



UNCOMMON COURAGE

Victims of the Demon Lord

In a world beset in deepening shadow, with the constant threat of rampaging beastmen, ravenous ogres gorging themselves on whatever they can catch, and weird monsters creeping in the gloaming searching for prey, the gentle and bucolic halflings seem almost out of place. A people famous for their good-natured manners and peace-loving ways, as well as their uncanny luck, halflings have done their best to avoid the troubles in the world, keeping fast to the idyllic lands in which they have settled.

But in these troubled times, such isolation is becoming increasingly impossible. If any people would hold onto their customs, their ways of living, and, indeed, their very families, they must stand up and be counted, and take up arms in the struggle against the evil unfurling its wings across the world. Despite the fortune that has blessed them, the halflings are no longer an exception to this.

Building upon the information found in *Demon Lord's Companion*, *Uncommon Courage* provides new details about halflings by describing them as a people, giving details about their lifestyles and homes, and discussing how they fit into the wider world, so that players and GMs can make the most of this interesting and compelling ancestry.

~CREDITS~

WRITING, DESIGN, AND ART DIRECTION:

ROBERT J. SCHWALB

EDITING: TOM CADORETTE

PROOFREADING: JAY SPIGHT

GRAPHIC DESIGN: KARA HAMILTON AND HAL MANGOLD

LAYOUT: KEVIN AND KARA HAMILTON

ILLUSTRATIONS: JACK KAISER

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SCHWALB ENTERTAINMENT, LLC



PO Box #12548, Murfreesboro, TN 37129

info@schwalbentertainment.com

www.schwalbentertainment.com

In addition, this supplement also includes extensive tables to help you create a unique halfling with a fully realized background and developed sense of purpose. Read on to learn more about the luckiest people in all of Rûl!

HUMANITY'S DISTANT COUSINS

Humanity has many branches in its tree, of which a few are famously known: the tribes of the First People, the Edene, and even the hated Men of Gog. Of all the various offshoots of humanity, however, halflings stand apart—if somewhat shorter—from the rest, and for reasons more than their obvious differences in height and appearance.

Halflings do things in their own way, keeping to themselves for the most part, with few, if any, of the bellicose qualities found in their taller kin. They maintain their own customs, observe their own religious beliefs, and, generally, prefer the company of their own kind to any other. It's not that halflings are xenophobic; rather, they have come to believe they can only depend on themselves, regarding the ways other people live to be too hectic, cluttered, or complicated for them to adopt.

Halflings trace their lineage before the coming of the Edene, back to the days of the First People of whom they were once a part. A peaceful people attuned to the land and the cycle of the seasons, they found it easy to live in harmony with the faerie folk, even earning their blessing to settle in lands near faerie domains.

Not all of the First People shared the halflings' willingness to co-exist with the faeries, and conflict often broke out between these other tribes and the fae. Even when the fighting reached their lands, the halflings took no part, showing no interest in war or dominance, always seeking to live in peace. Nevertheless, these conflicts would not let them be, so the halflings traveled west, crossing the Shield Mountains into lands they hoped would be untroubled by violence and war.

One can still find the ruins of the halfling settlements in the Endless Steppe, typically in the north, where the flatlands turn to hills as they climb toward the mountains. The halflings thrived there for centuries, establishing settlements all across the north, cultivating the land, and domesticating herd animals. At first, the indigenous centaurs tolerated their presence in their sacred lands, finding them ready allies in their efforts to protect themselves from the strange monsters that crept and crawled out of the mountains. The two peoples lived in a peace that would last centuries until an event changed the centaurs, breaking the alliance that had served both peoples so well.

The halflings blame the centaurs for the disintegration of relations, claiming the centaurs attacked their settlements without provocation. The centaurs claimed justification for their attack, stating that the halflings had defiled one of their sacred sites and offered the corpse of a halfling as proof. Whatever happened and whoever was to blame, the peace between the two peoples was at an end, and the halflings fled back across the Shield Mountains. Thereafter, the centaurs forbid all outsiders from ever again settling in the Endless Steppe.

The halflings found the lands beyond the mountains much changed from when they left. Terrible wars of conquest had radically changed the landscape and a new human Empire, by then two hundred years old, had carved up the continent into provinces. The halflings migrated into the Low Country, Northern Reach, Caecras, and east into the rural countryside around the great city-states—anywhere they could find landholders willing to grant them autonomy in exchange for revenue from the halflings' herds and farms. Those who found the smallfolk's terms agreeable found them to be good neighbors who made the land far more valuable than it was before they worked it.

Over the centuries, the halflings have managed to steer clear of the troubles besetting the Empire, largely by keeping to themselves and out of politics. But now, after the bloody orc rebellion in the imperial capital of Caecras, it has become nearly impossible for halflings to keep above the fray, what with orcs on the march, provinces breaking away, and the signs of darkness wherever they look. Many communities have argued over whether they should remain or pick up and move again. Some members, though, find such talk unsettling and believe they have no choice but to stay and fight for their homes: the time for talk is over, they argue, and the time to join the struggle against the encroaching shadow has come.

SMALL HUMANS

One of the many tribes of First People to thrive on Rûl, halflings gained their name from other tribal peoples and the name stuck. Despite their name and size, halflings are simply a different branch of the larger human family tree. They display the same range of hair, eye, and complexions that humans do. Where they differ, of course, is their height. Most halflings stand around three-and-a-half feet tall and weigh about 100 pounds. Their fondness for food and drink, however, lead many to become rather portly for their size in comparison to their taller kin.

FASTIDIOUS FOLK

One thing common to nearly all halflings is the care they put into their appearance. Halflings bathe often and keep their skin scrubbed with soap. They maintain their clothing, patching holes and keeping them clean so they always look their best. Many halflings believe that taking pride in their appearance and themselves is what distinguishes them from the other uncultured and uncivilized ancestries.

THE SIMPLE LIFE

Halflings crave the simple life, one free from the troubles plaguing the world outside their communities. For most, wealth holds little appeal to them beyond what can provide them and their families with food and comfort. Few halflings seek fame or glory, generally seeing such things as inviting nothing but trouble. Rather, halflings love their communities, enjoying nothing more than relaxing

in their favorite public house, savoring a tasty meal accompanied by drinking and smoking, sometimes to excess.

Although halflings do crave normalcy and comfort, they do not shrink away from difficult situations whenever they present themselves. If a task needs doing, they come together to see the work completed. If something threatens their way of life or their loved ones, they can be as terrifyingly vicious as a mother bear protecting her cubs.

Halflings rise to whatever challenge is in front of them, which is why more and more halflings have begun to leave their homes and venture into the wider world to fight back against the spreading evil.

TIGHTKNIT COMMUNITIES

Most halfling settlements stand in Low Country, south of Caecras, or in the eastern territory of the Northern Reach. They found their towns amidst rich farmlands and pastures, to serve as gathering places for the nearby halfling families who make their living growing crops and raising livestock. These farms house large, extended families of halflings, which might have three or more generations of relatives living there.

Each community has at least one public house and many have several. Halflings are extremely loyal to their chosen haunts and can be found there in the evenings most days of the week. Huddled around the watering holes, one can find the shops of those halflings gainfully employed in artisanal trades. Leatherworkers, blacksmiths, tailors, and other crafters have small shops that fulfill the needs of their neighbors. Most people don't look to get rich on selling their wares; they charge just enough to keep roofs over their heads and food in their bellies.

PRAGMATIC COURAGE

Of all the qualities halflings possess, courage is one they have in abundance. Halflings never show fear, doing things no reasonable person would consider, for the fear of death has no power over them. Halflings stand up for what they feel is right and will gladly step up to protect those people weaker than themselves.



It's not that halflings are risk-takers. Rather, they believe that the life they live is but one of many they will have, and when they die, they will return to live again. So, they show no reluctance when it comes to undertaking difficult tasks or even heroic quests. If they must risk their lives to do the right thing, they will do so without question.

HALFLING NAMES

Halflings have names common to their kind, as noted in the *Demon Lord's Companion*, but they can use almost any name. Many halflings living among other peoples pick up nicknames such as Mouse, Weasel, Ferret, or Rabbit, which usually refer to their small size.

REMARKABLE LUCK

Without the burden of fear and loathing that most humans feel, halflings tackle their problems with clear heads, with none of the distractions abject terror might cause. They are less likely to make critical mistakes when doing risky things under pressure and they can help others avoid the same by quickly pointing out when something might go awry. Although halflings are very good at keeping focused on the task at hand, others attribute "uncommon luck" to them, believing they have the favor of the gods or some other quality that bends fortune to their will. This myth about halfling luck has led some people to exploit the smallfolk, even so far as enslaving them in the hope their good fortune will somehow rub off on their masters.

DIVERSE BELIEFS

When it comes to the gods, halflings take a casual view toward religion. They might worship the old gods, pray at the altars of the New God, or practice witchcraft, but any faith they engage in is generally done so in an almost halfhearted manner. Most halflings believe religion has its place, but they never let it influence their decisions or allow it to limit what they can do. They might share the essential tenets of a faith, but find fanatics to be misguided and poor company. They believe the excesses of many organized religions to be very dangerous, and thus something to be avoided or eschewed.

HALFLING RELATIONS

Halflings endeavor to find the good qualities in people they meet and encourage behaviors that bring out their good spirits. Halflings know that the wheel of life can roll out souls into a variety of different bodies, so they rarely judge a person by appearance or ancestry. All people have value, even if those people don't know it.

Humans: Halflings see humans as their distant cousins and generally get along with them, even if they disapprove of certain behaviors and beliefs on their part. Halflings bristle at the patronizing behavior humans sometimes demonstrate to them and, if pushed too far, might respond with anger or an insult to remind their taller cousins that they are not children.

Changelings: The fact that changelings are living proof that faeries steal children greatly troubles halflings. In the spirit of acceptance, however, they tolerate the company of the strange beings. Even though they mean well and try to accept these peoples, halflings still watch them carefully for any signs of trickery or malfeasance, as they are never quite sure about a changeling's true motives. Most halflings keep their distrust concealed, however—openly suspecting a changeling of wrongdoing without proof of mischief would be discourteous!

Clockworks: A curious people, many halflings have no idea what to do with clockworks, not entirely sure if they qualify as "people" or not. The more they learn about the mechanized folk, the more troubled they become, particularly when they discover their animation requires wrenching souls from the Underworld and then trapping them in mechanical bodies—an act anathema to the harmony in which halflings believe all should seek to exist within the cycle of life. Rather than show scorn or disgust, most halflings show pity for these creatures, knowing the souls caught inside the clockworks had no choice in their fate.

Dwarfs: Since most dwarfs live far away in the strongholds bristling up from the slopes of the Shield Mountains, halflings have few opportunities to encounter dwarfs and thus have no real opinion about them one way or the other. From what they do know, halflings respect the strength and valor of the dwarfs, but find their gruff demeanors and boasting a little too much to bear, and generally keep their distance from them whenever they can.

Fauns: Halflings get along well with fauns and have none of the suspicions about them that other peoples might hold. Rather than derision or mistrust, halflings feel sympathy for these people and understand the predicament of being caught between human and faerie peoples. Halflings welcome fauns into their communities and strive to make them comfortable for as long as they wish to stay—provided, of course, the fauns do nothing to jeopardize their hosts' goodwill.

Goblins: Halflings dislike goblins. While the fallen faeries' penchant for mischief is extremely disturbing, nothing offends the halflings more than the goblins' filthiness. In years past, goblins raided halfling communities in which they stole livestock and sometimes murdered innocents. While no halflings would ever condemn an entire people for the acts of their ancestors, halflings have suffered enough at the hands of the goblins to be extremely suspicious of them.

Orcs: The stink of corruption wafts off orcs and makes halflings extremely unwilling to be around them. Halflings living in the Empire also know orcs blame them just as much as humans for their long persecution and slavery. Rather than be subject to unthinking violence or exposed to the darkness staining their souls, halflings go out of their way to avoid orcs whenever they can.

Elementals: Although halflings have few occasions to ever meet an elemental, most would find them intriguing, reserving judgment about individual elementals until given cause otherwise. Of all the elemental peoples, halflings have the most affinity for gnomes.

Faeries: Faeries fascinate halflings and many halflings dream of encountering these peoples. Some even travel to lands near the Bright Folk in the hope of catching a glimpse of them. Halflings are enamored of faeries, always expecting them to be good and noble. Many halflings have had their dreams dashed whenever they've run afoul of a particularly nasty or selfish elf, or were made the target of some pixie's wicked prank.

HALFLING CHARACTERS

Everything you need to create a halfling character can be found in the *Demon Lord's Companion*. The rules in that book enable you to make a character quickly, with enough information to portray it in the game. This section, however, offers more advanced rules for making halfling characters, with alternative features, along with a slew of tables to develop the character's background, personality, and their appearance.

If you use the rules presented here, you need to use the accompanying supporting tables here to determine your character's professions, languages known, and starting equipment.

CREATING A HALFLING

Choose an option for Attribute Scores:

Random Attribute Scores Strength 1d3 + 7, Agility 1d3 + 9, Intellect 1d3 + 8, Will 1d3 + 9

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

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

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

0 Damage, 0 Insanity, 0 Corruption

Languages You speak the Common Tongue.

Good Fortune Whenever a creature within short range rolls a 1 on any die, you can use a triggered action to discard the roll and let the creature roll again.

Uncommon Courage When you become frightened, you can use a triggered action to make a Will challenge roll. On a success, you remove the frightened affliction.

LEVEL 4 HALFLING EXPERT

Characteristics Health +4

You learn one spell or choose one of the talents below.

Cunning Escape If you make an attack roll with at least 1 boon, you can choose to reduce the number of boons by 1. After the attack, you can move up to half your Speed without triggering a free attack.

Expert Thrower When you attack with a thrown weapon or a sling, you make the attack roll with 1 boon.

Rising Fortunes Whenever you roll a 6 on the die for a boon, you make all succeeding attack rolls and challenge rolls with 1 boon for 1 round.

Shake Off The Pain When you would use Uncommon Courage and you get a success on the challenge roll, you can choose to remove one of the following afflictions: fatigued, impaired, or frightened.

HALFLING DEVELOPMENT TABLES

The following tables help you create an incredibly detailed halfling character by determining your origins, background, appearance, personality, professions, and the like. You must roll on each table and take the results of each roll. Do not use any of the tables in *Shadow* in conjunction with the tables here.

ORIGINS TABLES

The following tables help you determine your family and upbringing.

ANCESTORS

3d6	Ancestors
3	One of your distant ancestors did something so wicked that your descendants still bear the shame. Your family has never been fully welcome in their community.
4-5	Several ancestors were people of dubious character, though their misdeeds were largely kept secret.
6-8	One recent ancestor died under mysterious circumstances. He or she was a character whom many suspected of having strange thoughts and odd mannerisms.
9-12	Your ancestors were ordinary and unexceptional people.
13-15	One recent ancestor has been remembered by your family and members of your community for performing a great deed or making an incredible discovery.
16-17	The people in your community look up to your family for guidance and leadership.
18	One of your ancestors was a great hero to your people, among the most famous halflings ever.

FAMILY TABLES

Use the following tables to detail your family situation, such as their circumstances, siblings, what happened to them, and your relationship with your family. Here, unless instructed otherwise, roll on each of the following tables.



FAMILY CIRCUMSTANCES

3d6	Family Circumstance
3	You were orphaned or have no memory of your family. Subtract 6 from your Childhood roll and skip the Familial Relations roll.
4-5	Your family was destitute. Subtract 3 from your Childhood roll.
6-8	Your family was poor. Subtract 1 from your Childhood roll. To determine your family's profession, roll on the Common, Criminal, Military, or Wilderness Professions tables.
9-12	Your family was just getting by. To determine your family's profession, roll on the Common, Criminal, Military, or Wilderness Professions tables.
13-15	Your family lived comfortably. Add 1 to your Childhood roll. To determine your family's profession, roll on the Common, Military, Religious, or Wilderness Professions tables.

- 16-17 Your family was wealthy. Add 3 to your **Childhood** roll. To determine your family's profession, roll on the Common, Military, Religious, or Wilderness Professions tables.
- 18 Your family was rich. Add 6 to your **Childhood** roll. Your family might have been merchants, a criminal syndicate, or former adventurers.

PARENTS

3d6	Parental Status
3-4	Your parents died when you were young. You were raised by a relative or a friend of the family. Roll on the Causes of Death table to determine how they died.
5-8	Your father died. Roll on the Causes of Death table to determine how he died.
9-12	Your parents are alive.
13-16	Your mother died. Roll on the Causes of Death table to determine how she died.
17-18	You have no idea what happened to your parents. You might have been kidnapped and raised by your captors. You could have run away from home. Or, your parents disappeared.

SIBLINGS

d20	Siblings
1-5	You have no siblings.
6-8	Roll a d6. On an odd number, you have a brother. On an even number, you have a sister.
9-12	You have 1d3 siblings. Roll a d6 for each. On an odd number, you have a brother. On an even number, you have a sister.
13-15	You have 1d6 siblings. Roll a d6 for each. On an odd number, you have a brother. On an even number, you have a sister.
16-17	You have 1d6 + 2 siblings. Roll a d6 for each. On an odd number, you have a brother. On an even number, you have a sister.
18-20	You have 2d6 + 3 siblings. Roll a d6 for each. On an odd number, you have a brother. On an even number, you have a sister.

SIBLING AGES*

d20	Sibling Age
1-2	The same age as you. The sibling is possibly a twin, a bastard, or was adopted.
3-11	Younger
13-20	Older

* Roll once for each sibling you have.

RELATIONSHIPS*

3d6	Relationship
3	Hate
4	Animosity
5-6	Rivalry
7-8	Dislike
9-10	Neutral or no relationship
11-12	Tolerance
13-14	Goodwill

15-16	Friendship
17	Love
18	Intense love, possibly romantic love

* Roll once on this table for each parent and sibling to determine your relationship with the character.

SIBLING FATES*

3d6	Fate
3	Went insane
4-5	Unknown
6-8	Dead
9-12	Alive
13-15	Alive, but disgraced
16-17	Alive and well-regarded
18	Alive and famous

* Roll once on this table for each sibling. If the character is dead, roll on the **Cause of Death** table to find out how.

CAUSES OF DEATH

3d6	Cause of Death
3	Murder
4-5	Accident unrelated to profession
6-8	Hardship, hunger, or exposure
9-12	Natural causes or disease
13-15	War
16-17	Accident related to profession
18	Suicide



APPEARANCE TABLES

Use the following tables to determine your character's general age, height, weight, and distinguishing features. Choose your own gender, skin, hair, and eye color.

STARTING AGES

3d6	Age
3	You are a child, 11 years old or younger. You are Size 1/4, and you halve your height and weight. Roll once on the Childhood table and do not roll on the Life Experiences tables.
4-5	You are an adolescent, 12 to 17 years old. Reduce your height and weight by 25%. Roll once on the Childhood table and once on the Life Experiences table.
6-8	You are a young adult, 18 to 25 years old. Roll once on the Childhood table and twice on the Life Experiences table.
9-12	You are an adult, 26 to 35 years old. Roll once on the Childhood table and three times on the Life Experiences table.
13-15	You are a middle-aged adult, 36 to 55 years old. Roll once on the Childhood table and four times on the Life Experiences table.
16-17	You are an older adult, 56 to 75 years old. Roll once on the Childhood table and five times on the Life Experiences table.
18	You are a venerable adult, 76 years old or older. Roll once on the Childhood table and six times on the Life Experiences table.

BUILDS*

3d6	Build
3	You are quite small and slight, even for a halfling. Reduce your height by 2d6 inches and your weight by 2 pounds per inch reduced.
4-5	You are shorter than the average halfling. Reduce your height by 2d6 inches and your weight by 1 pound per inch reduced.
6-8	You are thin. Reduce your weight by 4d6 pounds.
9-12	You are of average height and weight.
13-15	You are heavy. Increase your weight by 6d6 pounds.
16-17	You are taller than the average halfling. Increase your height by 2d6 inches and your weight by 1 pound per inch.
18	You are enormous. Increase your height by 3d6 inches and your weight by 2 pounds per inch increased.

* The Build table modifies your starting height and weight. If you are male, your starting height is 42 inches and weight is 100 pounds. If female, your starting height is 40 inches and weight is 90 pounds.

APPEARANCES

3d6	Appearance
3	Luck might have saved your life, but you did not escape harm unscathed. You bear horrific scars and your appearance evokes revulsion in anyone who sees you.
4-5	You are downright ugly. Your features look like they wandered around your head and settled in wherever they felt comfortable.
6-8	You have an unattractive physical quality that ruins your plain appearance.
9-12	You are more or less average for a halfling.
13-15	You have a physical quality that makes you attractive.
16-17	You are comely, considered a great beauty.
18	You are striking to the point that your appearance grabs attention from people around. You might have several suitors or paramours, infatuated stalkers, or people you have spurned who now hate you.

DISTINCTIVE TRAITS AND MANNERISMS

d20	You...
1	laugh at inappropriate times.
2	drum your fingers when bored.
3	feel driven to touch things to make sure they are real.
4	have a dry cough.
5	spit whenever disgusted.
6	make the sign against evil when you hear or see something unusual.
7	have an annoying, braying laugh.
8	have a fondness for conies.
9	add an obsessive interest in riddles.
10	have a pipe in your mouth at all times.
11	take things that don't belong to you.
12	have a curious side that sometimes lands you into trouble.
13	have an infectious laugh.
14	have unusually bright eyes.
15	have irritable bowels.
16	are fanatic about cleanliness.
17	clap your hands when excited.
18	have a fondness for the bottle.
19	collect thimbles, nuts, marbles, or small stones.
20	enjoy telling filthy jokes.

BACKGROUND TABLES

The background tables determine from where your character came and what your character did before the game begins. Roll on the **Life Experience** table a number of times as determined by your roll on the **Starting Age** table. The following table might direct you to roll on another table to discover what happened during that experience.

CHILDHOOD

3d6	Childhood
3	Raiders attacked your home, killing everyone. You escaped and somehow managed to survive on your own. Gain a random wilderness profession.
4-5	You ran away from home, joined the circus, or took up with a traveler. Gain a random common, criminal, or wilderness profession.
6-8	You worked in the family business. Add your family's profession to your list of professions.
9-12	You were apprenticed to an artisan. Add an artisan of your choice to your list of professions.
13-15	You received an education. You can read and write the Common Tongue. Add your family's profession to your list of professions.
16-17	You received a good education. You can read and write the Common Tongue and can speak, read, and write High Archaic. You gain a random area of scholarship.
18	You attended one of the finest academies. You can read and write the Common Tongue, and can speak, read, and write High Archaic. You gain a random area of scholarship. You also gain one of the following professions: artist (painter, poet, or writer) or musician (percussion, stringed, or wind).

LIFE EXPERIENCES*

3d6	Experience
3	You Died! Roll on the Causes of Death table to find out how. You can either start over with a new character or be returned to life by some stroke of luck. If you return to life, you start the game with 1d6 Insanity.
4-5	Roll on the Major Setbacks table.
6-8	Roll on the Minor Setbacks table.
9-12	You Worked! If you don't have a profession yet, gain a random profession. You spent time working in one of your professions. Add 1 to your roll on the Starting Lifestyles table.
13-15	Roll on the Minor Windfalls table.
16-17	Roll on the Major Windfalls table.
18	Roll on the Strange Events table.

* Roll on this table only if directed by the **Age** table.

MAJOR SETBACKS

d20	Major Setback
1	Your curiosity led you into a very dark place, where you witnessed something that shattered your sanity. Gain 1d3 + 1 Insanity.
2	You stole something of great importance. Someone else took the blame and was executed for the crime.
3	A plague wiped out your community. You were the sole survivor.
4	You committed some unspeakable act that has stained your soul. Gain 1d6 Corruption.
5	You became possessed by a demon. Gain 1 Corruption. Either an exorcist cast the demon out or, if you have <i>Demon Lord's Companion</i> , you can start with the Possessed story complication.
6	You struggled in your profession due to poor life choices. Subtract 3 from your Starting Lifestyle roll.
7	You caught a terrible disease that left you with nasty scars. If you have <i>Demon Lord's Companion</i> , you can start with the Plagued story complication.
8	Brigands sacked your home. Subtract 3 from your Starting Lifestyle roll.
9	You committed a crime and spent 2d6 years performing hard labor. Add laborer to your list of professions.
10	You killed someone. Gain 1 Corruption. Roll a d6. On an even number, you got away with it. On an odd number, you were imprisoned. Do not make any more Life Experience rolls and add convict to your list of professions.
11	You lost everything to disaster or war. Subtract 3 from your Starting Lifestyle roll.
12	You lost an eye, ear, or 1d3 fingers in a terrible accident. If you have <i>Demon Lord's Companion</i> , you can add the Maimed story complication.
13	A dangerous drunk, your people drove you out of town. Add sot to your list of professions and subtract 1 from your Starting Lifestyle roll.
14	You saw a hideous monster or demon. Gain 1d3 Insanity. If you have <i>Demon Lord's Companion</i> , you can add the Mad story complication.
15	A fire swept through your community, forcing you to start over. Subtract 3 from your Starting Lifestyle roll.
16	You angered someone important and suffered as a result. Subtract 3 from your Starting Lifestyle roll.
17	You set out on a grand adventure only to lose everyone you loved. You returned home, penniless and scarred by your experiences. Subtract 2 from your Starting Lifestyle roll.
18	You caused the death of a loved one, either by intent or accident.
19	An evil hag cursed you, ruining your life. Either subtract 2 from your Starting Lifestyle roll or, if you have <i>Demon Lord's Companion</i> , add the Cursed story complication.
20	You made a dangerous enemy, one who seeks to harm you. Work with the GM to create a suitable nemesis.

MINOR SETBACKS

d20	Minor Setback
1	You discovered a terrible secret. To keep your loved ones safe, you had to disappear.
2	Hard times forced you to make ends meet by committing crimes. Gain a random criminal profession.
3	An orc captured you and kept you as a pet for 1d3 years. The orc believed you were a lucky charm.
4	You went spelunking and became lost until a group of gnomes rescued you.
5	You have terrible wanderlust. You can't stay put for more than 2d6 weeks at a time. Add one language to the list of languages you can speak. Once your "staying put" time has expired, add 1 bane to all social interaction challenge rolls until you ramble on.
6	You worked in a series of awful and thankless jobs in a large city.
7	A human fell in love with you, but you rejected the relationship. Or, the reverse. Your choice.
8	One time, a wandering ogre swallowed you whole. Somehow, you survived the experience and came out the other end—filthy, but intact. Gain 1 Insanity, and everyone in your community remembers, and loves to tell, the tale.
9	You were abducted by faeries, but you managed to escape.
10	You lost something valuable. Subtract 1 from your Starting Lifestyle roll.
11	You suffered from a long, protracted illness. Subtract 1 from your Starting Lifestyle roll.
12	A long romance ended in disaster, leaving you heartbroken.
13	A strange pig-farmer kidnapped you and held you prisoner for several weeks. Gain 1 Insanity.
14	After several hundred hangovers, you have become addicted to drink. If you have <i>Demon Lord's Companion</i> , add the Addicted story complication.
15	You lost an ear, a couple of teeth, or a finger.
16	You suffered financial trouble. Subtract 1 from your Starting Lifestyle roll.
17	You had a fling with a sibling. It was a shameful, sordid affair that eventually saw you shunned by your family.
18	You lost a sibling, parent, spouse, child, or close friend. The person might have died or disappeared as you choose.
19	You joined a dark cult and became immersed in their vile practices. Gain 1 Corruption and 1 Insanity.
20	Depression consumed you and you spent months trapped in your own dark thoughts. Subtract 1 from your Starting Lifestyle roll.



MINOR WINDFALLS

d20	Minor Windfall
1	You befriended a traveling witch or wizard who used to visit your community.
2	When monsters attacked your town, you led your people to safety.
3	You fell in love and got married. Work with your GM to detail your spouse.
4	You started a successful business related to one of your professions. Add 1 to your Starting Lifestyle roll.
5	You made an important connection. Choose Influence, Information, or Security. This connection can provide you the chosen benefit once (see Connections in <i>Shadow</i> , page 207). Work with your GM to define this character.
6	You traveled extensively. Add one language to the list of languages you can speak.
7	You received an education or furthered your education. Choose one of the following: you can read and write one language you can speak, or you gain a random area of scholarship.
8	You have 1d6 children! You can use the sibling tables to come up with details about these cute little rascals.
9	You changed jobs! Gain a random common profession.
10	You have a pet cat (tiny animal).
11	You found a bag of coins. Add 1 to your Starting Lifestyle roll.
12	You saved your community from certain destruction. While you are physically scarred from your efforts, you have the love and affection of all your neighbors. When in your community, you never have to pay for food or drink.
13	You found something interesting. Gain an additional interesting thing.
14	After a string of bad luck, fortune has finally come back to you. Start your first adventure with Fortune.
15	You find a weapon of the GM's choice.
16	You inherited or found a suit of soft leather armor.
17	You made a loyal friend! This character (halfling) follows you, accompanies you, cooks and cleans for you, and would travel to the ends of the Urth to keep you safe.
18	You found a magical scroll containing an incantation of a rank 0 spell of the GM's choice.
19	You went into politics. Add Entertainer (Orator) to your list of professions.
20	You came into money! Add 1 to your Starting Lifestyle roll.

MAJOR WINDFALLS

d20	Major Windfall
1	You went on a long journey with a band of dwarfs. You plan to write about your experiences some day.
2	You apprenticed under a wizard. You discover one tradition of the GM's choice. Also, add scholar of magic to your list of professions.
3	You did a great service for a faerie lord or lady. You gain an enchanted object of the GM's choice. If you have <i>Terrible Beauty</i> , you instead gain a Favor of the Great Fey (see <i>Terrible Beauty</i> , page 36).
4	You made an important connection. Choose Influence, Information, or Security (see Connections in <i>Shadow</i> , page 207). Come up with details about this character with the GM.
5	You enjoyed great success in your profession. Add 3 to your Starting Lifestyle roll.
6	You have a small house in your community or a homestead in the wilderness. Work with the GM to determine the location of your property and the assets that come with it.
7	You hid someone who was being hunted by witch hunters. The person thanked you and gave you a purse containing 1d6 ss.
8	You assisted a druid in tending to animals injured by a beastmen attack. The druid rewarded you with a <i>healing potion</i> and an incantation of a rank 0 Nature or Primal spell.
9	You found a book of magic. The book contains incantations of 1d3 + 1 rank 0 spells.
10	You found an alchemist's workshop and stole 1d3 + 1 potions of the GM's choice.
11	You had a sudden recollection of a past life. Gain two random professions.
12	You made friends with a powerful figure, like an archmage, high priest, general, or famous hero. The GM determines the person's identity and the benefits your friendship provides.
13	You enjoyed great success in your business. Add 3 to your Starting Lifestyle roll.
14	You befriended a dwarf who accompanies you on your adventures and fights to the death to protect you. Work out the details of the relationship with the GM.
15	You inherited a fortune from a rich relative. Add 6 to your Starting Lifestyle roll.
16	You find a weapon of your choice.
17	You have become quite famous. People throughout the lands recognize you and know your name. Work out the details of your fame with the GM.
18	A fortuneteller warned you of a future peril. Once, when you would die, you do not die and are instead unconscious for 1d3 hours, after which you heal 1 damage.
19	You joined a temple. Add a random religious profession. Also, you discover one tradition associated with your faith.
20	You developed a cast iron stomach. You make challenge rolls to resist the effects of disease or poison you consume with 2 boons.

STRANGE EVENTS

d20	Event	
1	A wandering giant grabbed you and stuck you in its sack, along with a wheel of cheese, a frightened sheep, and all manner of other weird objects. You and the sheep escaped one night, with the cheese, but you discovered you had been carried so far away that you didn't know how to get back home.	13 Your soul was replaced by an incarnation. If you have <i>Hunger in the Void</i> , apply the incarnation traits to your character. Otherwise, the incarnation departed and left you with 1d6 Insanity.
2	One night, you were abducted, carried away in a flying ship, and studied extensively by the strange people who captured you. You have a bit of metal embedded under your skin at the base of your spine. Your memories of this experience are spotty at best.	14 Choose a character played by another player. You have a strong connection to this character and whenever you use an action to help the character, you increase the number of boons from helping by 1.
3	You spent several years in a city, impersonating a crying child so you could steal from strangers who came to help you. You quit this act after you were scooped up and thrown into an orphanage, where you were made to eat porridge and suffer terrible beatings by the headmaster. You escaped.	15 You found work as a fool in a noble's court. Add Entertainer (fool) to your list of professions and start the game with 1d6 ss and motley dress.
4	You went insane and manifested 1d3 different personalities. Randomly determine each personality and assign two random professions to each one.	16 You were bitten by a skinchanger! If you have <i>Tooth and Claw</i> , apply the skinchanger traits to your character. Otherwise, a witch freed you from the curse. Henceforth, whenever a creature attacks you with a Curse spell, you impose 1 bane on the creature's attack roll and you make the challenge roll to resist the spell with 1 boon.
5	You bargained with a devil, gaining 1d3 Corruption and a random enchanted object out of the deal.	17 You formed a strong bond with a pack mule (horse). The beast follows you wherever you go and accompanies you on your adventures.
6	You were swallowed by a giant fish and forced to live inside it for 1d20 weeks. A fisherman caught the fish, dragged it out of the sea, and cut it open to find you inside. It was a happy day for everyone involved, except for the fish.	18 Your grandfather's spirit haunts you. If you have <i>Demon Lord's Companion</i> , add the Haunted story complication.
7	Plague swept through your community, wiping out almost everyone. You have some delightful scars on your body from this disease. If you have <i>Demon Lord's Companion</i> , you can add the Plagued story complication.	19 You came into fabulous riches. Add 6 to your Starting Lifestyle roll.
8	You spent many years living among the faeries. You made friends, enjoyed several lovers, and learned much about their kind and culture. Add Elvish to the list of languages you can speak.	20 A harvester found and captured you. It sliced off all the bits it wanted and left you to die. You are now missing an eye, four fingers, half of your face, and both nipples. You cover your maiming with a mask, gloves, and heavy clothing.
9	You discovered a tome of unspeakable evil, its pages brimming with terrible secrets. Gain 1d6 Insanity, 1 Corruption, and you discover the Forbidden tradition.	
10	One day, while tilling a field, you pulled some strange thing out of the ground. You gain a random enchanted object. In addition to its property, the item also makes a warbling noise whenever brought within short range of a faerie.	
11	During your travels, you found a magic ring of solid gold. While wearing the ring, you can choose to gain 1 Corruption to cast the <i>invisibility</i> spell from the Illusion tradition. You can only cast the spell on yourself.	
12	You took up with a knight and served as his or her squire. Add squire to your list of professions and you gain a suit of hard leather armor, a small sword, and a small shield.	



HALFLING PROFESSION TABLES

Use the following tables in place of those in *Shadow of the Demon Lord* to randomly determine your starting professions as directed by your rolls on the previous tables. Your profession also adds an item to your list of starting equipment.

RANDOM PROFESSION

d6	Profession Table
1	Scholar: Area of Scholarship
2	Common Professions
3	Criminal Professions
4	Martial Professions
5	Religious Professions
6	Wilderness Professions

SCHOLAR: AREA OF SCHOLARSHIP*

d20	Area of Scholarship
1-2	Architecture and engineering
3-4	Etiquette, heraldry, law, and politics
5-6	Astronomy and navigation
7-8	Imperial history and geography
9-10	Pre-Imperial history and geography
11-12	Literature, philosophy, poetry, theology, and the arts
13-14	Medicine and surgery
15-16	Natural sciences
17-18	Magical theory and the occult
19-20	Military sciences

* Add 1 book covering topics related to your area of scholarship to your starting equipment.

COMMON PROFESSIONS

d20	Profession
1	Apothecary or healer. You start with a healer's kit.
2	Artisan such as baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
3	Artist such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or writing kit.
4	Bartender or shopkeeper. Start with 1d6 cp.
5	Beggar. You start with a begging bowl or cap.
6	Boatman or ferryman. You start with a rowboat.
7-8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan, prostitute, or camp follower. You start with a cosmetics kit.
10	Drover or herder. You start with a staff.
11	Entertainer such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, dress, or fine clothing as appropriate for your profession.

12-13	Farmer. You start with a hoe, shovel, or rake.
14	Fisher. You start with a fishing pole and tackle box.
15	Gambler. You start with a pair of dice or deck of cards.
16	Laborer such as porter, gravedigger, or stevedore. You start with a backpack, shovel, coil of rope, or something else chosen by the GM that's appropriate to your profession.
17	Merchant. You start the game with raw goods such as textiles, grains, or something else worth 1d6 ss.
18	Musician using percussion, stringed, or wind instruments. You start with a musical instrument.
19	Pilot, sailor, or teamster. You start with 1d6 cp.
20	Trade such as dyer, tanner, or butcher. You start with 2d6 bits.

CRIMINAL PROFESSIONS

d20	Profession
1-2	Agitator, rebel, saboteur, or terrorist. You start with 1d6 pamphlets related to the cause for which you fight.
3-4	Bandit, pirate, or raider. You start with a bottle of rotgut and a wanted poster showing your face.
5-6	Burglar or grave robber. You start with a set of lock picks.
7-8	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
9-10	Fence or smuggler. You start with 1d6 cp.
11	Forger. You start with a tool kit.
12-13	Mugger or thug. You start with 1d6 bits.
14-15	Murderer. You start with a garrote.
16-18	Pickpocket. You start with a stolen purse containing 1d6 cp.
19-20	Poacher or rustler. You start with a coil of rope.

MILITARY PROFESSIONS

d20	Profession
1-2	Constable or detective. You start with a lantern and flask of oil.
3-8	Conscript or militiaman. You start with a spear and uniform.
9-10	Guard or henchman. You start with a club and uniform.
11-12	Jailer or torturer. You start with a pair of manacles or torturer's tools.
13-16	Mercenary. You start with a sword and a contract for your last job.
17-18	Patroller. You start with a lantern and flask of oil.
19-20	Marine or Soldier. You start with a uniform, small shield, and sword or cutlass.

RELIGIOUS PROFESSIONS*

d6	Profession
1	Anchorite, flagellant, or fanatic
2	Evangelist or street preacher
3	Acolyte, devotee, or initiate
4	Keeper of a shrine
5	Minister of a small temple
6	Minister of a large temple

*Your profession is usually association with your faith. You start with a symbol of your faith.

WILDERNESS PROFESSIONS

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Drover or herder. You start with a staff.
7-8	Guide or pioneer. You start with a map of the region.
9-10	Hermit. You start with a week of rations and a waterskin.
11-12	Hunter or gatherer. You start with a bow and 12 arrows.
13-14	Nomad. You start with a horse .
15-16	Spelunker. You start with a lantern, pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

STARTING EQUIPMENT

You begin the game with equipment based on your starting lifestyle and professions. To determine your starting lifestyle, roll 3d6 and add to the roll all the modifiers gained from your Life Experience rolls. Then find the total on the Starting Lifestyle table (Lifestyles are described in *Shadow*, page 100). In addition to the equipment, your character starts out with one Interesting Thing (*Shadow*, page 26).

STARTING LIFESTYLE

3d6	Lifestyle
3 or less	Destitute
4-5	Poor
6-12	Getting By
13-15	Comfortable
16-17	Wealthy
18 or more	Rich

CLOTHING

Lifestyle	Clothing
Destitute	Foul rags and a blanket
Poor	Patched, threadbare basic clothing with a ratty cloak
Getting by	Basic clothing with a cloak
Comfortable	1d3 sets of basic clothing with one fine cloak
Wealthy	1d3 sets of well-made basic clothing, a set of noble's clothing, and a fine cloak
Rich	1d3 sets of noble's clothing and a fine cloak

WEAPONS

Lifestyle	Weapons
Destitute	Club or a sling with 20 stones
Poor	Staff, club, or sling with 20 stones
Getting by	Sling with 20 stones and a basic weapon of your choice
Comfortable	Dagger and either a staff, club, or sling with 20 stones
Wealthy	Dagger
Rich	Dagger

PERSONAL GEAR

Lifestyle	Personal Gear
Destitute	—
Poor	Sack, loaf of bread, handful of nuts, bottle of water, flint and steel, a candle
Getting by	Backpack, week of rations, waterskin filled with water, coil of rope, tinderbox, 2 torches
Comfortable	Backpack, week of rations, waterskin filled with water, coil of rope, tinderbox, 2 torches
Wealthy	Backpack, week of rations, waterskin filled with water, coil of rope, tinderbox, lantern, 2 flasks of oil
Rich	Cosmetics kit, bottle of perfume, handkerchief

SPECIAL GEAR

Lifestyle	Special Gear
Destitute	—
Poor	—
Getting by	—
Comfortable	<i>Healing potion</i> plus either a scroll containing an incantation of a rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit
Wealthy	<i>Healing potion</i> plus either a scroll containing an incantation of a rank 0 spell, a small shield, a healer's kit, a tool kit, or a writing kit
Rich	<i>Healing potion</i> , a personal servant (commoner), a guard (mercenary), and three horses with bits, bridles, saddles, and feed for each

WEALTH

Lifestyle	Wealth
Destitute	—
Poor	1d6 bits
Getting by	1d6 cp
Comfortable	2d6 cp
Wealthy or Rich	1d6 ss

PERSONAL EFFECTS*

d20	Item
1	A brace of conies
2	A sack of potatoes
3	A pipe with pipe tobacco
4	A bag of confectioner's sugar
5	A bag of marbles
6	A whittling knife
7	A pair of loaded dice
8	A comb and a bottle of perfume or aftershave
9	A bolt of cloth
10	An iron cooking pot
11	A rabbit's foot
12	A flask containing liquid courage
13	A fancy hat
14	A monogrammed handkerchief
15	A bag of purloined vegetables
16	A fiddle with bow
17	A writing kit
18	A moustache brush and moustache wax
19	A pair of spectacles or a monocle
20	A girdle for your rounded belly

*Roll on this table regardless of your starting wealth.

PERSONALITY TABLES

Use the following tables to help define your character's personality. The results from each table should guide how you portray the character during play.

PERSONALITIES

3d6	Personality
3	You completely lack social skills. You say the wrong thing, make weird comments, and laugh at inappropriate times.
4-5	You are loud and overbearing. People find it hard to be around you for any length of time.
6-8	You tend to be quiet and withdrawn. You become uncomfortable in large groups.
9-12	Neither outgoing nor insular, you adapt to social situations.
13-15	You are friendly and personable. You find it easy to make friends.

- 16-17 Loud, boisterous, and quick with a jest, you are always the life of the party.
- 18 You ooze charisma. Wherever you go and whomever you meet, people want to know you, be around you, and listen to what you say.

RELATIONSHIPS

3d6	Relationships
3	You hate other people and are never surprised when they fail to live up to your expectations. You have no friends and few acquaintances.
4-5	You dislike other people and you expect them to disappoint you. You have few friends.
6-8	You find it hard to make lasting relationships. You simply drift apart from people you befriend or love.
9-12	You get along with other people. You have some friends.
13-15	You value your relationships and put effort in keeping them. You have several friends.
16-17	You cherish and relish your friendships and go to great lengths to keep them. You have many friends.
18	You have never met a stranger. You know just about everyone. You have loads of friends.



DESIRES AND FEARS*

1d6	Desire	Fear
1	Adventure	Failure
2	Comfort	Insecurity
3	Family	Isolation
4	Friendship	Need
5	Love	Pain
6	Security	Shame

*Roll once for Desire and once for Fear.

OBLIGATIONS

3d6	Obligations
3	Your word is worthless. You rarely follow through on your promises and almost never keep your oath.
4-5	You find rules cumbersome and inapplicable to you. You flaunt convention and do what you want.
6-8	You follow the laws when it suits your purposes. You keep up your end of a bargain if doing so does not interfere with what you want to do.
9-12	You usually keep your word and break promises only when you have to.
13-15	You strive to keep your word and consider a promise broken to be failure.
16-17	The laws exist for a reason and you follow them to the best of your ability. You live honorably and others find you trustworthy.
18	You never break the law, even if it's a law you consider unjust. You always do what you say you will and refuse to be around oath-breakers.

MORALITIES

3d6	Morality
3	If there's a bottom to the well of depravity, you haven't found it yet. Your mind is a catalog of perversity and you indulge your many vices as often as you can.
4-5	You do whatever you want. Sometimes, you do things that offend or even frighten others, but it bothers you not. It's your life and you do as you please.
6-8	You have no trouble making the hard decisions. You do what needs doing and to hell with the consequences.
9-12	You normally look after yourself, but you can do good works when you think about it.
13-15	You work to be a good person and try to do the right thing, even if you sometimes fall short of your goal.
16-17	Good and noble, you drive out impure thoughts and selfish behaviors. You work to do good in the world, even if doing so would deprive you of something you want or set back an endeavor important to you.
18	You cannot comprehend evil. You see the world in black and white, right and wrong. You know what side you stand on and you champion good wherever you go.

RELIGIOUS BELIEFS

3d6	Religion
3	You belong to a heretical sect, worship the Devil, or belong to a cult of the Demon Lord. Gain 1 Corruption.
4-5	You belong to a minor religion centered on a small god.
6-8	You follow the tenets of Witchcraft.
9-12	You follow the teachings of the Old Faith.
13-15	You have no religious beliefs (do not roll on the Piety table).
16-17	You belong to the cult of the New God.
18	You adhere to some other, strange religion of your own making.

PIETIES

3d6	Piety
3	You only pretend to have religious beliefs. You don't actually believe in anything.
4-5	You are a believer in name only. You have grave doubts about your religion.
6-8	You have many questions about your faith, but feel it's better to have a religion than not to have one at all.
9-12	The strength of your piety is neither too strong nor too weak.
13-15	You have few doubts about your religious beliefs and take great comfort from your faith.
16-17	You have strong religious convictions and believe your god or gods watch over you.
18	You are a religious fanatic to the point that you talk about your god or gods all the time, using them to justify your behaviors. You sometimes persecute people who do not believe as you do. Gain 1 Insanity.



JESTER

EXPERT PATH

Clad in motley and armed with a razor-sharp wit, jesters live by making others feel foolish, telling shocking jokes, and by generally making a mockery of everyone and everything around them. Most jesters find places in noble courts, where they are permitted to speak their minds freely, exposing the foibles and failures of the courtiers and others who have found their way in the noble's entourage. While jesters enjoy some freedoms when it comes to jesting, they tend to make many enemies, especially when their barbs jab a little too deeply. In such cases, jesters might find it prudent to exit stage right and take their act on the road.

JESTER STORY DEVELOPMENT

d3 Story Development

- 1 You belonged to a circus and entertained audiences with your clowning.
- 2 You found a place in a noble's court, but you made so many enemies with your quips that you were forced to slip away.
- 3 You are a traveling entertainer and developed your techniques after skewering hecklers with your pointed observations.

LEVEL 3 JESTER

Attributes Increase two by 1

Characteristics Health +3

Languages and Professions Add entertainer (any one) to your list of professions.

Jester's Wit You make attack rolls in social situations with 1 boon.

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

Wicked Mockery You can use an action, or a triggered action on your turn, to mock one creature within medium range that can see and hear you. If the target understands what you say, it must make a Will challenge roll. On a failure, the target becomes impaired for 1 round. On a success, the target becomes immune to your Wicked Mockery until it completes a rest and makes attack rolls against you with 1 boon.

LEVEL 6 JESTER

Characteristics Health +3

Biting Remark You can use an action to insult one creature within medium range that can see and hear you. If the target can understand what you say, make an Intellect attack roll against the target's Will. On a success, the target becomes enraged. While enraged, the target makes attack rolls with 1 bane, but deals 1d6 extra damage on all attacks. At the end of each round, the target can make a Will challenge roll and ends the effect on a success. If you get a failure on the attack roll, the target becomes immune to your Biting Remark until it completes a rest.

Buffoonery You can use an action to dance, caper, or otherwise make a fool of yourself. Each creature within short range that can see you must get a success on a Will challenge roll or become impaired from laughter for 1 round.

LEVEL 9 MASTER JESTER

Characteristics Health +3

Scathing Insult You can use an action, or a triggered action on your turn, to make a scathing insult about one creature you can see within medium range. If the target can see you, hear you, and understand what you say, make an Intellect attack roll with 1 boon against the target's Will. On a success, the target is dazed for 1 round. On a failure, the target is immune to your Scathing Insult until it completes a rest.

Vicious Lampoon You can use an action to begin mocking and lampooning other creatures for as long as you concentrate, up to 10 minutes. When you use this talent and when you concentrate on it, choose one creature that can see and hear you. If the target can understand what you say, it must make a Will challenge roll with 1 bane. On a failure, the target gains 1 Insanity. On a success, the target becomes immune to your Vicious Lampoon until you complete a rest.

