes damage as normal and becomes dazed for 1 round.

ARC OF DEATH

BATTLE ATTACK 2

Target Each creature you choose that you can reach

You sweep your melee weapon around you in a deadly arc, dealing 3d6 + 3 damage to each target instead of the weapon's normal damage. Each target takes half the damage with a success on an Agility challenge roll.

MOUNTAIN FALL

BATTLE ATTACK 2

You fly up to twice your Speed, then land. When you land, a shock wave spreads out through the ground in a 4-yard radius from a point within your space. Each creature on the ground must make an Agility challenge roll. On a failure, the creature takes 2d6 damage and falls prone.

BATTLE PROWESS**BATTLE UTILITY 3****Duration** 1 minute

You bolster your fighting skills. For the duration, whenever you attack with a weapon, you can make the attack roll twice and use the better result. As well, your weapon attacks deal 1d6 extra damage for the duration.

METEORIC ASSAULT**BATTLE ATTACK 3**

You move up to twice your Speed in a straight line. During this movement, you can make a weapon attack against each creature you can reach, but no more than once per creature. For each attack after the first, you make the attack roll with 1 bane and each attack deals 1d6 extra damage. You can use Intellect instead of the attack's normal attribute.

WALL OF SWORDS**BATTLE ATTACK 4**

Area A line, 20 yards long, 5 yards high, and 2 yards wide originating from a point within long range

Duration 1 hour

A wall of slashing swords forms in the area and remains for the duration. It totally covers everything behind it. When the wall appears, everything in the area takes 5d6 damage. A creature takes half the damage with a success on an Agility challenge roll.

Creatures can move through the area, treating it as difficult terrain. When a creature enters the area from outside, or if it is inside the area at the end of the round, it must get a success on an Agility challenge roll or take 3d6 damage.

STRIKE LIKE LIGHTNING**BATTLE ATTACK 5**

Area A sphere with a radius equal to half your Speed centered on a point you can reach

You move like a blur, striking furiously as you go. Each creature you choose in the area must make an Agility challenge roll with 1 bane. On a failure, it takes 4d6 + 3 damage. Then move up to half your Speed. This movement does not trigger free attacks.

CELESTIAL

Spells from the Celestial tradition call on the light and energy of the sun and stars to drive back the darkness spreading across the world.

BURNING BEAM**CELESTIAL ATTACK 0****Target** One creature or object within medium range

A fiery beam leaps from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes blinded for 1 round.

LIGHT**CELESTIAL UTILITY 0****Target** One object you can reach**Duration** 1 hour

You touch the target, and light shines from it in a 5-yard radius for the duration.

FLASH**CELESTIAL ATTACK 1****Target** One sighted creature within short range

A flash of brilliant light appears before the target. Make a Will attack roll against the target's Perception. On a success, the target becomes blinded for 1 round.

Attack Roll 20+ The target instead becomes blinded for 1 minute.

PERSISTENT LIGHT**CELESTIAL UTILITY 1****Target** One object you can reach**Duration** 8 hours

You touch the target, and light shines from it in a 10-yard radius for the duration.

RAINBOW BURST**CELESTIAL ATTACK 1****Target** A point in space within medium range

A glowing speck flies in a straight line from your fingertip toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes in colorful lights. The lights spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Each sighted creature in the area must succeed on a Perception challenge roll or become dazed for 1 round.

DAWN**CELESTIAL UTILITY 2**

Area A sphere with a 10-yard radius centered on a point within long range

Duration 1 hour

Sunlight spreads through the area for the duration, ending magical shadows or darkness in the area created by spells of rank 2 or lower.



SUNRAYS

CELESTIAL ATTACK 2

Target Up to three creatures or objects within medium range

Three blazing beams fly from your hand, divided as you choose among the targets. For each beam, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. If it can see, it also becomes impaired for 1 round.

Attack Roll 20+ The target takes 1d3 extra damage.

RADIATION

CELESTIAL ATTACK 3

Area A sphere with a 3-yard radius centered on a point within long range
Duration 1 minute

A dim green glow spreads through the area, turning darkness to shadows for the duration. Everything in the area takes 1d6 damage when you cast the spell and at the end of each round thereafter for the duration. Each creature that takes damage in this way must make a Strength challenge roll. On a failure, it becomes fatigued for 1 round and is slowed while fatigued in this way. On a success, the creature takes half the damage.

STARFALL

CELESTIAL ATTACK 3

Target A point in space within medium range

A mote of white light appears anywhere within range and streaks toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 3-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 2d6 + 2 damage to everything in the area. Each creature in the area must make a Strength challenge roll. It becomes impaired for 1 round on a failure, or just takes half the damage on a success.

NOVA

CELESTIAL ATTACK 4

Area A sphere with an 8-yard radius centered on a point you can reach

Brilliant light explodes to spread through the area. Each creature in the area other than you takes 2d6 + 2 damage and must make a Strength challenge roll. It becomes blinded for 1 round on a failure, or just takes half the damage on a success.

SUNBEAM

CELESTIAL ATTACK 5

Area A line, 25 yards long and 1 yard wide, originating from a point you can reach

You loose a beam of brilliant, blazing light from your hand, dealing 3d6 + 3 damage to everything in the area. Each creature that takes damage in this way must make a Strength challenge roll. It becomes blinded for 1 minute on a failure, or just takes half the damage on a success.

CHAOS

Chaos spells draw on destructive magic, making them unpredictable and dangerous.

CHAOS BOON

CHAOS UTILITY 0

Duration 1 minute

For the duration, you roll a chaos die (a d6) whenever you make an attack roll or a challenge roll. You apply an odd

number as a penalty to the d20 roll and an even number as a bonus to the roll.

ERRATIC BOLT

CHAOS ATTACK 0

Target One creature or object within medium range

A sparkling, fizzing blob of color flies from your hand. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage. After the attack roll, roll a d6. On a 6, repeat the attack against a different target, friend or foe, within medium range of the previous target. You choose the target if more than one is possible.

Attack Roll 20+ The target takes 1d6 extra damage.

CAPRICIOUS DEVASTATION

CHAOS ATTACK 1

Target One creature or object within medium range

A flickering ball of energy leaps from your hand. Make a Will attack roll against the target's Agility and roll a d6. You apply an odd number as a penalty to the attack roll and an even number as a bonus to the roll. On a success, the target takes 2d6 damage, plus 2d6 extra damage if you had a penalty on the attack roll from this spell.

Attack Roll 20+ The target also teleports 1d6 yards to an open space in a direction you choose.

FOLD SPACE

CHAOS UTILITY 1

Roll 2d6. You teleport to an open space of your choice within a number of yards equal to the total of the roll.

Triggered You can use a triggered action to cast this spell on your turn. If you do so, you roll 1d6 instead of 2d6 to determine the distance teleported.

IRIDESCENT SHIELD

CHAOS UTILITY 1

Duration 1 hour; see the effect

A shimmering, colorful field springs into existence around you. Roll a d6 and add the number as a bonus to your Defense. Each time a creature makes an attack against your Defense, reduce this bonus by 1 (to a minimum of 0, which ends the effect).

COLOR OF MAGIC

CHAOS ATTACK 2

Target A point in space within medium range

A colorful globe speeds from your hand toward the target. When it reaches that point, or if it encounters a solid creature or object before then, it explodes. Chaotic, colorful energy spreads through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space. Everything in the area takes 1d6 + 1 damage. If you rolled an odd number on the damage die, everything in the area takes 3d6 extra damage.

FLICKER

CHAOS UTILITY 2

Duration 1d6 minutes

You pop in and out of existence. At the end of each round for the duration, roll a d6. You teleport to an open space within a number of yards equal to the number rolled. If the number was odd, the GM chooses where you appear. If even, you choose.

CHAOTIC LANCE

CHAOS ATTACK 3

Area A shapeable line, 15 yards long and 2 yards wide, originating from a point you can reach

A stream of colorful energy spreads through the area. Each creature in the area must make a Will challenge roll. It takes 5d6 + 5 damage on a failure, or heals 2d6 + 5 damage on a success.

WILD MAGIC

CHAOS UTILITY 3

Area A sphere with a radius of 1d6 yards centered on a point you can reach

Weird lights, strange sounds, and other oddness spreads out through the area. Roll a d20 to see what happens.

WILD MAGIC

d20 Roll	Effect
1	1d6 small demons appear in open spaces within the area. They are <i>not</i> friendly.
2-3	Each creature in the area gains 1 Insanity.
4-5	Each creature in the area makes attack rolls and challenge rolls with 1 bane for 1 round.
6-8	Each creature in the area takes 3d6 + 5 damage, or half the damage with a success on a Strength challenge roll.
9-13	You regain the casting of this spell.
14-15	Each creature in the area heals 3d6 + 5 damage.
16-17	Each creature in the area makes attack rolls and challenge rolls with 1 boon for 1 round.
18-19	Each creature in the area can take one extra turn before the end of the next round.
20	You regain the casting of one rank 3 or lower spell.

MIRROR FIELD

CHAOS UTILITY 4

Area A shapeable line, 10 yards long, 5 yards tall, and 1 yard wide, originating from a point within medium range
Duration 1 minute

A mirror-like barrier fills the area for the duration, totally obscuring the area behind it. When a creature enters its space, roll a d6. An even number causes the creature to move 1 yard through the barrier to an open space on the other side (it chooses the direction). An odd number teleports the creature to an open space of your choice on a solid horizontal surface within a number of yards equal to the number rolled.

SINGULARITY

CHAOS ATTACK 5

Area A sphere with a 10-yard radius centered on a point in space within long range
Duration 1 round

A roiling clot of color appears at the origin point and remains for the duration. When you cast the spell, unsecured objects in the area are moved 2d6 yards toward the origin point.

Each creature within the area when you cast the spell or that enters the area must make a Strength challenge roll with 1 bane. On a failure, the creature is moved 2d6 yards toward the origin point and cannot move away from it for the duration. Any creature or object that reaches that point takes 10d6 damage. If it becomes incapacitated by this damage, it is erased utterly from existence, its body and soul vanishing forever.

When the effect ends, the clot explodes, dealing 4d6 damage to everything in the spell's area. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

CONJURATION

Conjuration spells create objects and creatures from threads of magical energy. The tradition requires a keen mind and a deft hand. Much Conjuration magic is recorded in tomes and grimoires, though understanding and discovering its power requires a skilled teacher.

Not long after you learn your first Conjuration spell, you begin to hear a constant, faint humming noise. The sound grows in intensity as you learn more spells from the tradition, a manifestation of your ability to perceive the magical energy you weave into creatures and objects. The humming doesn't interfere with your abilities, but it is always with you.

CONJURE USEFUL ITEM

CONJURATION UTILITY 0

Area A cube of space, 1 yard on a side, originating from a point you can reach
Duration 1 minute

A Size 1 or smaller object that is neither magical nor worth more than 1 ss appears in the area.

DIRECT CONJURATION

CONJURATION UTILITY 0

Target One creature within short range created by your casting of a Conjuration spell

You move the target up to half its Speed.

CONJURE FEAST

CONJURATION UTILITY 1

Area A cube of space, 2 yards on a side, originating from a point you can reach
Duration 1 hour; see the effect

A sumptuous, wholesome feast appears on horizontal surfaces in the area, enough to sustain up to five creatures for one day. Anything not consumed vanishes when the effect ends.

CONJURE SMALL MONSTER

CONJURATION UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 minute

One compelled **small monster** appears in the area.

CONJURE WEAPON

CONJURATION UTILITY 1

Duration 1 hour

A weapon or bundle of ammunition appears in your hand or hands, or at your feet if you don't have a hand free.

CONJURED MONSTERS

Monsters created by Conjuration spells can have any appearance you choose, though no form can be frightening or horrifying. See the **Monster** entry in **Chapter 10**. A monster could look like a wolf, an animated tree, or a slick of tarry fluid without changing its game statistics. When the effect ends, or the monster becomes incapacitated, it evaporates into a cloud of sparkling motes.

CONJURE STEEDS

CONJURATION UTILITY 2

Target A cube, 10 yards on a side, originating from a point within medium range and resting on a solid surface**Duration** 2 hours

A group of 1d6 steeds (as **horse**) appear in the area. They can have any appearance you choose. The conjured steeds are friendly to you and become compelled by any creature that rides them.

Sacrifice You can expend a casting of this spell to cast *conjure small monster*.

CONJURE MEDIUM MONSTER

CONJURATION UTILITY 2

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface**Duration** 1 minute

Either one compelled **medium monster** or two compelled **small monsters** appear in the area.

CONJURE LARGE MONSTER

CONJURATION UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface**Duration** 1 minute

Either one compelled **large monster** or two compelled **medium monsters** appear in the area.

CONJURE WALL

CONJURATION UTILITY 3

Area A shapeable line, 10 yards long, 5 yards high, and 2 yards wide, originating from a point within long range with any orientation, provided at least two sides rest on solid surfaces**Duration** 1 hour; see the effect

A wall made from stone fills the area and remains for the duration or until destroyed. The wall totally covers everything behind it. Each 1-yard cube of wall has Defense 5 and Health 50 and disappears when destroyed.

CONJURE SHELTER

CONJURATION UTILITY 4

Area A cube of space, 20 yards on a side, originating from a point within long range and resting on a solid or liquid surface**Duration** 12 hours; see the effect

You must concentrate for 1 minute, during which time you visualize a building or island. At the end of this time, the building or island you visualized appears in the area and remains for the duration.

If you conjure a building, you make all decisions about what it looks like, such as entrances, windows, and the number of rooms. It includes beds for up to ten people, chairs, tables, enough food and drink to sustain up to ten people, and a hearth complete with a burning fire.

If you conjure an island, you provide accommodations for up to ten people as if you had created a building, but in the form of bungalows or huts.

Sacrifice You can expend a casting of this spell to cast *conjure large monster*.

CONJURE HUGE MONSTER

CONJURATION UTILITY 5

Area A cube of space, 4 yards on a side, originating from a point within medium range and resting on a solid surface**Duration** 1 minute

Either one compelled **huge monster** or two compelled **large monsters** appear in the area.

CURSE

Curse magic, often taught by hags and corrupted witches, spreads misfortune and woe, stripping away a victim's vitality, courage, and even form.

LIFTING CURSES

Anything capable of ending a spell effect can lift a curse created by this tradition. You can use an action to lift the curse if you can see the target creature and it is within medium range.

HEX

CURSE ATTACK 0

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes cursed for 1 minute or until it takes damage. While cursed, the target is impaired and you make attack rolls against it with 1 boon.

Attack Roll 20+ The target also becomes dazed for 1 round.**POX**

CURSE ATTACK 0

Target One living creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target's body erupts in green, weeping blisters. The target takes 1d3 damage from disease and becomes frightened for 1 round.

Attack Roll 20+ The target becomes frightened for 1 minute.**FRIGHTEN**

CURSE ATTACK 1

Target One creature within short range that can see you

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 minute. While frightened this way, the target can use an action to make a Will challenge roll and removes this affliction on a success.

Attack Roll 20+ While frightened in this way, the target is also impaired.**HOBBLE**

CURSE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also falls prone and cannot stand up while slowed in this way.**PAIN**

CURSE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Strength. On a success, for 1 minute, whenever the target takes damage, it takes 1d6 extra damage.

Attack Roll 20+ In addition, for 1 minute, whenever the target takes damage, it becomes dazed for 1 round.**VULNERABILITY**

CURSE ATTACK 2

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While the

target is cursed, attack rolls against it are made with 1 boon and it makes challenge rolls with 1 bane to resist attacks.

Attack Roll 20+ The curse lasts until you die or until you lift it.

WEAKNESS

CURSE ATTACK 2

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target becomes cursed for 1 minute. While cursed, the target takes a -10 penalty to Health and makes Strength and Agility attack rolls and challenge rolls with 1 bane.

Attack Roll 20+ The curse lasts until you die or until you lift it.

DREAD

CURSE ATTACK 3

Area A cone, 10 yards long, originating from a point you can reach

A wave of terror spreads through the area. Each creature in it must make a Will challenge roll, becoming frightened for 1 minute on a failure. While frightened in this way, the creature must take a fast turn each round, using an action to rush away from you by the safest available route. At the end of each round, if the creature does not have an unobstructed path to you and cannot see you, it can make a Will challenge roll and remove this affliction on a success.

SWINE

CURSE ATTACK 3

Target Up to three living creatures you can see within medium range

Duration 1 minute; see the effect

Each target must make a Strength challenge roll. On a failure, it is transformed into a pig (a **small animal**) for the duration, along with everything it wears and carries. While transformed in this way, it becomes frightened and must take a fast turn each round, using its action to rush away from you by the safest available route. The effect ends immediately when the target takes damage.

TOAD

CURSE ATTACK 4

Target One living creature you can see within medium range

Duration Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Strength, making the roll with 3 boons if the target has Health 40 or less. On a success, the target transforms into a harmless toad (a **tiny animal**) and remains in that form for as long as you concentrate, up to 1 minute.

If your concentration is uninterrupted for the duration, the curse lasts until you die or until you use an action to lift it. The curse also ends if a virgin willingly kisses the target.

Attack Roll 20+ The curse automatically lasts until you die or until you use an action to lift it while the creature is within medium range.

PETRIFY

CURSE ATTACK 5

Target One creature within medium range that has a physical body

Make an Intellect attack roll against the target's Strength, making the attack roll with 3 boons if the target has Health 50 or less. On a success, the target takes 7d6 + 10 damage and becomes slowed for 1 minute. If the target becomes incapacitated by this damage, it instantly dies and turns into a stone statue.

Attack Roll 20+ The target takes 3d6 extra damage.

CONTROL DOLLS

You can create a control doll that becomes bound to one creature. To make a doll, you must expend special ingredients worth 1 ss and have something from the creature's body, such as a bit of nail, hair, or blood. It takes 1 hour to fashion the doll. While you hold the doll, you make attack rolls with Curse spells against that creature with 1 boon, and it makes challenge rolls to resist your Curse spells with 1 bane.

DESTRUCTION

Wielders of Destruction magic wrest its power through sheer force of will, causing creatures and objects to explode but harming themselves in the process. The cost of this mastery is revealed in the many bruises and injuries afflicting their bodies.

BREAK

DESTRUCTION ATTACK 0

Target One Size 1/2 or smaller object within short range

Take 1 damage. The target takes damage equal to its Health.

RUIN

DESTRUCTION ATTACK 0

Target One creature or object within short range

Take 1 damage. The target takes 1d6 damage; if it is a creature, it must make a Strength challenge roll, becoming fatigued for 1 minute on a failure.



7 magic

DISSOLVE

DESTRUCTION ATTACK 1

Target One creature with a physical body you can reach

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute. If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

Attack Roll 20+ The target takes 1d6 extra damage.

REND

DESTRUCTION ATTACK 1

Target One creature you can see within short range

Take 2 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 + 1 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

SUNDER

DESTRUCTION ATTACK 1

Target One object made from glass, metal, or stone you can see within medium range

Take 2 damage and the target takes 3d6 damage. If this damage destroys the target, it explodes in a 2-yard radius from a point within its space, dealing 1d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

ENTROPIC POWER

DESTRUCTION UTILITY 2

Duration 1 minute

Take 3 damage. For the duration, creatures that take any damage from your attack spells take 1d6 extra damage.

Triggered When you cast an attack spell that deals damage, you can use a triggered action to cast this spell, which ends at the end of the round. If the target takes damage from your spell, it takes 2d6 extra damage.

ERODE

DESTRUCTION ATTACK 2

Target One creature with a physical body you can see within short range

Take 3 damage. Make a Will attack roll against the target's Agility. On a success, the target becomes impaired for 1 minute. At the end of each round while it is impaired in this way, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage at the end of each round while it is impaired in this way.

DETONATE

DESTRUCTION ATTACK 3

Target One Size 1 or smaller object that was never a creature that you can see within medium range

Take 4 damage. The target takes damage equal to its Health and then explodes in a 4-yard radius from a point within its space, dealing 6d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

EVAPORATE

DESTRUCTION ATTACK 3

Target One creature with a physical body or one object you can reach

Take 4 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 6d6 damage as it

begins to evaporate. An object destroyed by this damage evaporates into a fine mist. A creature incapacitated by this damage dies instantly and becomes a crimson cloud that partially obscures the space it occupied for 1 round.

Attack Roll 20+ The target takes 2d6 extra damage.

DESTROY

DESTRUCTION ATTACK 4

Target One Size 3 or smaller creature or object you can see within medium range

Take 5 damage. The target takes 30 damage.

DISINTEGRATE

DESTRUCTION ATTACK 5

Target One creature with a physical body or one object you can see within long range

Take 6 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 9d6 damage. A creature incapacitated by this damage dies immediately and is reduced to a small pile of dust in the space it occupied.

Attack Roll 20+ The target takes 3d6 extra damage.

DIVINATION

Divination magic reveals possible futures and the distant past. Those who discover the tradition are often born with the talent to see past and future events, or become aware of it through a latent psychic ability. In very rare cases, Divination magic results from a supernatural gift.

EAVESDROP

DIVINATION UTILITY 0

Duration Concentration, up to 1 minute

Choose a point in space you can see within long range. For the duration, you hear as if you were at the chosen point.

EPIPHANY

DIVINATION UTILITY 0

Triggered You use a triggered action to cast this spell when you make a challenge roll or an attack roll. You roll the d20 twice and use the higher number on the die.

AUGUR

DIVINATION UTILITY 1

Requirement You must use implements of divination such as cards, dice, tea leaves, or notched sticks.

Duration Concentration, up to 1 minute

While you concentrate, you use your divination tools to gain an insight into the future. At the end of this time, ask the Game Master one question that can be answered "yes" or "no." The GM must answer the question truthfully.

FORETELL

DIVINATION UTILITY 1

Target One creature you can see within short range
Duration Concentration, up to 1 minute

For the duration, whenever the target makes an attack roll or challenge roll and can hear you, it makes the roll with 3 boons.

PSYCHOMETRY

DIVINATION UTILITY 1

Target One object you can reach

You touch the target and learn 1d6 facts about it, such as the identity of its previous owner; whether or not the object is

cursed, possessed, or magical; how a previous owner gained or lost the object; and where it was made.

READING DIVINATION UTILITY 2

Target One creature you can reach
Duration Concentration, up to 1 minute

While you concentrate, you read the target's palm. At the end of the duration, you reveal hints about the target's future. The target gains six insights, which it retains for 1 hour or until it expends the last one. When it makes an attack roll or challenge roll, it can expend one insight to make the roll with 2 boons.

TRUTH EAR DIVINATION UTILITY 2

Duration 1 hour

For the duration, you understand all spoken languages you hear and you recognize the truth when you hear it.

SEE THE FUTURE DIVINATION UTILITY 3

Duration 1 minute

For the duration, your movement does not trigger free attacks, you impose 2 banes on attack rolls made against you, and you make Agility challenge rolls with 2 boons to resist attacks and other harmful effects.

LOCATE DIVINATION UTILITY 3

Duration 1 hour; see the effect

You concentrate for 1 minute, during which time you visualize one creature or object. You can visualize a specific thing, such as the goblet from which the monarch last drank, or a general category, such as a trap. When you finish, for the duration you know the location of the creature or object you chose whenever you are within medium range of it. It cannot become hidden from you for the duration. This knowledge also reveals the path you need to take to reach the creature or object. If multiple subjects match the same description, you know the location of each.

VISION DIVINATION UTILITY 4

Duration 1 hour; see the effect

For the duration, you enjoy the following benefits:

- You see into areas obscured by shadows and darkness as if those areas were lit.
- You see through anything that conceals, disguises, or renders things invisible.
- You see auras around objects under the effects of magic and you automatically recognize anything created by an Illusion spell for what it is.
- You see creatures under the effects of Transformation spells as they truly are.
- You can use an action to focus your sight to see through solid obstacles as long as you concentrate. You can see through 1 yard of wood, 1 foot of stone, or 1 inch of metal.

CLAIRVOYANCE DIVINATION UTILITY 5

Target One crystal ball you can reach
Duration Concentration, up to 1 hour; see the effect

You touch the target and concentrate for 1 minute, during which time you visualize a place you have seen at least once,



that fits inside a cube roughly 10 yards on each side, and that is within 1 mile of you. At the end of this time, the crystal ball fills with mist, then clears to reveal the place you visualized. The crystal ball shows the place to everyone that can see it for the duration.

EARTH

This tradition grants power over stone and soil, and those who master it can compel the earth beneath their feet to obey their commands. Earth magic arises from genies dwelling in the bones of the land, high mountains, rolling hills, and shifting deserts. Practitioners of this tradition gradually assume a stony appearance.

EARTH SPIKE EARTH ATTACK 0

Target One creature on the ground within short range

A sharp spike erupts from the ground under the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage and falls prone.

Attack Roll 20+ The target takes 1d6 extra damage.

SHAPE EARTH AND STONE EARTH UTILITY 0

Target One Size 1 or smaller object made from earth or stone you can reach
Duration Permanent

You can mold the target as if it were made from soft clay, after which it returns to its normal hardness.

STONE ARMOR**EARTH UTILITY 1****Duration** Concentration, up to 1 minute

Rock spreads to cover you until you are fully encased. For the duration, attack rolls against your Defense, Strength, or Agility are made with 1 bane and you take half damage from weapons.

When the effect ends, the rock encasing you explodes in a 1-yard-radius sphere centered on a point you can reach, dealing 1d6 damage per round you concentrated on the spell to everything in the area other than you. Each other creature in the area must make an Agility challenge roll, taking half the damage on a success.

STONE BLADES**EARTH ATTACK 1****Area** A cone, 3 yards long, originating from a point you can reach

You fling shards of stone that deal 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, taking half the damage on a success. On a failure, the creature suffers a bleeding wound and takes 1d6 damage at the end of each round until it heals any damage or until it or another creature uses an action to stanch the bleeding.

TREMOR**EARTH ATTACK 1****Area** A circle on the ground with a radius of 4 yards centered on a point you can reach**Duration** 1 round

The ground shakes and heaves. Any creature other than you standing on the ground in the area or that moves onto it must make an Agility challenge roll. On a failure, it falls prone and cannot stand up for the duration.

AVALANCHE**EARTH ATTACK 2****Area** A circle on the ground with a radius of 2 yards centered on a point you can reach and a cone, 5 yards long, originating from a point you can reach

You raise the top layer of the ground in the circle and hurl it into the cone. The ground in both areas becomes difficult terrain until the rubble is cleared away. Everything in the cone takes 4d6 damage. Each creature in the area takes half the damage with a success on an Agility challenge roll.

MOLD EARTH AND STONE**EARTH UTILITY 2****Area** A cube of earth or stone, 4 yards on a side, originating from a point you can reach**Duration** Permanent; see the effect

When you cast the spell, you must concentrate and maintain contact with the area for 1 minute. At the end of this time, you reshape the earth and stone in the area as if it were made from soft clay. The material then returns to its normal hardness. You might cast this spell to create openings in rock walls, seal doors shut, form weapons of stone, or clear passages of rubble.

ERUPTION**EARTH ATTACK 3****Area** A cylinder, 10 yards tall with a radius of 2 yards, centered on a point on the ground within medium range

The ground erupts, throwing rubble into the air that rains down and deals 5d6 damage to everything in the area. Creatures and objects in the area are also moved 1d6 yards

away from the origin point. Each creature in the area must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

Afterward, the ground within 5 yards of the origin point is filled with rubble, becoming difficult terrain until cleared.

NAIL TO THE GROUND**EARTH ATTACK 3****Area** A cube, 10 yards on a side, originating from a point within long range**Duration** 1 minute

Gravity suddenly intensifies in the area, which becomes difficult terrain for the duration. Each creature in the area or that enters the area must make a Strength challenge roll with 1 bane; on a failure, it falls prone and becomes immobilized for the duration. While immobilized in this way, the creature cannot stand up. If it is flying, it falls and takes double damage from landing.

EARTHQUAKE**EARTH ATTACK 4****Area** A circle on the ground with a radius of 20 yards centered on a point within long range**Duration** 1 minute

The ground shakes and heaves violently in the area, which becomes difficult terrain for the duration. When you cast the spell and at the end of each round for the duration, each creature standing in the area must make an Agility challenge roll. On a failure, it takes 1d6 damage and falls prone.

In addition, when you cast the spell and at the end of each round for the duration, any structure in contact with the area takes 2d6 damage. A structure destroyed by this damage collapses, and everything inside or under it takes 4d6 + 10 damage. Creatures on top of the structure might take falling damage when it collapses.

BIND EARTH GENIE**EARTH UTILITY 5****Target** A cube of earth or stone, 2 yards on a side, originating from a point within long range**Duration** 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **earth genie**. You cannot voluntarily end this spell. When the effect ends, the genie crumbles, turning the ground in its space into difficult terrain.

When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

ENCHANTMENT

Enchantment magic twists the emotions of other creatures to make them obedient servants.

Some discover the Enchantment tradition from the faerie, who use it to beguile mortals. Such beings might teach the tradition to individuals they befriend or in exchange for a service. Certain relics, especially circlets and medallions, can reveal the tradition. A few individuals make the discovery as the result of an inherent psychic aptitude.

BEWITCH**ENCHANTMENT ATTACK 0****Target** One creature that can see you within long range

Make an Intellect attack roll against the target's Intellect. On a success, the target is moved up to its Speed.

Attack Roll 20+ You regain the casting of this spell.

PRESENCE**ENCHANTMENT UTILITY 0****Duration** 1 minute

For the duration, creatures that are ordinarily attracted to members of your kind make attack rolls against you with 1 bane.

CHARM**ENCHANTMENT ATTACK 1****Target** One creature within short range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed for 1 hour or until it takes any damage.

Attack Roll 20+ The target instead becomes charmed for 1d6 hours or until it takes any damage.

COMMAND**ENCHANTMENT ATTACK 1****Target** One creature within short range that can hear you

Make an Intellect attack roll against the target's Will. If the target is charmed, you make the attack roll with 1 boon. On a success, the target becomes compelled for 1 round.

Attack Roll 20+ You regain the casting of this spell.

QUESTION**ENCHANTMENT ATTACK 1****Target** One creature within short range that can see, hear, and understand you

You ask the target a question and make an Intellect attack roll against its Will. On a success, the target must answer you truthfully and to the best of its knowledge.

Attack Roll 20+ The target becomes frightened for 1 round.

COMPEL**ENCHANTMENT ATTACK 2****Target** One creature within medium range that can see you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes compelled for 1 minute or until it takes any damage.

Attack Roll 20+ The target instead becomes compelled for 1 hour or until it takes any damage.

MIND BONDAGE**ENCHANTMENT ATTACK 2****Target** One creature within medium range that can see and hear you

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes dazed for 1 minute or until it takes any damage. While the target is dazed in this way, you make attack rolls with 1 boon to interact socially with it.

Attack Roll 20+ The target becomes stunned while it is dazed in this way.

COWER**ENCHANTMENT ATTACK 3****Target** One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target becomes immobilized for 1 minute; while immobilized in this way, it is also frightened. Once per round

when the target takes damage, it can make a Will challenge roll, removing this immobilized affliction on a success.

Attack Roll 20+ The target also falls prone and cannot stand up while immobilized in this way.

IMPLANT SUGGESTION**ENCHANTMENT ATTACK 3****Target** One creature within short range that can see and hear you**Duration** Concentration, up to 1 minute; see the effect

Make an Intellect attack roll against the target's Will. On a success, the target becomes stunned for the duration or until it takes any damage.

If you concentrate for the full minute, describe a course of activity that is obviously not suicidal and that can be summarized in a sentence or two. Then describe what triggers the activity, such as reaching a specific destination or hearing a word or phrase. If the suggested activity would be potentially harmful to the target's self, loved ones, or property, the target can make a Will challenge roll and is not affected on a success. Otherwise, it must perform the described activity if the trigger occurs at any time within the next 8 hours. Once the target has completed the activity, the effect ends.

ALLURE**ENCHANTMENT ATTACK 4****Target** Any number of creatures within short range

Each target must make a Will challenge roll with 1 bane. On a failure, it becomes charmed until you attack it or until you complete a rest. While charmed in this way, the creature becomes impaired if it is beyond short range of you.

ENSLAVE**ENCHANTMENT ATTACK 5****Target** One creature within medium range

Make an Intellect attack roll against the target's Will. If you or members of your group attacked the target since you last completed a rest, you make the attack roll with 1 bane. On a success, the target becomes charmed. The target does not age while charmed in this way. When it takes damage, it can make a Will challenge roll, removing the affliction on a success.

While you are within long range of the target while it is charmed in this way, you can use an action to make an Intellect attack roll against its Will. On a success, the target becomes compelled for 1 minute.

Attack Roll 20+ If the total of the initial attack roll was 20 or higher and exceeds the target number by 5, you make the secondary Will attack rolls against the charmed target with 2 boons.

FIRE

Fire magic creates and controls flame. Discovering this tradition, often from binding a genie, enhances your innate volatility: your skin becomes hot to the touch, your eyes literally blaze in anger, and you are always on the verge of losing your temper.

CONTROL FLAME**FIRE UTILITY 0****Target** One Size 1 or smaller flammable object within short range

The target catches fire or you extinguish the flame if it's already burning.

FLAME MISSILE**FIRE ATTACK 0****Target** One creature or object within long range

You loose a fiery missile at the target. Make a Will attack roll against the target's Agility. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.**FIRE BLAST****FIRE ATTACK 1****Area** A cone, 3 yards long, originating from a point you can reach

Flames rush out from your hand, dealing 3d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

METEOR**FIRE ATTACK 1****Target** A point in space within medium range

You hurl a fiery stone. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 1-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 2d6 + 2 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

FLAME WARD**FIRE UTILITY 1****Target** One creature you can reach
Duration 1 hour

You touch the target. For the duration, it takes half damage from fire.

FIERY VOLLEY**FIRE ATTACK 2****Target** Up to three creatures or objects within medium range

You loose three fiery missiles, divided as you choose among the targets. For each missile, make a Will attack roll against the target's Agility. On a success, the target takes 1d6 + 1 damage.

Attack Roll 20+ The target takes 1d3 extra damage.**FLAMING SHROUD****FIRE UTILITY 2****Duration** 1 minute

Flames envelop you for the duration, shedding bright light in a 10-yard radius around you. The flames are warm but do not harm you or anything you wear or carry.

For the duration, you take half damage from cold and you cannot become fatigued from exposure to cold temperatures. As well, when a creature touches you or gets a success on an attack roll against you using a melee weapon, it takes 1d6 damage from fire.

FIREBALL**FIRE ATTACK 3****Target** A point in space within long range

You fling a globe of fire. When it reaches the target, or if it encounters a solid creature or object before then, it explodes. Flames spread through a 5-yard-radius sphere centered on the target or on a point in the creature's or object's space, dealing 5d6 damage to everything in the area. Each creature in the area takes half the damage with a success on an Agility challenge roll.

IMMOLATE**FIRE ATTACK 3****Target** One creature or object within medium range

The target smolders and threatens to burst into flames. Make a Will attack roll against its Agility. On a success, the target takes 4d6 damage and catches fire.

Attack Roll 20+ The target takes 2d6 extra damage.**WALL OF FLAMES****FIRE ATTACK 4****Area** A shapeable line 10 yards long, 5 yards tall, and 1 yard wide originating from a point within long range
Duration 1 minute

Flames fill the area for the duration, partially obscuring everything in and behind it. Creatures or objects in the area when you cast the spell or that enter it take 3d6 damage. At the end of each round for the duration, each creature and flammable object in the area takes 3d6 damage, and each within short range of the area's edge takes 1d6 damage unless it gets a success on a Strength challenge roll.

BIND FLAME GENIE**FIRE UTILITY 5****Target** A cube of fire, 2 yards on a side, originating from a point within long range
Duration 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **flame genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.

FORBIDDEN 

The darkest of the dark arts, Forbidden spells produce horrid and unspeakable effects. Most societies outlaw the use of such magic. Inquisitors and witch hunters alike scour the countryside for its wielders, consigning any they capture to the purifying flames along with all their implements and writings. Yet somehow the vile tradition persists, and new users appear all over the world in greater and greater numbers.

Devils whisper the secrets of Forbidden magic to mortals seeking quick routes to power. In so doing, they prepare a future feast, since learning spells from this tradition corrupts the soul. Seekers might also discover Forbidden magic from cultists of the Demon Lord, unearth its secrets from ancient tomes, read horrific runes smeared in places of great and terrible evil, or receive the power as a gift from evil entities trapped in the world.

After you complete a rest, you must sacrifice a creature to the dark powers to regain expended castings of your Forbidden spells.

BLACK TONGUE**FORBIDDEN UTILITY 0****Duration** 1 minute

For the duration, you make Intellect and Will attack rolls with 1 boon against demons, devils, spirits, and undead.

HARM**FORBIDDEN ATTACK 0****Target** One creature you can see within short range



Invisible barbs tear at the target's body. Make an Intellect attack roll against its Strength. On a success, the target takes a -5 penalty to Health for 1 minute.

Attack Roll 20+ The penalty to Health is -10 instead.

OBEDIENCE FORBIDDEN ATTACK 1

Target One living creature within short range

You hook the target's soul. Make an Intellect attack roll against its Will. On a success, for the next 1 minute, the target must choose at the end of each round whether to take 1d6 damage or to become compelled for 1 round.

HATEFUL DEFECCATION FORBIDDEN ATTACK 1

Target One living creature with a physical body within medium range

The target's guts twist and rumble noisily. If the target's Health is 10 or less, it dies instantly, streams of blood and feces gushing from all of its orifices. If its Health is higher than 10, make an Intellect attack roll against the target's Strength.

On a success, the target takes 1d6 + 2 damage and becomes dazed for 1 round, as its guts violently and spectacularly expel their contents. If this damage incapacitates the target, excrement, organs, and blood explode from its body, which instantly brings about its death. Each creature within 2 yards of a point in the target's space must make a Will challenge roll; on a failure, it becomes impaired for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

TONGUE RIP FORBIDDEN ATTACK 1

Target One creature that is capable of speech within short range

You spit at the target. Make an Intellect attack roll against its Will. On a success, your tongue forks and you take over the target's mouth for as long as you concentrate, up to 1 hour. Until the effect ends, whenever you speak you can do so from your mouth or the target's mouth, provided you are within 1 mile of the target. When you speak from the target's mouth, it uses its own voice.

Attack Roll 20+ The effect does not require you to concentrate.

RAVENOUS MAGGOTS FORBIDDEN ATTACK 2

Target One living creature within medium range
Duration 1 minute

Hungry maggots fill the target's belly, dealing 2d6 damage to it. At the end of each round for the duration, the target

DARK MAGIC, DARK SPEECH

Casting Forbidden spells requires speaking mystic phrases in Dark Speech. If you don't know this language, you make attack rolls using Forbidden spells with 1 bane and creatures make challenge rolls to resist your Forbidden spells with 1 boon.

must make a Strength challenge roll; on a failure, it takes 1d6 damage and becomes impaired for 1 round. On a success, there is no effect; on the third success, the target vomits a knot of squirming maggots and the effect ends.

A target that becomes incapacitated from the spell's damage dies instantly, and a cloud of black flies spreads through a 5-yard-radius sphere from a point within its space. The flies heavily obscure the area and remain for 1 minute or until dispersed by fire or wind.

VISION'S END

FORBIDDEN ATTACK 2

Target One sighted creature within short range

The target's eyes bulge and strain in its head. If its Health is 15 or less, it takes 2d6 damage and becomes blinded as its eyes explode.

If its Health is 15 or more, make an Intellect attack roll against the target's Strength; the attack roll is made with 1 bane if its Health is 30 or more. On a success, the target becomes blinded for as long as you concentrate, up to 1 minute. At the end of each round until the effect ends, the target must make a Strength challenge roll, taking 1d6 damage on a failure. If it gets three failures before the effect ends, the blinded affliction becomes permanent—the target's eyes burst, ocular juices painting its face.

Attack Roll 20+ The effect does not require you to concentrate.

DESIRE'S END

FORBIDDEN ATTACK 3

Target One living creature within short range

The target experiences a sharp internal pain. Make an Intellect attack roll against its Strength. On a success, the target takes 3d6 damage and becomes dazed for 1d6 rounds as the sad remains of its reproductive organs fall from its body.

Attack Roll 20+ The target takes 3d6 extra damage and also falls prone; it cannot stand up while it is dazed in this way.

PART BONE FROM FLESH

FORBIDDEN ATTACK 3

Target One creature that has bones in its body within medium range

The target's bones shift under its skin. Make an Intellect attack roll against its Strength. On a success, the target takes 6d6 damage. If the target becomes incapacitated by this damage, it dies instantly; its bones tear free from the flesh to become an **animated corpse** of the target's Size that occupies its former space. The animated corpse attacks the creature nearest to it each round, choosing its target randomly if presented with multiple targets.

Attack Roll 20+ The target takes 2d6 extra damage.

SOUL EXCHANGE

FORBIDDEN ATTACK 4

Target Two living mortal creatures within medium range

You grasp the targets' souls. Make an Intellect attack roll against each target's Will. On a success, the target becomes dazed for 1 minute.

Attack Roll 20+ The target also becomes stunned while it is dazed in this way.

Special If you get a success against both targets, their souls permanently swap bodies. Each target gains 1d6 Insanity. Each soul brings the following to its new body, but otherwise uses the new body's attributes, characteristics, and abilities:

- All languages and professions
- Intellect and Will scores (recalculate Perception if necessary)

- Insanity and Corruption scores
- All talents
- All traditions it has discovered and all spells it knows

HORRID JOINING

FORBIDDEN ATTACK 5

Target Two creatures you can see within short range of each other and within medium range of you

The targets' forms become indistinct for a moment. Make an Intellect attack roll against each target's Strength. On a success, the target takes 3d6 damage and becomes impaired for 1 round.

Attack Roll 20+ The target takes 3d6 extra damage.

Special If you get a success against both targets, their bodies permanently merge to form a single creature, which becomes impaired until after it completes a rest. The merged creature's appearance is up to you.

The merged creature combines the attributes, characteristics, and other abilities of the targets as follows:

- It has the higher of the targets' Strength and the lower of their Agility scores. Each target retains its own Intellect and Will.
- It gains 2d6 Insanity, replacing the targets' Insanity scores (if any). The targets' Corruption scores, if any, are added together.
- The targets occupy the same space, adding their Sizes together. Add together the higher of the targets' Health and half the other target's Health. The merged creature's Speed becomes 6.
- The merged creature has the traits and talents of both targets, and it gains the horrifying trait if neither target already had that trait.
- Although they share one body, each target can take one turn each round. One must take a fast turn and the other a slow turn; if they can't decide, each rolls a d6 and the high roller chooses.

ILLUSION

Illusion magic fools the senses.

Discovering the tradition often results from formal training at an institution of magic or from an apprenticeship to a master illusionist. Some discover it after being affected by an Illusion spell or find the power was within themselves all along.

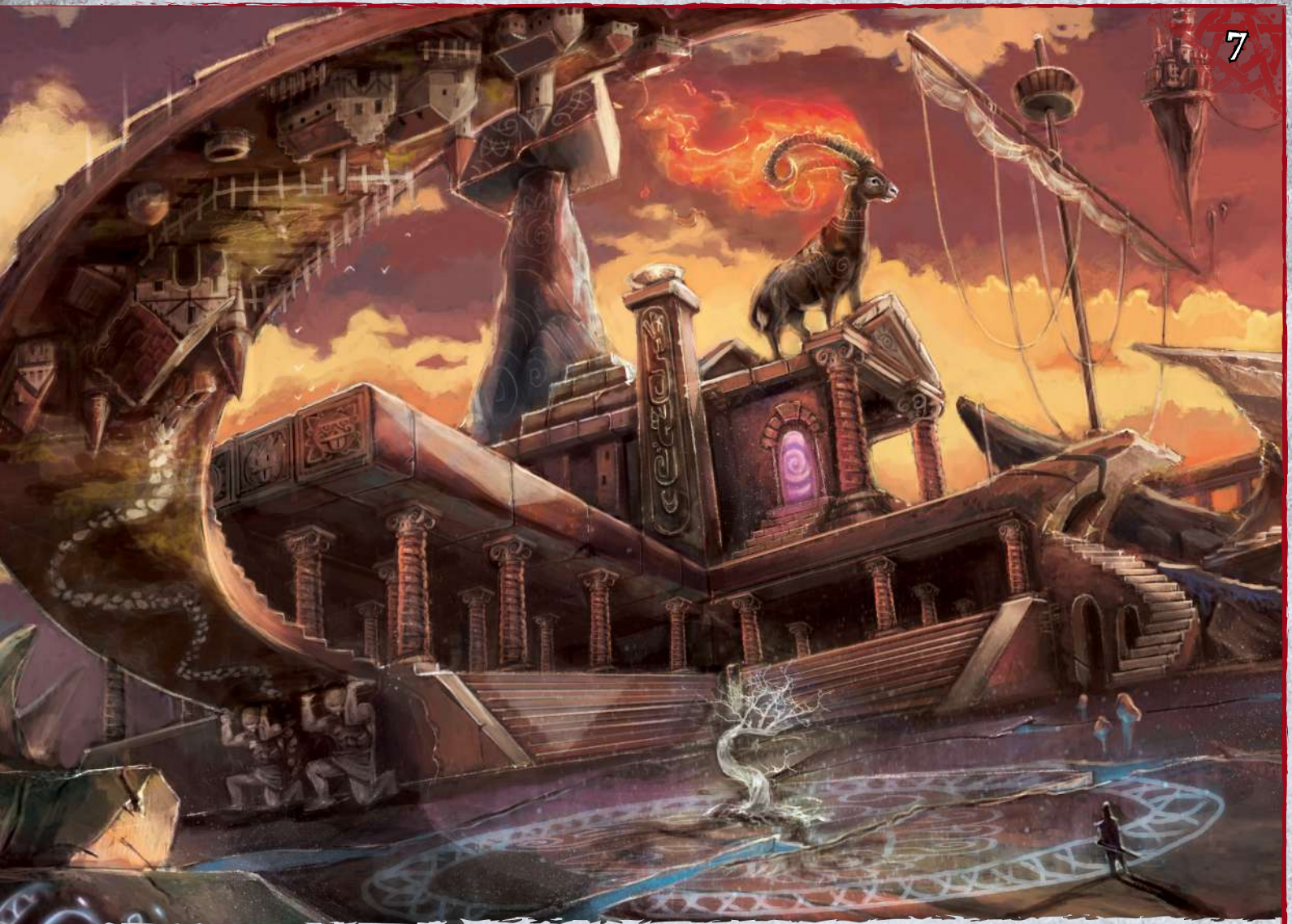
Students of Illusion magic use it to construct their own realities, preferring the false world it offers to the harsh reality around them. With a wave of a hand, they fashion illusory clothing made from the finest materials. With a word, they conceal blemishes or look like completely different people. Once you begin learning spells from this tradition, everything around you becomes suspect—from the clothes you wear to the company you keep.

CLAMOR

ILLUSION UTILITY 0

Target One point in space within medium range
Duration 1 minute

The target point emits sound you choose for the duration. This can be noise or speech in a language you know, and its volume can range from as quiet as a whisper to as loud as thunder. For the duration, you can change the sound as you wish to mimic effects such as the clash of blades, a conversation, or the approach or retreat of footsteps.

**DISGUISE****ILLUSION UTILITY 0**

Target One creature you can reach
Duration 1 hour

You touch the target and confer an illusory disguise that lasts for the duration. You decide what the disguise looks like. You can increase or decrease the target's apparent height or weight by up to 25 percent. You can change the appearance of the target's clothing and equipment, though the effect does not mask any sounds it normally makes.

FIGMENT**ILLUSION UTILITY 1**

Area A cube, 2 yards on a side, originating from a point you can see within short range
Duration 1 hour; see the effect

A silent visual illusion of a creature, object, or force appears in the area. If you create an illusion of a creature, it moves and behaves in a lifelike manner for the duration. If the illusion is attacked, or if you cannot see it at the end of the round, the effect ends immediately.

THIMBLERIG**ILLUSION UTILITY 1**

Duration 1 hour; see the effect

Four illusory duplicates spring into existence in open spaces within your reach. For the duration, each duplicate moves with you, continually exchanging places so that observers

cannot discern which one is the real you. The duplicates' movement does not trigger free attacks.

When a creature gets a success on an attack roll against your Defense, Strength, or Agility, roll a d20 to see whether the attack affects you or one of the duplicates. If it affects a duplicate, reduce the number of duplicates by one. The effect ends when the last duplicate disappears.

THIMBLERIG

Number of Duplicates	Hits a Duplicate on . . .
4	16 or less
3	15 or less
2	14 or less
1	10 or less

VERTIGO**ILLUSION ATTACK 1**

Target One creature within short range

The target perceives its immediate environs as spinning. Make an Intellect attack roll against the target's Perception. On a success, the target becomes afflicted with vertigo for 1 minute. If it moves more than 2 yards on its turn while afflicted in this way, it must make an Agility challenge roll. On a failure, it falls prone and ends its turn.

Attack Roll 20+ While afflicted with vertigo, the target also falls prone, when it takes damage.

DISCERNING ILLUSIONS

A creature can attempt to discern whether what it sees, hears, or otherwise experiences is an illusion. To do so, it uses an action to make a Perception challenge roll. It makes the roll with 1 bane per point its Power score is lower than that of the illusion's caster or 1 boon per point its Power score is greater than that of the illusion's caster. On a success, the creature perceives the illusion and cannot be affected by it.

Other methods might also reveal an effect's false nature, at the GM's discretion.

GLAMER

ILLUSION UTILITY 2

Area A cube, 2 yards on a side, originating from a point you can see within short range

Duration 1 hour; see the effect

A visual and auditory illusion of a creature, object, or force appears in the area. If you cannot see the illusion at the end of the round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or boiling water, a creature moving into its space must make a Perception challenge roll, taking 2d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 2d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

INVISIBILITY

ILLUSION UTILITY 2

Target One creature or object you can reach

Duration 1 minute

You touch the target, which becomes invisible for the duration.

DECOY

ILLUSION UTILITY 3

Triggered You can use a triggered action to cast this spell when a creature gets a success on an attack roll against you. The success instead becomes a failure, and you teleport to an open space of your choice within short range.

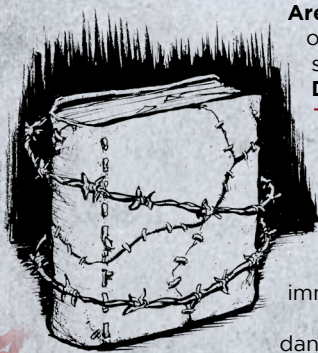
PHANTASM

ILLUSION UTILITY 3

Area A cube, 4 yards on a side, originating from a point you can see within long range
Duration 1 hour; see the effect

An illusion of a creature, object, or force that looks, sounds, and otherwise seems real appears inside the area. If you cannot see the illusion at the end of a round, the effect ends immediately.

If you create an illusion of a dangerous force, such as fire or



boiling water, a creature moving into its space must make a Perception challenge roll, taking 3d6 damage on a failure.

If you create an illusion of a creature, it moves and behaves in a lifelike manner and uses your Intellect score for its attributes, Defense, and Health. It ignores all afflictions and disappears when it becomes incapacitated, which ends the effect. For the duration, you can use an action to move the illusion up to 10 yards and attack one creature within 1 yard of it that can see the illusion and that believes it to be real. Make an Intellect attack roll against the target's Perception. On a success, the target believes it was injured, burned, or otherwise harmed by the illusion and takes 4d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

MIRAGE

ILLUSION UTILITY 4

Area A cylinder, 5 yards tall with a 10-yard radius, centered on a point within long range

Duration Until you complete a rest

Illusory terrain appears inside the area and remains there for the duration. It looks, sounds, smells, and feels real in every way. You can change the appearance of the existing terrain completely or incorporate its features into the illusion. The illusion can totally conceal any existing terrain feature in its area and hide its visual effects. For example, you could render a fire invisible and completely conceal the light it casts, though it would still emit heat and deal damage to creatures that come into contact with it.

Sacrifice You can expend a casting of this spell to cast *phantasm*.

Permanence If you cast this spell in the same area each day for a month and a day, the effect becomes permanent.

ILLUSORY DOUBLE

ILLUSION UTILITY 5

Area A cube, large enough to accommodate a creature of your Size, originating from a point within short range

Duration 1 hour; see the effect

An illusory copy of yourself appears inside the area. The copy looks, sounds, and otherwise is identical to you in every way. It uses your attributes and characteristics. However, it ignores all afflictions and disappears when it becomes incapacitated, which ends the effect.

When you move, you can also move your copy up to your Speed in any direction and manner you can normally move. You can choose to cast spells from your space or the space your copy occupies.

When a creature gets a success on an attack roll against you, you can use a triggered action to instantly swap positions with your copy, making it the target of the attack instead.

LIFE

Life magic eases pain, heals wounds, and removes afflictions. Many people discover the tradition by studying at the fabled House of Healing, an institution founded long ago to fight plagues and alleviate suffering. Upon completing the training, each new Life practitioner receives a tattoo of a hand, palm out, on the right cheek and is given a crimson cloak to signify commitment to healing.

The tradition finds great favor among servants of the gods, since performing such miracles fosters devotion in

those who receive their blessings. In particular, most priests of the New God devote some of their studies to the Life tradition.

LIFE SENSE

LIFE UTILITY 0

Area A sphere with a 5-yard radius centered on a point within your space
Duration 1 minute

You know the locations of any living creatures in the area. Such creatures cannot become hidden from you for the duration.

MINOR HEALING

LIFE UTILITY 0

Target One creature you can reach

You touch the target, which heals damage equal to half its healing rate.

CURE

LIFE UTILITY 1

Target One creature you can reach

You touch the target, granting one of the following benefits:

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.
- Remove any penalty to the target's Health.
- The target heals damage equal to half its healing rate.

FOUNT OF LIFE

LIFE UTILITY 1

Area A sphere with a 2-yard radius centered on a point you can reach
Duration 1 minute

Healing energies spread through the area, which moves with you for the duration. Whenever a living creature in the area heals damage, it heals extra damage equal to your Power.

LIGHT HEALING

LIFE UTILITY 1

Target One creature you can reach

You touch the target, which heals damage equal to its healing rate.

MODERATE HEALING

LIFE UTILITY 2

Target One creature you can reach

You touch the target, which heals damage equal to twice its healing rate.

VITALITY BURST

LIFE UTILITY 2

Target Up to three living creatures within short range

Each target heals damage equal to its healing rate.

GREATER CURE

LIFE UTILITY 3

Target Up to three creatures you can reach

You touch each target, granting one of the following benefits (you can choose a different one for each target):

- Remove one of the following afflictions from the target: diseased, fatigued, impaired, or poisoned.
- Remove 1 Insanity from the target.

- Remove any penalty to the target's Health.
- The target heals damage equal to its healing rate.

MAJOR HEALING

LIFE UTILITY 3

Target One creature you can reach

You touch the target, which heals damage equal to three times its healing rate.

TOTAL HEALING

LIFE UTILITY 4

Target One creature you can reach

You touch the target, which heals all damage.

RESURRECT

LIFE UTILITY 5

Target One creature, killed no longer than 24 hours ago, that you can reach

You touch the target. You must concentrate for 1 hour, during which time you must maintain physical contact with the target. If your concentration is uninterrupted for the full hour, the target might come back from the dead.

If the target's soul resides in the Underworld, it returns to its body and the target is restored to life. The target heals 1 damage and becomes fatigued and impaired until it completes a rest.

If the target's soul resides in Hell, make a Will challenge roll with a number of banes equal to the target's Corruption. On a success, you restore the target to life as described above. On a failure, the soul is utterly lost. It cannot be returned to its body by further castings of this spell.

Sacrifice You can expend a casting of this spell to cast *total healing*.



NATURE

An ancient tradition, Nature magic encourages growth and nurtures the land. Nature spells let casters command plants and harness their power in its defense. Misuse of the magic can lead the world to withhold its power.

Devotees of the Old Faith are the most common users of Nature magic. They see the tradition's spells as expressions of their religion and incorporate them into their rites.

MAGIC ACORNS NATURE ATTACK 0

Target Up to five acorns, nuts, or seeds you can reach
Duration 1 hour; see the effect

You touch the targets, imbuing each with magic for the duration or until a creature attacks with it. A creature attacks with an acorn by throwing it at a target creature or object within short range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d3 damage and becomes slowed for 1 round. If it becomes incapacitated by this damage, it becomes rooted to the ground and permanently transforms into a sapling.

Attack Roll 20+ The target takes 1d6 extra damage.

OAK HIDE NATURE UTILITY 0

Duration 1 hour

For the duration, you gain a +2 bonus to Defense and when you attempt to hide in forest settings, you make the Agility challenge roll with 1 boon.

HEALING BERRIES NATURE UTILITY 1

Target Up to three fresh berries you can reach
Duration 8 hours; see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until it is consumed. A living creature can use an action to consume a target berry, healing damage equal to half its healing rate.

OVERGROWTH NATURE UTILITY 1

Area A circle on the ground with a 10-yard radius centered on a point within medium range
Duration 1 hour

Creepers and weeds spread through the area, which becomes difficult terrain for the duration. When the effect ends, this growth withers and dies.

SHILLELAGH NATURE UTILITY 1

Target One club or staff you are holding
Duration 1 hour; see the effect

You imbue the target weapon with magic that lasts for the duration or until you drop it. While you hold the target weapon, you gain a +2 bonus to Speed and your attacks with it deal 1d6 extra damage.

ARMOR ABHORRENCE

Those who deal in the Nature tradition need to maintain closeness to nature. Heavy armor is abhorrent to such casters. You cannot cast Nature spells while wearing heavy armor.

ENSNARING VINES NATURE ATTACK 2

Target Up to five creatures within medium range

Vines erupt under the targets. Each target must get a success on an Agility roll or become immobilized for 1 minute. It can use an action to remove the affliction by tearing off the vine.

FIERY PINECONES NATURE ATTACK 2

Target Up to five pinecones, nuts, or seeds you can reach
Duration 8 hours, see the effect

You touch the targets, imbuing each with magic that lasts for the duration or until a creature attacks with it. An imbued item sheds light in a 5-yard radius around it. A creature can attack with the target by throwing it at a target creature or object within medium range, making an Agility attack roll against the target's Agility. On a success, the target of the attack takes 1d6 damage, and everything within 1 yard of it takes 1d3 damage from the flying sparks.

Attack Roll 20+ The target of the attack takes 1d6 extra damage.

BRAMBLES NATURE UTILITY 3

Area A circle on the ground with a 10-yard radius centered on a point within medium range
Duration 1 minute

Brambles with razor-sharp thorns spread through the area, which becomes difficult terrain for the duration. When the effect ends, the brambles wither and die. Any creature entering the area or moving across it must make an Agility challenge roll with 1 bane, taking 1d6 damage on a failure.

FOREST WALK NATURE UTILITY 3

Duration 1 minute

You, along with everything you wear and carry, turn bright green for the duration. For the duration, you can enter a space occupied by a plant of your Size or larger and instantly exit into an open space from another plant of your Size or larger that is within medium range of the plant whose space you entered.

WRATH OF NATURE NATURE ATTACK 4

Target Up to five creatures within medium range

Whiplike vines leap up and deal 3d6 damage to each target. Each target must make an Agility challenge roll. On a failure, the target is moved 6 yards in a direction you choose and then becomes immobilized for 1 minute. The target can use an action to make a Strength challenge roll with 1 bane, removing the affliction on a success.

FORM OF THE OAK GUARDIAN NATURE UTILITY 5

Duration 1 minute

You transform into a mighty animated tree. For the duration, you cannot cast spells but gain all the following benefits:

- You gain a +3 bonus to Defense and a +15 bonus to Health, and your Size doubles.
- You make Strength attack rolls and challenge rolls with 1 boon.
- Your branches count as a melee weapon that deals 3d6 damage.
- You can use a triggered action on your turn to expend the casting of a Nature spell. If you do, you extend this effect's duration by a number of minutes equal to the spell's rank.

NECROMANCY

Necromancy subverts the cycle of life and death by creating beings that exist between both states. Its mysteries are hidden in profane tomes or etched on the walls of ancient tombs, so seekers must brave shuffling hordes of undead and embrace corruption to master such magic.

HIDE FROM UNDEAD NECROMANCY UTILITY 0

Duration 1 minute; see the effect

You become hidden from undead creatures for the duration. The effect ends immediately if you make an attack.

SPECTRAL GRASP NECROMANCY ATTACK 0

Target One creature within medium range

A shadowy hand streaks toward the target. Make an Intellect attack roll against its Agility. On a success, the target takes 1d3 damage and makes attack rolls with 1 bane for 1 round.

Attack Roll 20+ The target takes 1d6 extra damage.

ANIMATE CORPSE NECROMANCY UTILITY 1

Target One Size 1/2 or 1 corpse you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **animated corpse** of its Size.

Sacrifice You can expend a casting of this spell to cast *spectral grasp*.

GRAVE GRASP NECROMANCY ATTACK 1

Area A circle on the ground with a 5-yard radius centered on a point within short range

Duration 1 minute

For the duration, darkness spreads through the area; bony claws and rotting hands rise from the ground, which becomes difficult terrain. Each creature in the area when you cast the spell or that is in the area at the end of a round must make an Agility challenge roll. On a failure, it takes 1d6 damage and becomes immobilized for the duration. If it was already immobilized, it instead takes 1d6 extra damage. The creature can use an action to tear free, removing the immobilized affliction.

HARVEST SOUL NECROMANCY ATTACK 1

Target One creature, killed no longer than 1 round ago, within short range

Duration 4 hours; see the effect

A ball of faint light rises from the target and flies toward you, orbiting your body for the duration. You can use an action to end the effect immediately and heal damage equal to your healing rate. Until the effect ends, the target creature cannot be restored to life by any means.

BONE SPLINTERS NECROMANCY ATTACK 2

Target One creature that has bones in its body within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 + 5 damage. If it becomes incapacitated by this damage, it dies instantly and the bones in its body explode in a 3-yard-long cone originating from a point within its space. Everything in the area takes 1d6

LIMITS ON CONTROL

You can have a number of compelled undead creatures created by your Necromancy spells equal to your Power. If creating a new undead creature would cause you to exceed this limit, the compelled affliction is automatically removed from the undead creature affected for the longest time.

damage; creatures take no damage with a success on an Agility challenge roll.

Attack Roll 20+ The target takes 2d6 extra damage.

SHRIEKING SKULL NECROMANCY ATTACK 2

Target A point in space you can reach

Duration 1 minute, see the effect

A human skull appears in the air, centered on the target. It has the flier trait, Defense 20, and Health 10. When its damage total equals its Health, the skull crumbles and the effect ends immediately.

When you cast the spell, you can have the skull fly up to 10 yards and scream; you can also do this using an action or a triggered action on your turn for the duration. The noise spreads through a sphere with a 3-yard radius centered on the skull. Each creature that can hear in the area must get a success on a Strength challenge roll or take 1d6 + 1 damage.

CANNIBALIZE MAGIC NECROMANCY ATTACK 3

Target One creature within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage and you regain the casting of one spell of rank 1 or lower.

Attack Roll 20+ The target takes 2d6 extra damage and you instead regain the casting of one spell of rank 2 or lower.

WELL OF DARK POWER NECROMANCY UTILITY 3

Area A circle on the ground with a 5-yard radius centered on a point within medium range

Duration 1 minute

A glyph appears at the origin point. For the duration, when any creature in the area takes damage, it takes 2d6 extra damage.

SEAL THE UNDERWORLD'S GATES NECROMANCY ATTACK 4

Area A sphere with a 10-yard radius centered on a point within medium range

Duration 1 minute

Tendrils of necromantic energy spread through the area. For the duration, undead in the area make attack rolls and challenge rolls with 1 boon and living creatures other than you in the area make attack rolls and challenge rolls with 1 bane. As well, Size 1 or 1/2 living creatures that die in the area become compelled **animated corpses**.

ARMY OF THE DEAD NECROMANCY UTILITY 5

Area A circle on the ground with a 2-yard radius centered on a point within medium range

Duration 1 hour

The area becomes difficult terrain for the duration. At the end of the round in which you cast the spell, 2d6 compelled

animated corpses claw free from the ground and stand up. All the animated corpses created by this spell count as a single creature for the purpose of determining how many compelled undead creatures you can control. The effect ends when the last of these animated corpses is destroyed.

PRIMAL

Spells from the Primal tradition forge bonds with animals and awaken bestial traits in their casters.

Most who discover Primal magic pledge service to and commune with the gods of the Old Faith. Others might come to its power through reading the runes inscribed on old monoliths, studying cave paintings left by beastmen, or becoming possessed by one of the nature spirits that inhabit the wildest places.

The more Primal magic you learn, the more animalistic your appearance becomes. Body hair often grows more profusely, while eye color shifts to amber, silver, or bright gold.

BEAST WITHIN PRIMAL UTILITY 0

Duration 1 minute

Your eyes glow, fur covers your body, your nails lengthen into claws, and your teeth become fangs. For the duration, you gain darksight and a +2 bonus to Speed, and your attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

HIDE FROM ANIMALS PRIMAL UTILITY 0

Duration 1 minute; see the effect

You become hidden from all animals for the duration. The effect ends immediately if you make an attack.

BEAST TONGUE PRIMAL UTILITY 1

Duration 1 minute

For the duration, you can communicate with any animal that can hear you.

BEFRIEND ANIMAL PRIMAL ATTACK 1

Target One animal you can see within short range

Make a Will attack roll against the target's Will. You make the attack roll with 1 boon if you are under the effect of the *beast tongue* spell. If the target's Health is higher than yours, the spell fails and the casting is wasted.

On a success, the target becomes charmed until you complete a rest. It accompanies you on your adventures and helps you to the best of its ability, though it remains under the GM's control.

You can have a number of animals charmed in this way equal to your Power score. If casting this spell causes you to exceed this number, the effect automatically ends on the animal affected for the longest time.

Attack Roll 20+ The target becomes permanently charmed.

CALL SMALL ANIMAL PRIMAL UTILITY 1

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

A compelled **small animal** or **tiny animal** appears in the area. A tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer.

The animal is of a kind appropriate to the environment where you cast the spell. When the effect ends or the animal becomes incapacitated, it returns whence it came.

CALL MEDIUM ANIMAL PRIMAL UTILITY 2

Area A cube of space, 1 yard on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **medium animal**, **small animal**, or **tiny animal** appears inside the area. A small or tiny animal can have one of the following traits: climber, flier, poisonous, or swimmer.

DIRE BEAST PRIMAL UTILITY 2

Target You or one animal within short range
Duration 1 minute

The target becomes a savage beast. For the duration, the target's Size increases to 1, or increases by 1 if it is Size 1 or larger, and its attacks with unarmed strikes and natural weapons deal 1d6 extra damage.

CALL LARGE ANIMAL PRIMAL UTILITY 3

Area A cube of space, 2 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **large animal**, **medium animal**, or **small animal** appears in the area. A medium or small animal can have one of the following traits: climber, flier, poisonous, or swimmer.

POUNCE PRIMAL ATTACK 3

Requirement You must be under the effects of the *beast within* spell.

You move up to twice your Speed. At any point during this movement, you can make an attack with an unarmed strike or natural weapon against a target within your reach, using Will in place of the attribute the attack normally uses. On a success, the target takes the attack's damage plus 4d6 extra damage and falls prone.

CALL OF THE WILD PRIMAL UTILITY 4

Target Up to five creatures within short range
Duration 1 minute

The targets acquire bestial traits. For the duration, each target gains a +10 bonus to Health and a +2 bonus to Speed, and deals 1d6 extra damage with its attacks using unarmed strikes and natural weapons.

CALL HUGE ANIMAL PRIMAL UTILITY 5

Area A cube of space, 3 yards on a side, originating from a point within medium range and resting on a solid surface
Duration 1 hour

This spell works like *call small animal*, except that a compelled **huge animal**, **large animal**, or **medium animal** appears in the area. A large or medium animal can have one of the following traits: climber, flier, poisonous, or swimmer.

PROTECTION

Protection magic secures, defends, and counteracts. Its spells appeal to the cautious—and the paranoid—since it keeps them and their belongings safe. As you learn spells from the tradition, you become increasingly suspicious of others, including your companions.

MAGIC LOCK PROTECTION UTILITY 0

Target One object within short range that can be opened or closed such as a door, chest, or window
Duration 1 minute

The target closes and locks. For the duration, it cannot be opened by nonmagical means by a creature other than you, although it can be destroyed.

SECURE SITE PROTECTION UTILITY 0

Area A sphere with a 10-yard radius centered on a point you can reach
Duration 6 hours

An invisible field springs into existence along the circumference of the area. For the duration, you know whenever a Size 1/2 or larger creature moves into the area from outside it. This knowledge wakes you if you are asleep.

EVADE PROTECTION UTILITY 1

You move up to four times your Speed without triggering free attacks.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you instead move up to twice your Speed without triggering free attacks.

FORCE FIELD PROTECTION UTILITY 1

Duration 1 minute; see the effect

An invisible field of force surrounds you and moves with you. The field has Health 10. For the duration, when you would take damage, the field takes the damage instead. If the field's damage total equals its Health, the effect ends immediately.

SANCTUARY PROTECTION UTILITY 1

Target One creature you can reach
Duration 1 minute; see the effect

You touch the target, causing it to become hidden from all creatures for the duration. The effect ends immediately when the target attacks.

VIGILANCE PROTECTION UTILITY 2

Target One creature you can reach
Duration 4 hours

You touch the target, granting it heightened readiness and awareness. For the duration, the target makes Perception challenge rolls with 1 boon and cannot be charmed, compelled, frightened, surprised, or put to sleep by magic.

VIGOR PROTECTION UTILITY 2

Target One creature you can reach
Duration 1 hour

You touch the target, granting it a +10 bonus to Health for the duration.



PROTECTION FROM SPELLS PROTECTION UTILITY 3

Target One creature you can reach
Duration 1 hour

You touch the target and grant it protection from spells for the duration. Until the effect ends, creatures attacking the target with spells make the attack rolls with 1 bane. As well, the target makes challenge rolls with 1 boon to resist a spell's effect.

PROTECTIVE FIELD PROTECTION UTILITY 3

Area A sphere with a 3-yard radius centered on a point you can reach
Duration 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. When you cast the spell, you designate any number of creatures within medium range of you. Designated creatures can freely move and make attacks through the barrier. No other creature can move through the barrier or make attacks with melee weapons against targets on the other side.

INVULNERABILITY PROTECTION UTILITY 4

Target One creature you can reach
Duration Concentration, up to 1 minute

You touch the target, making it immune to all damage for the duration.

GLOBE OF NEGATION

PROTECTION UTILITY 5

Area A sphere with a 5-yard radius centered on a point you can reach

Duration 1 minute

An immobile, invisible barrier springs into existence along the circumference of the area and remains for the duration. Attack rolls with spells of rank 5 or lower against targets behind the barrier automatically get failures. As well, the area within the barrier is excluded from the area of any spell of rank 5 or lower. Finally, spells cast from within the barrier cannot have origin points beyond the barrier's edge.

RUNE

Rune spells create writing that produces magical effects. Dwarfs or trolls invented Rune magic. Many of the first Rune spells survive carved into ancient monoliths and on cave walls in old mountains. Discovering the tradition might result from stumbling across such writings.

RUNE OF FINDING

RUNE UTILITY 0

Target One creature or object you can reach

Duration 1 hour

You touch the target and leave behind a sigil that remains for the duration. You always know the exact location of the creature or object bearing the sigil.

TRANSLATE ANYTHING

RUNE UTILITY 0

Duration 1 minute

For the duration, you can read any writing you see.

BRAND OF DOOM

RUNE ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Agility. On a success, you bind a rune to the target for 1 minute. Once per round for the duration, when the target takes damage, it takes 1d6 extra damage from the rune.

GLYPH OF FIRE

RUNE ATTACK 1

Target A point in space within short range

Duration 1 minute

A fiery glyph appears on the target for the duration. When you cast the spell, and at the end of each round for the duration, the glyph looses flames that spread out through a 2-yard-radius sphere centered on a point in the target's space, dealing 1d6 + 2 damage to everything in the area. Each creature in the area must make an Agility challenge roll with 1 bane, taking no damage on a success.

RUNIC SHIELD

RUNE UTILITY 1

Target One shield you can reach

Duration 1 minute

You inscribe a rune on the target that remains for the duration. Creatures making attacks with weapons against the target's bearer make the attack rolls with 1 bane.

GLYPHIC PRISON

RUNE ATTACK 2

Target One creature you can see within medium range

Duration 1 minute

A ring of blazing glyphs surrounds the target and remains in place for the duration. If the target leaves that space and passes through the runes, it must make a Strength challenge roll with 1 bane. It takes 6d6 damage on a failure, or half the damage on a success.

RUNE OF CONCEALMENT

RUNE UTILITY 2

Target One creature you can reach

Duration 1 hour

You touch the target, and a rune appears on it. For the duration, the target cannot be perceived by magic, and if it is in an obscured area at the end of the round, it automatically becomes hidden until it uses an action or moves.

SIGIL TRAP

RUNE UTILITY 3

Target A circle with a 4-yard radius centered on a point on the ground within medium range

Duration 1 minute

A rune appears at the origin point and remains for the duration. When a creature moves into the area from outside it, and at the end of each round for the duration, crackling lightning spreads out from the rune, dealing 2d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll. It becomes immobilized for 1 round on a failure, or just takes half the damage on a success.



RUNE OF MIGHT

RUNE UTILITY 3

Target One creature you can reach
Duration 1 minute

A gleaming rune appears on the target where you touch it. For the duration, the target makes Strength attack rolls and challenge rolls with 2 boons, and its attacks with melee weapons deal 2d6 extra damage.

RUNIC WEAPON

RUNE UTILITY 4

Target One weapon you can reach
Duration 1 minute

You inscribe a gleaming rune on the target weapon. For the duration, attacks using that weapon deal 3d6 extra damage.

RUNE OF POWER

RUNE UTILITY 5

Target One creature you can reach
Duration 1 hour

A gleaming rune appears on the target where you touch it. For the duration, the target makes attack rolls and challenge rolls with 2 boons, gains a +20 bonus to Health, and deals 1d6 extra damage on any attack that deals damage.

SHADOW

Shadow magic creates and shapes shadows and darkness.

The Shadow tradition skirts the edges of what most consider dark magic, though its magic lacks the corrupting influence of such spells. Students of dark magic traditions often supplement their studies with Shadow spells to conceal their activities and destroy their foes.

Some believe the tradition originated in the Underworld, its first users learning secrets from the shades haunting the borders of that realm. Shadow magic now finds practitioners all over the world, from deranged cultists to magic-using thieves and assassins to those who simply wish to avoid attracting attention.

Exploring Shadow's secrets gradually drains color and vitality from you. Your clothing fades more quickly, your hair loses its luster, and your complexion becomes almost chalky. You find light uncomfortable and must shield your eyes from the stinging brightness, usually by donning a hooded cloak. Although you become uncomfortable in lit areas, the tradition does not cause light to harm you.

NIGHTFALL BLADE

SHADOW UTILITY 0

Duration 1 minute; see the effect

Wisps of darkness form a solid blade in your hand that remains for the duration or until it leaves your hand. The blade functions as an off-hand swift weapon with the finesse property that deals 1d6 damage. It deals 1d6 extra damage when you get a success on an attack roll against a target in an area obscured by shadows or darkness. When you cast this spell, you can make an attack with the blade created by this spell.

WALL OF DARKNESS

SHADOW UTILITY 0

Area A circle with a 2-yard radius, with any orientation, centered on a point within medium range
Duration 1 minute

The area becomes opaque for the duration and totally obscures everything within or behind it, blocking all light created by natural sources.

DARKNESS

SHADOW UTILITY 1

Area A sphere with a 5-yard radius centered on a point within short range
Duration 1 minute

Inky darkness fills the area, totally obscuring it for the duration. The darkness cancels all light from natural sources and that created by rank 0 spells, and it blocks all nonmagical vision other than truesight.

If you cast this spell on an object you touch, the area of darkness moves with it. If you completely cover the object, the spell's effect is suppressed until it is no longer covered.

DARKSIGHT

SHADOW UTILITY 1

Target One creature you can touch
Duration 1 hour

You touch the target, which gains darksight for the duration.

SHADOW DART

SHADOW ATTACK 1

Target One creature within medium range

A missile of inky darkness leaps from your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and makes Perception challenge rolls with 3 banes for 1 minute.

SHADOW MONSTER

SHADOW UTILITY 2

Area A cube, 1 yard on a side, originating from a point within medium range
Duration 1 minute

Threads of darkness gather in the area to form a compelled **medium monster** with the flier trait. The shadow monster can have any appearance you choose. If it becomes incapacitated, the effect ends.

SHADOW STRIDE

SHADOW UTILITY 2

Duration 1 minute

For the duration, when you enter a space obscured by shadows or darkness, you can instantly exit from an open space obscured by shadows or darkness within medium range of the space you entered. You can move in this way once per round.

BLACK BOLTS OF THE UNDERWORLD SHADOW ATTACK 3

Target Up to three creatures within medium range

Three missiles of seething darkness leap from your hand, divided as you choose among the targets. For each missile, make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and is moved 1d6 yards away from you.

Attack Roll 20+ The target takes 1d6 extra damage.

SHADOW MAGIC

SHADOW UTILITY 3

Choose one of your rank 2 or lower spells from a tradition other than Shadow. You cast the spell without expending a casting, even if you have no castings of that spell remaining.

DARK PORTALS

SHADOW UTILITY 4

Area Six cubes, each 1 yard on a side, within long range
Duration 1 minute

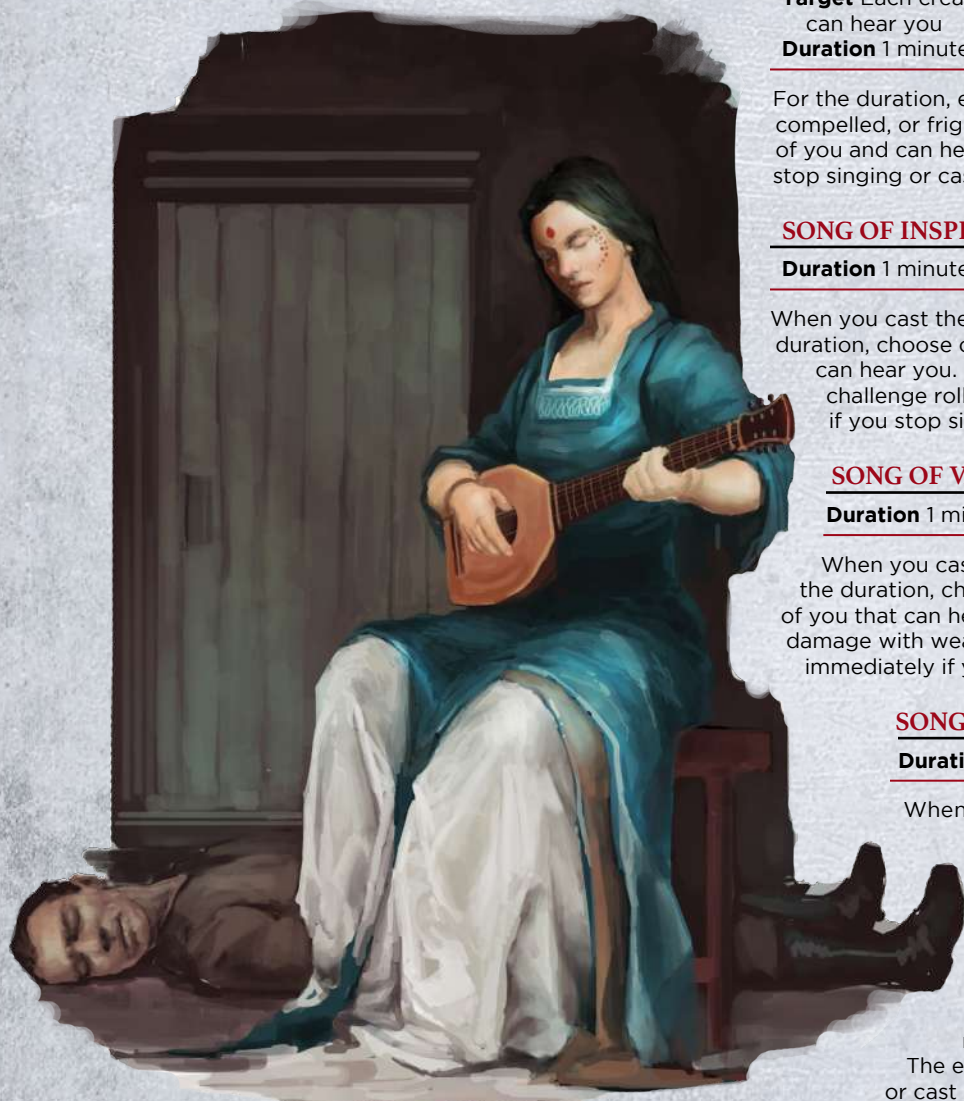
Darkness fills each cube, totally obscuring its space and blocking all nonmagical vision other than truesight. Assign a number, from 1 to 6, to each cube. When a creature enters one of the cubes, it must make an Intellect challenge roll to choose which cube it exits. On a success, the creature instantly exits into an open space from the chosen cube. On a failure, the creature rolls a d6 to determine the cube from which it exits. In either case, the creature decides in which direction it exits the cube.

ENERVATION**SHADOW ATTACK 5**

Target One living creature within long range

A black beam leaps from the palm of your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes a -20 penalty to Health for 1 hour. While this penalty applies, the target is also impaired.

Attack Roll 20+ The penalty is instead -30.

**SONG**

Song spells weave magic into music to affect the minds of those who hear it performed. Casting spells from the tradition requires you to sing or play music.

PROJECT VOICE**SONG UTILITY 0**

Duration 1 minute

For the duration, anything you say or sing can be heard up to 1 mile away.

SONG OF FRIENDSHIP**SONG ATTACK 0**

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target must make a Will challenge roll. On a failure, it becomes charmed for 1 hour or until it takes damage.

SONG OF COURAGE**SONG UTILITY 1**

Target Each creature you choose within short range that can hear you

Duration 1 minute

For the duration, each target cannot become charmed, compelled, or frightened while it remains within short range of you and can hear you. The effect ends immediately if you stop singing or cast another spell.

SONG OF INSPIRATION**SONG UTILITY 1**

Duration 1 minute

When you cast the spell, and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target makes its next attack roll or challenge roll with 2 boons. The effect ends immediately if you stop singing or cast another spell.

SONG OF VALOR**SONG UTILITY 1**

Duration 1 minute

When you cast the spell and on each of your turns for the duration, choose one creature within short range of you that can hear you. The target deals 1d6 extra damage with weapon attacks for 1 round. The effect ends immediately if you stop singing or cast another spell.

SONG OF CAPTIVATION SONG ATTACK 2

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must get a success on a Will challenge roll or become charmed for the duration. While charmed in this way, the creature can take only slow turns and must move toward you on its turn if it is more than 10 yards from you.

The effect ends immediately if you stop singing or cast another spell.

SONG OF HEALING

SONG UTILITY 2

Target Each creature you choose within short range that can hear you

You concentrate for 1 minute, during which time you sing. When you finish, each target that was within short range of you for the entire performance heals damage equal to its healing rate.

SONG OF RIBALDRY

SONG ATTACK 3

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes impaired for the duration on a failure. While impaired in this way, the creature is also slowed.

SONG OF DREAD

SONG ATTACK 3

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes frightened for the duration on a failure. While frightened in this way, the creature must use its action on each turn to rush away from you by the safest available route. If the creature cannot hear you at the end of the round, it removes this affliction.

SONG OF SLUMBER

SONG ATTACK 4

Duration Concentration, up to 1 minute

When you cast the spell, and when you use an action to concentrate on it, choose one creature within short range that can hear you. The target must make a Will challenge roll. It becomes immune to this casting of the spell on a success, or becomes slowed for the duration on a failure. While slowed in this way, the creature is also fatigued. If the creature cannot hear you at the end of the round, it removes these afflictions. If the target is already slowed, it instead falls asleep for 1 hour.

SONG OF HEROES

SONG UTILITY 5

Target Up to three creatures within short range that can hear you

Duration 1 minute

For the duration, or until it can no longer hear you, each target gains a +20 bonus to Health and a +2 bonus to Speed, and makes attack rolls and challenge rolls with 2 boons. The effect ends immediately if you stop singing or cast another spell.

STORM

The Storm tradition offers casters the ability to create and control weather in its most violent forms.

FOG

STORM UTILITY 0

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 hour; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind.

SHOCK

STORM ATTACK 0

Target One creature within short range

Make a Will attack roll against the target's Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 damage.

Attack Roll 20+ The target also becomes dazed until the end of the round.

FORKED LIGHTNING

STORM ATTACK 1

Target Up to two creatures or objects within short range of each other and within medium range of you

For each target, make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 1d6 + 2 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

FREEZING FOG

STORM ATTACK 1

Area A cylinder, 3 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 minute; see the effect

Fog spreads through and partially obscures the area for the duration or until dispersed by wind. The ground in the area becomes slippery and is difficult terrain until the effect ends. Any creature in the area when you cast the spell or at the end of a round for the duration must make a Strength challenge roll. On a failure, it takes 1d3 damage and becomes slowed for 1 round.

SAINT ASTRID'S FLAME

STORM UTILITY 1

Target Up to three creatures or objects within short range

Duration 1 minute

Harmless green flames envelop each target for the duration. Each target sheds light in a 1-yard radius and cannot become invisible or hidden from creatures that can see it, and creatures make attack rolls against it with 1 boon.

CALL LIGHTNING

STORM ATTACK 2

Requirement You must be outdoors.

Target A point on the ground within long range

A bolt of lightning strikes the target from the sky and deals 3d6 + 5 damage to everything within 3 yards of that point. Each creature that takes damage in this way must make a Strength challenge roll. It becomes deafened for 1 hour on a failure, or just takes half the damage on a success.

Sacrifice You can expend a casting of this spell to cast *forked lightning*.

POISONOUS FOG

STORM ATTACK 2

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within medium range

Duration 1 minute; see the effect

Purple fog spreads through and heavily obscures the area for the duration or until dispersed by wind. The fog is heavier than air, so it settles into cracks and openings in the ground below it. At the end of each round for the duration, roll a d6. If the number is even, the cloud moves half that many yards away from you.

When the fog appears and at the end of each round for the duration, each creature in the area must get a success

on a Strength challenge roll or take 1d6 damage and become poisoned for 1 round. While poisoned in this way, the creature is also immobilized.

HAILSTORM**STORM ATTACK 3**

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration 1 minute

Hail falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. For the duration, creatures in the area and within 5 yards of the area's edge are deafened. The ground in the area becomes difficult terrain until the hail melts.

When you cast the spell, and at the end of each round for the duration, the hail deals 3d6 damage to anything in the area that does not have shelter. Each creature that takes damage in this way must make an Agility challenge roll. It falls prone on a failure, or just takes half the damage on a success.

LIGHTNING BOLT**STORM ATTACK 3**

Area A line, 30 yards long and 1 yard wide, originating from a point you can reach

Lightning travels 5d6 yards along the area. If it encounters a solid object before it reaches the end of the line, the bolt rebounds and travels back toward you in a straight line up to the remaining distance. The lightning deals 5d6 damage to everything in the area. Each creature in the area must make an Agility challenge roll, with 1 bane if it is made from metal or wearing heavy armor. A creature in the path of a rebounding lightning bolt makes the roll twice. On a success, the creature takes half the damage.

ACID RAIN**STORM ATTACK 4**

Area A cylinder, 2 yards tall with a 5-yard radius, centered on a point within long range

Duration 1 minute

Acidic green rain falls from clouds that spread through the area and remain for the duration, partially obscuring the area below. When you cast the spell, and at the end of each round for the duration, the rain deals 5d6 damage to each creature in the area that does not have shelter. Each creature that takes damage in this way must make a Strength challenge roll, taking half the damage on a success.

LEAPING LIGHTNING**STORM ATTACK 5**

Target One creature within long range; see the effect

You hurl lightning at the target. Make a Will attack roll against its Agility. You make the attack roll with 1 boon if the target is wearing metal or is made from metal. On a success, the target takes 8d6 damage, and you can repeat the attack against a different target within long range of the first. Each time you do so, you must choose a target you have not attacked with this casting of the spell and reduce the damage dealt by 2d6. When the number of damage dice drops to 0, the effect ends.

TECHNOMANCY

The Technomancy tradition merges magic with machinery. When you cast a Technomancy spell, you assemble something from spare parts and rubbish you have harvested during your travels. You can usually reuse

these parts, dismantling the devices you create to make something new. Practitioners of this tradition are always on the lookout for materials: cogs, springs, metal sheeting, nuts, bolts, tubing, and the like.

JURY-RIG**TECHNOMANCY UTILITY 0**

Target One Size 2 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing 1d6 damage from it.

MAGIC WRENCH**TECHNOMANCY ATTACK 0**

Target One creature or object within short range

You create and chuck a wrench. Make an Intellect attack roll against the target's Defense. On a success, the target takes 1d6 + 1 damage and falls prone.

Attack Roll 20+ The target also becomes impaired until the end of the round.

BOLT THROWER**TECHNOMANCY ATTACK 1**

Area A cube, 1 yard on a side, originating from a point you can reach and resting on a solid surface

Duration 1 minute

You create a Size 1 crossbow turret in the area. The turret has Defense 5 and Health equal to your Intellect score. It lasts for the duration or until destroyed. At the end of each round, the turret fires at one target creature or object within long range. Make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

CALTROPS**TECHNOMANCY UTILITY 1**

Area A circle on the ground with a 5-yard radius centered on a point within medium range

Duration 1 minute

Jagged metal bits erupt from the origin point, covering all horizontal surfaces in the area for the duration. A creature that enters or moves across the area must get a success on an Agility challenge roll or take 1d6 + 1 damage and become slowed. If the creature was already slowed in this way, it falls prone and becomes immobilized. The creature removes this slowed or immobilized affliction when it heals damage.

SPARKING SHIELD**TECHNOMANCY UTILITY 1**

Duration 1 minute

You create a magical shield on your arm that remains for the duration. Once per round, when a creature attacks you with a melee weapon and gets a success, the shield sparks and the attacking creature must make an Agility challenge roll. On a failure, it takes 1d6 damage and is moved 1d3 yards away from you, falling prone at the end of this movement.

FLAMETHROWER**TECHNOMANCY UTILITY 2**

Duration See the effect

You create a flamethrower, a weapon that has six uses. It appears in your hands, or at your feet if you don't have a hand free. When the last use is expended, the flamethrower crumbles into spare parts.

A creature wielding the flamethrower can use an action to expend a use, which looses flames across a line, 5 yards long and 1 yard wide, from a point the creature can reach.

The flames deal 2d6 damage to everything in the area; each creature in the area that gets a success on an Agility challenge roll takes half the damage.

The flamethrower explodes when the creature wielding it takes damage from fire or lightning. Flames fill a sphere with a 5-yard radius originating from a point in the creature's space, dealing 1d6 damage per unexpended use to everything in the area. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

GRENADES**TECHNOMANCY ATTACK 2**

Target Up to three points within short range

You throw three grenades, dividing them as you choose among the targets. When a grenade reaches its target, or if it encounters a solid creature or object before then, it explodes. The explosion deals 1d6 + 1 damage from fire to everything in a sphere with a 1-yard radius centered on the target or a point within the creature's or object's space. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

FLYING BLADES**TECHNOMANCY ATTACK 3**

Target Up to three creatures or objects within medium range

Five blades fly from your hand, divided as you choose among the targets. For each blade, make an Intellect attack roll against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage.

MEND**TECHNOMANCY UTILITY 3**

Target One Size 3 or smaller object that has 1 or more damage, but is not destroyed, that you can reach

You touch the target, removing all damage from it.

POWERED SUIT**TECHNOMANCY UTILITY 4**

Area A cube, 3 yards on a side, originating from a point you can reach

Duration Until you complete a rest; see the effect

You concentrate for 1 hour, during which time you create a powered battle suit, a **huge construct**, in the area. The construct remains for the duration or until incapacitated. It cannot use actions or move independently; you must move into its cockpit to control it. While inside, you treat the construct's Defense and Health scores as your own, move at its Speed, and can use its attack options and actions in place of your own.

MAGIC ITEM**TECHNOMANCY UTILITY 5**

Target One object you can reach

Duration 1 hour

You touch the target, imbuing it with magical power. For the duration, attack rolls or challenge rolls for any task attempted with the target are made with 1 boon. If the object is a weapon, attacks with it deal 1d6 extra damage. If it is a suit of armor, the wearer gains a +1 bonus to Defense.

Permanence If you expend rare ingredients worth 1 gc when you cast this spell, the effect instead lasts until you complete a rest. If you cast the spell this way on the same target each day for one month, one week, and one day, the effect becomes permanent.

TELEPORTATION

Teleportation magic locates gaps in reality and opens them wide enough to let a traveler pass through to a distant destination.

DISMISS**TELEPORTATION UTILITY 0**

Target One Size 1 or smaller object you are holding

The target teleports to an open space within medium range.

FETCH**TELEPORTATION UTILITY 0**

Target One object you could hold in one hand that is within medium range

The target teleports to your hand, or lands at your feet if your hands are full.

DIVISION**TELEPORTATION ATTACK 1**

Target One creature you can see within short range

Make an Intellect attack roll against the target's Strength. On a success, the target takes 3d6 damage. If the target becomes incapacitated by this damage, pieces of its body fly apart, killing it instantly.

Attack Roll 20+ The target takes 1d6 extra damage.



HOLE OF GLORY **TELEPORTATION UTILITY 1**

Area Two cubes, each 1 yard on a side, within medium range
Duration 1 minute

A 1-foot-wide portal opens in the center of each cube and remains for the duration. The portals have no thickness; anything placed in one instantly comes out the other. When the effect ends, the portals close, possibly severing whatever is in them (as determined by the GM).

SWAP **TELEPORTATION UTILITY 1**

Target One creature within long range

You and the target teleport to exchange positions. An unwilling target can make a Will challenge roll, negating the effect on a success.

Triggered You can use a triggered action on your turn to cast this spell. If you do, the target must be within short range.

REMOVE **TELEPORTATION ATTACK 2**

Target One creature you can reach

Make an Intellect attack roll against the target's Agility. On a success, you touch the target and it teleports to an open space on a solid surface you can see within medium range.

Attack Roll 20+ The open space is instead within extreme range.

SHORTCUT **TELEPORTATION UTILITY 2**

You teleport to an open space you can see within long range.

Triggered You can use a triggered action on your turn to cast this spell. If you do, the open space is instead within medium range.

BOUNDLESS STEP **TELEPORTATION UTILITY 3**

Duration 1 minute

On each of your turns for the duration, you can use a triggered action to teleport to an open space you can see within medium range.

FUSE **TELEPORTATION ATTACK 3**

Target One creature within medium range

Make an Intellect attack roll against the target's Will. On a success, the target teleports to an open space on a solid surface within medium range of you, part of it fusing with the surface. It takes 6d6 damage and becomes immobilized. The only way to remove this affliction is either to destroy the object in which the target is fused or to take an action to saw off an imprisoned limb (dealing damage to the target equal to twice its healing rate).

Attack Roll 20+ The target takes 2d6 extra damage and is also stunned for 1 round.

PORTALS **TELEPORTATION UTILITY 4**

Area Two cubes, each 2 yards on a side, one originating from a point you can reach and the other originating from a point within extreme range

Duration 1 minute

A portal opens in the center of each cube and remains for the duration. Each portal is 1 yard wide and 2 yards tall, but has no thickness. A portal has a front and a back, and it can have any orientation. Anything entering the front of one portal

instantly exits into an open space from the back of the other, and vice versa.

TRAVEL **TELEPORTATION UTILITY 5**

Target Up to five willing creatures you can reach

You touch each target and name one destination. Make an Intellect challenge roll. The GM might impose one or more banes on the roll, based on your familiarity with the destination. If you name a place that does not exist, the spell fails and the casting is wasted.

On a success, the targets teleport to the destination.

On a failure, each target teleports separately to a location within 1d20 miles of the destination, as chosen by the GM. If the total of the roll is 0 or less, each target also takes 10d6 damage and gains 1 Insanity from the spell going horribly wrong. If the destination space is not large enough to accommodate a target, the target takes 5d6 damage, gains 1 Insanity, and returns to the space it left. A creature incapacitated by this damage is slain on arrival, reduced to a heap of blood, bone, and tissue. If the destination space is not open—such as inside a wall—the target fuses with the material filling the destination and dies instantly.

THEURGY

Theurgy magic relies on faith to work. A student of Theurgy must be pious at all times and display constant devotion to the gods he or she serves. Such acts give the caster the means to produce miracles, proof of the gods' existence.

The Theurgy tradition is most strongly associated with the Cult of the New God, and its greatest practitioners wield power and influence within the cult. Priests use Theurgy magic as a weapon in their ongoing crusade to stamp out cults, eradicate demons and the undead, and safeguard the world from the looming annihilation. Members of this faith believe their power comes directly from the New God or from its greatest prophet, Astrid.

Members of other religions might adopt this tradition, discovering it through their commitment to a cause or belief.

When you cast a Theurgy spell, a brief manifestation of the divine occurs somewhere in your presence. Examples include a tongue of fire burning in the air above your head, a trembling in the ground, or flaming scripture appearing on the target, a surface, or in the air. Such manifestations last only a moment, but might impress the dubious and skeptical with the clear sign of divine favor.

CREATE HOLY SYMBOL **THEURGY UTILITY 0**

Duration 1 minute; see the effect

A gleaming holy symbol appears in your hand and remains for the duration or until you drop it. The holy symbol grants 1 boon on your attack rolls with Theurgy spells.

DENOUNCE **THEURGY ATTACK 0**

Target One creature within short range that can see and hear you

You present your holy symbol at the target. Make a Will attack roll against the target's Will. On a success, the target becomes frightened for 1 round.

Attack Roll 20+ The target also falls prone.

BLESSING

THEURGY UTILITY 1

Target Any number of creatures you can reach
Duration 1 minute

You touch each target and bestow your blessing. For the duration, the target makes attack rolls and challenge rolls with 1 boon and cannot be frightened.

CENSURE

THEURGY ATTACK 1

Area A sphere with a 5-yard radius centered on a point you can reach

You present your holy symbol, a bit of scripture, or some other physical representation of your faith and release a wave of holy power that spreads through the area. Each demon, devil, faerie, spirit, and undead in the area must make a Will challenge roll. On a failure, it becomes frightened for 1 minute.

HALLOWED GROUND

THEURGY UTILITY 1

Area A hemisphere with a 3-yard radius centered on a point on the ground within short range
Duration Concentration, up to 1 minute; see the effect

A transparent, immobile dome shimmers into existence for the duration. Nothing outside the dome can pass through it, and the area within the dome is excluded from the areas of spell effects. Creatures and objects inside the dome are hidden from everyone outside it except you. A creature inside the dome can freely leave, but once it does so it cannot reenter. The effect ends immediately if a creature inside the dome makes an attack.

GOD HAMMER

THEURGY ATTACK 2

Target A point in space within medium range
Duration 1 minute

A glowing golden hammer appears at the target and hovers there. For the duration, you can use a triggered action on your turn to move the hammer up to 10 yards and attack one creature within 1 yard of it. Make a Will attack with 1 boon against the target's Defense. On a success, the target takes 2d6 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

REVELATION

THEURGY UTILITY 2

Target One creature you can reach
Duration 1 minute; see the effect

You touch the target, granting it seven revelations that last for the duration or until it expends the last one. When the target makes an attack roll or challenge roll, it can expend any number of revelations up to the number it has remaining. For each revelation expended, the target makes the roll with 2 boons.

DIVINE AID

THEURGY UTILITY 3

Target Each creature you choose within short range
Duration 1 hour

Each target has a +15 bonus to Health for the duration.

WRATH OF GOD

THEURGY ATTACK 3

Target A point on the ground within medium range

A bolt of lightning strikes the target and deals 2d6 + 2 damage to each creature within 1d6 yards of that point. A creature that takes damage in this way must make an Agility

challenge roll. It becomes dazed for 1 round on a failure, or just takes half the damage on a success.

AVATAR

THEURGY UTILITY 4

Duration 1 minute

Divine power flows into you. For the duration, you take half damage from all sources, make attack rolls with 1 boon, and deal 2d6 extra damage with weapon attacks.

FIRE FROM HEAVEN

THEURGY ATTACK 5

Area A vertical cylinder, 25 yards tall with a 5-yard radius, centered on a point on the ground within extreme range

Flames spread through the area and deal 7d6 damage to each creature in it. A creature that gets a success on a Will challenge roll takes half the damage. Any creature incapacitated by this damage disappears, erased from the fabric of reality.

TIME

Time magic controls the rate at which time passes. Meddling with Time spells can upset or snarl your time line and cause strange phenomena to affect you. You might, for example, flicker in and out of existence while you sleep, or your apparent age could increase or decrease from one day to the next.

DELAY

TIME ATTACK 0

Target One creature you can see within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes slowed for 1 minute.

Attack Roll 20+ The target also becomes impaired while slowed in this way.

SWIFTNESS

TIME UTILITY 0

Target One creature that is not fatigued that you can reach
Duration 1 minute

You touch the target, which gains a +10 bonus to Speed for the duration. When the effect ends, the target becomes fatigued for 1 minute.

MINOR PARADOX

TIME ATTACK 1

Target One creature you can see within short range

Make an Intellect attack roll against the target's Intellect. On a success, the target ceases to exist for 1 round. It reappears in its former space or in the nearest open space to it if it is occupied.

Attack Roll 20+ You regain the casting of this spell.

REWRITE MOMENT

TIME UTILITY 1

Duration 1 minute

Once per round for the duration, when you roll a die, you can discard the number and roll the die again. You must use the second number rolled.

SLOW

TIME ATTACK 1

Target Up to five creatures within medium range

Each target must make a Will challenge roll. On a failure, it becomes slowed for 1 minute.

**PRECOGNITION**

TIME UTILITY 2

Duration 1 minute

For the duration, attack rolls against you are made with 1 bane. As well, you make challenge rolls to resist attacks with 1 boon.

TIME JUMP

TIME UTILITY 2

Duration 1 minute

You jump forward in time, disappearing from your space. At any time during the duration, you can reappear in the space you left or in the nearest open space to it if it is occupied. Otherwise, you reappear at the end of the round when the effect ends.

ACCELERATE

TIME UTILITY 3

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, it can take both a fast turn and a slow turn each round. When the effect ends, the target becomes fatigued for 1d6 minutes.

DECELERATE

TIME ATTACK 3

Area A sphere with a 3-yard radius centered on a point within medium range

Each creature in the area must get a success on a Will challenge roll or become slowed for 1 minute. While slowed in this way, when the creature takes a slow turn, it can use an action or move, but not both.

TWAIN SELF

TIME UTILITY 4

Area A cube, large enough to hold a creature of your Size, originating from a point within a number of yards equal to your Speed**Duration** 1 minute; see the effect

You cause your self from the future to appear in the area and it remains in your time for the duration. Until the spell ends, you and your future self can each take a turn every round, though the paradox of your twained existence imposes

1 bane on both of your attack rolls and challenge rolls.

You and your future self have identical attributes and characteristics. Although you can act separately, you and your future self count as one creature for the purpose of sharing resources. Thus, if one takes damage or gains insanity, it applies to both characters. If one expends the casting of a spell, the casting is expended for both. If one of you suffers an affliction or would benefit from an ongoing effect, the affliction and effect apply to both.

Your future self has identical copies of everything you wear and carry, with a couple exceptions. First, if you or your duplicate consume or expend on item, such as dealing a healing potion, the item is lost to both of you. Furthermore, if you have a relic, you must decide whether you or your future self carries the relic.

If either you or your future self becomes incapacitated, the other does as well. If you die, your future future self disappears.

When the effect ends, you and your future self disappear. You reappear 1 minute later, in the space your future self occupied or in the nearest open space if it is occupied.

TIME TRAVEL

TIME UTILITY 5

Choose a moment in time up to 100 years in the future. You disappear from existence. When time in the game catches up to the time you chose, you immediately reappear in the space you left or in the nearest open space to it if it is occupied.

TRANSFORMATION

Transformation magic enables practitioners to assume different forms.

Over time, exposure to Transformation magic affects your physical form somewhat, causing you to change a bit after each rest. Your hair, skin, or eyes might become a different color, or distinctive features could appear or disappear. You might grow or shrink by an inch, or gain or lose weight while you sleep. You never look exactly as you did the day before.

FLOWING FORM

TRANSFORMATION UTILITY 0

Duration 1 minute

For the duration, you can move through spaces occupied by other creatures regardless of their Size.

MASK

TRANSFORMATION UTILITY 0

Duration 1 hour; see the effect

You alter your body's appearance so that you look like someone else for the duration or until you become unconscious. You can increase or decrease your height by up to 12 inches, increase or decrease your weight by up to 25 percent, and make any other cosmetic changes you like. None of your attributes, characteristics, and other abilities change, and you cannot take on a different ancestry.

ANIMAL SHAPE

TRANSFORMATION UTILITY 1

Duration 1 minute

You assume the form of a **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

BOUNDING STEP**TRANSFORMATION UTILITY 1****Duration** 1 minute

For the duration, you gain a +4 bonus to Speed and can use an action to jump 3d6 yards, landing safely.

MURMURATION**TRANSFORMATION UTILITY 1**

You burst apart to become a cloud of starlings and fly up to twice your Speed without triggering free attacks; you can move through spaces occupied by other creatures regardless of their Size. At the end of this movement, you return to your normal form.

Triggered You can use a triggered action to cast this spell when you take damage. If you do, you take half the damage from the triggering attack and move up to half your Speed as above.

IMPROVED ANIMAL SHAPE TRANSFORMATION UTILITY 2**Duration** 1 hour

You assume the form of a **large animal**, **medium animal**, **small animal**, or **tiny animal** and remain in that form for the duration. If you assume the form of a small or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

OBJECT FORM**TRANSFORMATION UTILITY 2****Duration** Concentration, up to 8 hours

You assume the form of an object of your Size or smaller for the duration, becoming physically indistinguishable from the object whose form you take. You make all decisions about what your new form looks like. Until the effect ends, you cannot talk and you can use actions only to concentrate on this spell. However, you perceive using your normal senses. The effect ends if you take any damage.

MIST FORM**TRANSFORMATION UTILITY 3****Duration** Concentration, up to 1 hour

You assume the form of a cloud of mist of your Size for the duration. Until the effect ends, you have all the following benefits and drawbacks:

- You are immune to damage.
- You ignore the effects of attack rolls against your Strength or that require a Strength challenge roll.
- You can fly and can move through openings wide enough to permit the passage of air, though you cannot move into spaces filled with liquid—they are solid objects to you.
- You cannot fall. You are immune to the grabbed, immobilized, prone, and slowed afflictions.
- You can't speak, use actions, spells, or objects.

At the end of each round, when you are in an area of wind, you are moved 2d6 yards in the direction the wind blows and take a cumulative -5 penalty to Health. The penalty remains until you return to your normal form.

SPEED HEALING**TRANSFORMATION UTILITY 3**

You must concentrate for 1 minute while casting this spell. If your concentration is uninterrupted, at the end of that time, you heal damage equal to twice your healing rate and you remove any of the following afflictions from yourself: diseased, fatigued, and poisoned.

ASSUMING DIFFERENT FORMS

When you assume the form of a different creature as the result of a Transformation spell you cast, the following rules apply:

- Everything you are wearing or holding is subsumed in the new form, though if such an object leaves your possession it immediately returns to normal.
- While in another form, you cannot talk.
- The new form's Strength, Agility, characteristics, traits and talents replace your own. You retain your Intellect and Will.
- The effect ends immediately if you become incapacitated while in the new form; any damage in excess of that form's Health is dealt to your normal form.
- You can use a triggered action on your turn to switch between forms.

METALLICUS**TRANSFORMATION UTILITY 4****Duration** 1 minute

Your body becomes like metal. For the duration, your Defense becomes 20, you gain a +10 bonus to Health, you are immune to the asleep, blinded, deafened, diseased, fatigued, and poisoned afflictions, and you cannot be moved against your will. You also take half damage from cold, fire, and weapons. However, you are also slowed, and you cannot drink, eat, or swim.

GREATER ANIMAL SHAPE TRANSFORMATION UTILITY 5**Duration** 1 hour

You assume the form of a **huge animal**, **large animal**, **medium animal**, **small animal**, or **tiny animal** for the duration. If you assume the form of a medium, small, or tiny animal, you can gain one of the following traits: climber, flier, or swimmer.

WATER

Water magic controls and shapes liquids, moves them, and changes their state.

When you discover the tradition, usually from a genie, fine scales cover your body. Upon learning a Water spell of rank 3 or higher, you grow gills under your ribs and can breathe water as easily as you do air.

FREEZE**WATER ATTACK 0****Target** One creature within short range

The temperate plummets around the target. Make a Will attack roll against its Agility. On a success, the target takes 1d3 damage and becomes immobilized for 1 round.

Attack Roll 20+ The target takes 1d3 extra damage.**PRODUCE WATER****WATER UTILITY 0****Target** One cup, bowl, or similar container that you can reach

You touch the target, which fills with fresh, clean water.

DROWN**WATER ATTACK 1****Target** One creature within short range that breathes air

Water accumulates in the target's lungs or a similar organ. The target must make a Strength challenge roll; on a failure, it takes 1d6 + 2 damage and becomes impaired. At the end of each round the target is impaired in this way, it must make a Strength challenge roll with 1 boon, removing this affliction on a success. After three failures, the target suffocates and dies.

ICE BLAST**WATER ATTACK 1****Area** A cone, 3 yards long, originating from a point you can reach

You hurl jagged ice shards that deal 2d6 + 2 damage to everything in the area, or half the damage with a success on an Agility challenge roll. The ground in the area becomes difficult terrain that lasts for 1 round.

WELLSPRING OF LIFE**WATER UTILITY 1****Area** A hemisphere with a 2-yard radius centered on a point on the ground within short range**Duration** 1 minute

Healing waters partially obscure the area for the duration. Each living creature in the area does not need to drink water until after it completes a rest. In addition, when a creature in the area heals damage, it heals 1d3 extra damage.

GEYSER**WATER ATTACK 2****Area** A circle with a 5-yard radius centered on a point on the ground within medium range

A column of scalding water erupts from the area, climbing 2d6 yards before raining onto the ground out to half that many yards beyond the area and extinguishing unprotected flames.

The force of the water moves unsecured objects of Size 1 or smaller 1d6 yards away from the origin point, while each creature in the area takes 2d6 + 2 damage from the hot water and must make an Agility challenge roll. The creature falls prone on a failure, or just takes half the damage on a success.

WAVE**WATER ATTACK 2****Area** A line 10 yards long, 10 yards tall, and 1 yard wide originating from a point on the ground within medium range**Duration** 1 round

Water rises to fill the area for the duration. The water provides partial obscurement to anything in its space and behind it, and provides half cover. The water also extinguishes any flames in the area.

When the effect ends, the line of water tips and falls either away from you or toward you as you choose, to cover an area 10 yards long and 10 yards wide. Each creature in that

area takes 1d6 damage and must make a Strength challenge roll. It falls prone on a failure, or just takes half the damage on a success.

The water then spreads out a further 10 yards in all directions, extinguishing any flames it touches.

SPHERE OF WATER**WATER ATTACK 3****Area** A sphere with a 3-yard radius centered on a point within medium range**Duration** Concentration, up to 1 minute

Water fills the area and remains for the duration. Each time you use an action to concentrate on the spell, you can move the sphere and anything in it up to 5 yards in any direction.

Each creature in the area when you cast the spell becomes trapped in the sphere, as does a creature whose space the sphere enters. At the end of each round until the effect ends, each air-breathing creature trapped in this way must get a success on a Strength challenge roll or take 2d6 damage.

A creature trapped in this way can use an action to make a Strength challenge roll. On a success, it swims free and falls prone in an open space it chooses within 1 yard of the sphere.

TIDAL FORCES**WATER ATTACK 3****Area** Any number of creatures within medium range

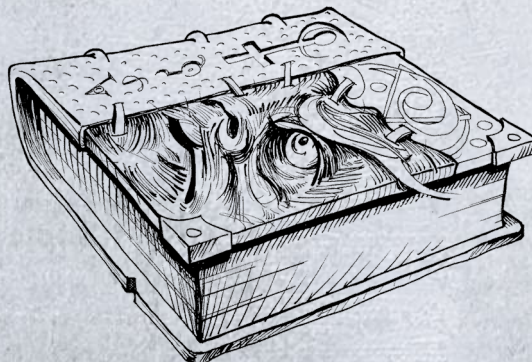
Each target must make a Strength challenge roll with 1 bane. On a failure, it is moved 2d6 yards toward you or away from you (your choice) and becomes dazed for 1 round. On a success, it is just moved half the distance.

COLD SNAP**WATER ATTACK 4****Area** A cone, 8 yards long, originating from a point you can reach

Lethal cold spreads through the area, instantly freezing water and water-based liquids, including potions. The cold deals 7d6 damage to everything in the area. Each creature in the area that gets a success on a Strength challenge roll takes only half the damage. A creature that becomes incapacitated by this damage freezes solid and dies instantly.

BIND WATER GENIE**WATER UTILITY 5****Target** A cube of ice, snow, or water, 2 yards on a side, originating from a point within long range**Duration** 1 minute

At the end of the round in which you cast this spell, the target becomes a Size 2 **water genie**. You cannot voluntarily end this spell. When the genie appears, make a Will attack roll against its Will. The genie becomes compelled for the duration on a success, or becomes hostile to you on a failure.



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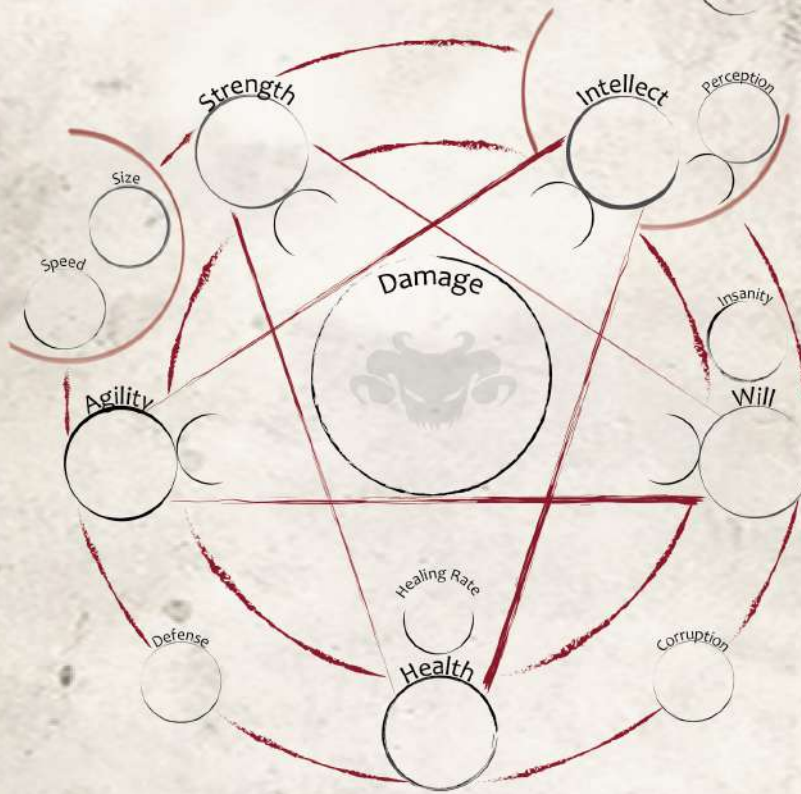
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Master

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Magic



Weapons

Equipment



THE END STARTS HERE...

Sometimes the world needs heroes, but sometimes, the world takes anyone it can get. Whether you're playing an unhinged wizard armed with dark magic or a valiant champion fighting in the name of the New God, a shifty-eyed changeling, or a malicious goblin, in these dark times, all must come together if the Demon Lord would be stopped. Now is your time to make a difference, to take a stand against the demon, the cultist, the monster, and the chaos. It falls to you and a group of mismatched others to do your part to save the world.

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- Complete character creation rules letting you choose from humans, changelings, clockworks, dwarfs, and orcs, along with numerous tables to help you create interesting characters in little to no time at all.
- All the rules you need to know in order to fight the shadow and stay alive.
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