

THE HERO'S JOURNEY

FANTASY ROLEPLAYING

Second Edition

An artistic illustration of three adventurers from behind, walking along a rocky path that leads into a vast, green valley. The valley is filled with dense forests and rolling hills, with majestic mountains in the background under a soft, hazy sky. A small bird is seen flying in the distance. The adventurers are wearing detailed fantasy gear, including tunics, trousers, and large backpacks. The one in the middle has a sword at their waist, and the one on the right has a long staff or spear. The overall style is painterly and evocative, capturing the spirit of a heroic journey.

JAMES M. SPAHN

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EVERY HERO MUST UNDERGO A JOURNEY

Welcome to the second edition of *The Hero's Journey*! Completely remastered, with an all new ruleset reengineered to focus on exciting, heroic storytelling, *The Hero's Journey 2e* is a toolkit book designed to give you all the options you need to tell classic fantasy stories.

New archetypes, lineages, and a brand new magic system combine to present an experience that feels uniquely drawn from the childhood stories you used to read and share with your friends!





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Second Edition

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Dedication

For Emily.

My companion on the biggest
journey of them all.

INTRODUCTION

I originally began writing *The Hero's Journey* as a lark. It was an experiment in game design. The world didn't need another fantasy roleplaying game—and it still doesn't. It was (and still is) built on the rock-solid foundation of *Swords & Wizardry: White Box* and was originally presented as my ideal version of that game. It is a game I am proud of and much to my surprise, it took on a life all its own. It received critical acclaim and was even nominated for a Three Castles Award in 2017. *The Hero's Journey* has gone on an adventure all its own.

But the question remains: Why a second edition? Because in the years since publishing *The Hero's Journey*, I've found changes and tweaks I wanted to make to further perfect my beloved fantasy heart-breaker. At first, I took the bold step of moving beyond the implied White Box axiom of twenty-sided and six-sided dice only. Opening that door revealed a plethora of changes and tweaks I wanted to make to help refine the game on my personal quest to its perfection. With that new freedom, enough changes were made that the game became something that warranted being called a second edition.

With *The Hero's Journey, Second Edition*, the game has been further refined to reflect a game born of my love of fantasy stories that draw upon the Campbellian monomyth for which the game is named and then blended with the ethos of classic fantasy adventure roleplaying that has guided me as a player and a game designer for over thirty years. I hope this new edition of *The Hero's Journey* is as well-received as its predecessor and that it provides both gamers and readers with countless adventures for years to come.

As we continue down the path of adventure together, I'd like to thank you for taking the time to read and (hopefully) play this game. It's not a perfect game but is a love letter to heroic fantasy and a heartfelt expression of gratitude to every player, Narrator, and fellow gamer that has walked with me on this long, strange journey we've taken together.

-James M. Spahn

May 7th, 2019

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chapter one

ATTRIBUTES

✦ RULE NUMBER ONE

The most important rule is that the Narrator always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules that exist on purpose. This is because one of the most valuable elements of classic adventure gaming is being able to make rules up as you need them. This is your game, after all.

This could be as simple as “um, grab some dice, roll them, and tell me the number” or more complex homebrew charts for the smallest of details. You will find several sections throughout *The Hero's Journey* labeled “House Rules” set in shaded boxes. These are optional rules for use in your legendarium if your Narrator allows it. If you're a player, make sure you double-check before assuming your Narrator is using a specific house rule.

✦ THE DICE

The Hero's Journey uses distinct kinds of dice. They are abbreviated according to how many sides they have. So, the four-sided die is called a d4, and if the game calls for someone to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides. When a d100 is required, simply roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if one were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.” A d100 is sometimes called a d%.



✧ ATTRIBUTES

The basic Attributes are numbers which represent the Might, Finesse, Resolve, Insight, Bearing, and Weal of the character.

A dice pool of d6 dice is rolled to determine the values of these Attributes, based on the character's Lineage. These dice pools are in *Chapter Two: Lineage*.

Might

Might is a measure of your character's muscular capacity and physical strength. A high Might gives a character bonuses when attacking with a handheld weapon (called a "melee weapon") and lets them carry more weight. Might is an important Attribute for warriors and other Archetypes that focus on melee combat.

- ♦ Warriors receive a +5% bonus to all Experience Points earned if their Might is 15 or higher.
- ♦ A character's Might modifier is added to all attack rolls made with melee weapons.
- ♦ A character's Might modifier is added to all damage rolls made with melee and thrown weapons.

Finesse

Finesse is a combination of physical coordination and quick reflexes. A high Finesse score provides character bonuses when attacking with a long bow or other ranged weapon. Finesse is important for swordsmen and burglars.

- ♦ Swordsmen and burglars receive a +5% bonus to all Experience Points earned if their Finesse is 15 or higher.
- ♦ Characters can add their Finesse bonus to modify their attack rolls with ranged (also called "missile" or "ranged") weapons, but not to damage.
- ♦ A character's Defense is modified by their Finesse bonus. A high Finesse results in a bonus to the character's Defense, while a low Finesse can result in a penalty.

Resolve

Resolve represents a combination of a character's mental and physical fortitude, bodily endurance, psychological discipline, and sense of dedication. Resolve is important for rangers and characters hoping to excel at enduring the inevitable hardships that come with a life of adventure.



- ♦ A character's Resolve modifier may be added to any Saving Throw made to resist mind-affecting magic, illusions, fear effects, and Despair saves.
- ♦ Characters can add their Resolve modifier to their Endurance at character creation, when the character reaches 2nd level, and again at 3rd level.
- ♦ Rangers receive a +5% bonus to all Experience Points earned if their Resolve is 15 or higher.

Insight

Insight represents awareness, reasoning, and the ability to solve puzzles or understand difficult concepts. Insight is an important Attribute for wizard characters.

- ♦ Wizards receive a +5% bonus to all Experience Points earned if their Insight is 18.
- ♦ You can use your Insight Bonus to learn additional languages. You gain one extra language if your Insight is between 15 and 17 or two extra languages if it is 18.
- ♦ Wizards with an Insight between 15 and 17 begin play knowing how to cast one additional Apprentice-level spell. Wizards with an Insight of 18 begin play knowing how to cast two additional Apprentice-level spells. They do not receive the ability to cast additional spells each day in either case, only a more diverse repertoire of learned spells.

Bearing

Bearing represents a character's natural charm, personal magnetism, and leadership capabilities; a kind of innate magnetism. A character's Bearing modifies the number of loyal non-player character hirelings they can have in their service and how loyal these hirelings are. A character can normally retain the services of three hirelings at any given time, plus their Bearing modifier. Bearing is important to bards and knights.

- ♦ Bards and knights receive a +5% bonus to all Experience Points earned if their Bearing is 15 or higher.
- ♦ A character's Bearing modifier is added to the number of maximum hirelings they may retain at any given time.
- ♦ A character's Bearing modifier is added to the Loyalty modifier of all hirelings in their service.

weal

Some heroes are marked by fate, for better or worse. Whether touched by a great destiny or terrible doom, fate has an impact on their lives. This is reflected in the Weal Attribute. Weal is important to yeomen.

- ♦ Yeomen receive a +5% bonus to all Experience Points earned if their Weal is 15 or higher.
- ♦ During a single session of play, a character may choose to have Advantage on a number of rolls equal to their Weal Modifier. Characters with a Weal of 6 or less risk having the Narrator impose Disadvantage on a number of rolls equal to their Weal Modifier during each session of play. The player must declare Advantage before they roll; likewise, the Narrator must declare Disadvantage before the player makes their roll.

✠ UNIVERSAL ATTRIBUTE BONUS

Each Attribute has the potential to modify what you can do. The Universal Attribute Bonus (or just “Bonus”) table below gives some numbers to consider:

Table 1.1: Universal Attribute Bonus

Attribute Roll	Description	Bonus
3	Poor	-2
4-6	Below Average	-1
7-14	Average	-
15-17	Above Average	+1
18	Exceptional	+2

This rules set encourages the use of the above table for all Attributes. Each Narrator can decide how and when the Bonus is used using the guidelines above and should feel free to tinker with the table if desired. For example, some Narrators prefer for the “average” range to be 9–12 and adjust the table accordingly.

✠ EXPERIENCE BONUS

Each character has the potential to get a bonus percentage to Experience Points, which usually increases how much experience is gained in an adventure.

Attributes Above 18

While it is conceivable that a character might achieve an Attribute of higher than 18, such heights of ability are beyond the bounds of mortal beings. As such, they are not described here. If the Narrator wishes to permit a player character to achieve Attributes of higher than 18, assume that the appropriate modifier increases by an additional +1 whenever an Attribute reaches a new even number. Thus a 20 in any Attribute would grant a Universal Attribute Bonus of +3, a 22 would grant a +4, and so on.

However, it is assumed that player characters in *The Hero's Journey* are bound by mortal limits and achieving such levels of natural ability is impossible—even through magical means.

Characters may add a percentage bonus to earned Experience Points depending on their Lineage, Archetype, and Attribute scores. Those numbers are added together to get the total experience bonus for the character. The maximum attainable Experience Point Bonus is 20%.

✠ PROFESSION

No one was born an adventurer; and before your character took up the path to heroism, they likely had a mundane profession or trade. At character creation, each player rolls 1d100 (d%) and consults the table below to determine what professional training they had received before their adventuring days. If a non-human character rolls 100 (sometimes appearing as 00), they were born into nobility, royalty, or other extraordinarily high standing.

If a profession begins play with a weapon, the character is assumed to be able to wield that type of weapon without penalty as if they were proficient regardless of any Archetype restriction.

Profession Descriptions

Armorer: You spent long hours working at the forge and hammering metal upon the anvil. You know how to craft metal armor and shields, as well as how to maintain and repair them. *Starting Gear:* Hauberk, 3d6 x 10 gold pieces.

Bowyer: You know how to identify, cure, and craft wood into long bows, short bows, crossbows, and arrows. *Starting Gear:* Long Bow, Short Bow, or Light Crossbow (choose one), 20 Arrows or Bolts, 3d6 x 10 gold pieces

Cartographer: You know how to read and scribe maps, as well as decipher their details and nuances. *Starting Gear:* 1d4+1 Random Maps, Scroll Case, 3 Quills, Jar of Ink, 2d6 x 10 gold pieces.

Cook: You can prepare fine meals for yourself and for large groups. You know quality cuisine when you see it. *Starting Gear:* Cast Iron

Table 1-2: Professions

Profession	Changeling	Dwarf	Elf	Half-Elf	Halfling	Human
Armorer	01	01-15	01-04	01-02	01	01-04
Bowyer	02-04	16-17	05-14	03-10	02-07	05-08
Cartographer	05-07	18-19	15-16	11-17	08-13	09-12
Cook	08-12	20-24	17	18-20	14-25	13-16
Farmer	13-18	25-26	18-20	21-23	26-33	17-20
Fisherman	19-20	27	21	24-27	34-40	21-24
Forester	21-24	28	22-27	28-34	41-44	25-28
Gambler	25-35	29-30	28	35-42	45-47	29-32
Groom	36	31	29-32	43-44	48	33-36
Hunter	37-38	32-33	33-39	45-50	49-52	37-40
Jeweler	39-41	34-44	40-41	51-52	53	41-44
Miner	42-45	45-60	42	53	54	45-48
Navigator	46-48	61-62	43-44	54-60	56	49-52
Sailor	49-53	63	45-48	61-66	57	53-56
Scribe	54-55	64-65	49-56	67-68	58	57-60
Stonemason	56-57	66-75	57	69-70	59	61-64
Tailor	58-60	76	58-64	71-73	60-67	65-68
Tanner	61-63	77-79	65-68	74-75	68-70	69-72
Teamster	64	80	69	76-78	71-74	73-76
Trapper	65-71	81-82	70-73	79-82	75-79	77-80
Unskilled	72-81	83-84	74-78	83-88	80-87	81-84
Urchin	82-91	85	79	89-92	88-90	85-88
Weaponsmith	92-95	86-96	80-89	93-96	91	89-92
Woodworker	96-99	97-99	90-99	97-99	92-99	93-96
Nobility	100	100	100	100	100	97-100

Skillet (damage as a club), Pouch of Spices, 2d6 x 10 gold pieces.

Farmer: You know how to tend and till the land in hopes of harvesting its bounty. *Starting Gear:* Walking Stick (damage as quarterstaff), 2d6 x 10 gold pieces.

Fisherman: Whether with fishing line or with a net, you can catch, clean, cure and prepare fish for consumption. You're also an able swimmer. *Starting Gear:* Fishing Pole, Tackle, 2d6 x 10 gold pieces.

Forester: You can follow simple paths through woodland terrain and identify both consumable and dangerous flora. *Starting Gear:* Traveling Clothes, Backpack, 2d6 x 10 gold pieces.

Gambler: Whether dicing, with cards, or any other game of chance, you make your fortune through Weal and can usually get a good sense of those you game with. *Starting Gear:* Loaded Dice or Marked Deck of Cards, 4d6 x 10 gold pieces.

Groom: You are trained in tending to and riding horses. You know how to tend to horses, read their social cues, and can determine their general state of health and market value. *Starting Gear:* Riding Horse, Saddle, Saddle Bags, 2d6x10 gold pieces.

Hunter: You're a skilled hunter of small game, such as rabbits or deer, and can identify their recent passage, their presence, or even their unusual absence. *Starting Gear:* Short Bow, 20 Arrows, 2d6 x 10 gold pieces.

Jeweler: You know the art of working metal on a minuscule scale and have a keen eye for the value of gold and jewels. You can also spot forgeries and poor craftsmanship in such things. *Starting Gear:* Jeweler's Glass, Tool Kit, 3d6 x 10 gold pieces.

Miner: You have toiled long hours in the dark, mining minerals and valuables from raw stone. You are more acclimated to underground environments than most. *Starting Gear:* Pick (damage as battle axe), Lantern, Pint of Oil, 2d6 x 10 gold pieces.

Navigator: You are skilled at determining the best path over long distances in open environments, both at land and at sea. You do not often get lost when traversing these great distances. *Starting Gear:* Compass, 3d6 x 10 gold pieces.

House Rule: Choosing a Profession

Some Narrators may opt to allow their characters to simply select their profession during character creation instead of rolling randomly.



Sailor: You know your way around seafaring vessels and are skilled at knot-tying, setting sails, and are a skilled swimmer. *Starting Gear:* Fifty feet of Rope, 2d6 x 10 gold pieces.

Scribe: You have learned to translate texts, transcribe books, and create illuminated manuscripts. *Starting Gear:* Blank Book, Jar of Ink, 3 Quills, 2d6 x 10 gold pieces.

Stonemason: You can work rock and stone to craft the large blocks used in constructing buildings. You can discern between quality craftsmanship and poor work. *Starting Gear:* Large Hammer (damage as war hammer), Chisel, 2d6 x 10 gold pieces.

Tailor: You know how to weave raw materials such as wool into clothing. You can also mend tears, and clean stains from finery. *Starting Gear:* Bolt of Cloth, Set of Commoner Clothing, Cloak, 2d6 x 10 gold pieces.

Tanner: You can boil and cure leather into armor and other garments, as well as craft and repair leather footwear. *Starting Gear:* Jerkin, 2d6 x 10 gold pieces.

Teamster: You have worked among merchant caravans for a long time. You know how to hitch and repair a wagon and are a shrewd negotiator. *Starting Gear:* Mule, Wagon, 3d6 x 10 gold pieces.

Trapper: You are skilled at laying snares and traps to catch small game such as squirrels or hares. You can also identify their passage or presence. *Starting Gear:* Small Animal Trap, Dagger, 2d6 x 10 gold pieces.

Unskilled: You have no trained profession to speak of. *Starting Gear:* 2d6 x 10 gold pieces.

Urchin: You were homeless in an urban environment. You can fade easily into a crowd and do not often get lost when navigating the labyrinth-like streets of some cities. *Starting Gear:* Dagger, Cloak, 1d6 x 10 gold pieces.

Weaponsmith: Working fire and raw metal, you are capable of crafting swords, spearheads, ax blades, and other implements of warfare. You are also able to recognize quality craftsmanship with only cursory examination. *Starting Gear:* Long Blade or Battle Axe (choose one), 3d6 x 10 gold pieces.

Woodworker: You are skilled at carving raw wood into planks, poles, and other trappings that are the cornerstone of villages and towns everywhere. *Starting Gear:* Quarterstaff, Dagger, 2d6 x 10 gold pieces.

Nobility: You were raised in a palace, castle or other locale of high society. You are wealthy beyond the imagination of most others and can recognize heraldry as well as understand the niceties of courtly etiquette. *Starting Gear:* Fine Clothing, Riding Horse, Long Blade or Short Blade (choose one), 5d6 x 10 gold pieces.

House Rule: Archetypes and Skills

In addition to whatever areas of knowledge or ability are granted to a character by their Profession, the Narrator is also encouraged to use common sense when it comes to a character's Archetype, and what they can accomplish. For example, a wizard must be able to read and write so they might have some overlap of knowledge with that of a scribe— though not necessarily the understanding a scribe has when it comes to detailed lettering or deciphering illuminated texts. By the same token, just because a warrior knows how to wield a sword does not mean they know how to craft one and therefore unless the Profession is present, they are not likely to have the knowledge or ability associated with weaponsmiths.

chapter Two

LINEAGE

✧ CREATING A CHARACTER

The first step in playing the game is to create a character. First, every player (except the Narrator) should select a Lineage for their character. Players can choose from changeling, dwarf, elf, half-elf, halfling, or human. Each Lineage has a unique impact on the character creation process.

The Lineage selected provides several unique abilities and restrictions. This includes what methods are used to generate Attributes, restrictions on Archetype selection, and other special traits. Each Lineage description determines how Attributes are rolled, what special abilities and modifiers are granted, and the associated Archetypes and level limits. Under each Lineage's Archetypes table any Archetype listed with a level limit may be selected by the player character and they may progress up to the level limit listed. If a level limit is blank, that Lineage cannot select the Archetype.

So for example, changelings can progress to only 4th level as a knight but could advance to 10th as a swordsman.

✧ CHANGELING

Changelings appear, at first glance, to be human. But there is something uncanny about them, something off. Perhaps animals bristle at their presence, flowers wilt or bloom when they pass, or they have a uniquely inhuman feature such as eyes which constantly reflect the night sky. Whether touched by some strange magic, the fey beyond the hedge, or simply born under an ill omen, they are not quite mortal.

Because of their strangeness, changelings often find themselves cast out from their homeland, abandoned by their family, and shunned as curse-bearers. But their eyes see that which no mortal can see, and their senses are attuned to the invisible realm. Deft, but often frail, wilting, and soft-spoken, they have difficulty interacting in mundane society; though many sentient beings regard them as strangely beautiful. Thus,

wandering from place to place, town to town, adventure to adventure, is quite possibly the only thing that feels natural to them. They are forever out of step with the reality to which they are bound.

**Table 2-1:
Changeling Attributes**

Attribute	Dice Pool
Might	3d6
Finesse	2d6+6
Resolve	3d6
Insight	3d6
Bearing	2d6+1
Weal	3d6

**Table 2-2:
Changeling Archetypes**

Archetype	Level Limit
Bard	7
Burglar	7
Knight	4
Ranger	7
Swordsman	10
Warrior	7
Wizard	7
Yeoman	7

Basic Arms: Changelings may select either any one-handed melee weapon or any ranged weapon. They can wield it without penalty regardless of their Archetype.

Just Beyond the Reach of Time: Because of their unique perceptions, changelings experience time slightly different from other species. This grants them a +1 bonus to Initiative.

See the Unseen: Changelings can automatically see creatures who are invisible or incorporeal. They also receive Advantage on all Saving Throws made to resist the effects of a *Breathed in Silver* spell.



Star Sight: Changelings can see as easily in starlight or moonlight as they can in daylight. They are still blinded by total or magical darkness.

To Be Ignored is to Be Forgotten: Because of their strange nature, changelings are somehow instinctively ignored by other sentient species. At the beginning of any scene in which the changeling has not already called attention to themselves (such as by attacking, casting a spell, or taking other obvious action) they are likely to remain unnoticed by other sentient creatures. The Narrator simply rolls 1d6. On a 1-2, the changeling remains invisible and silent until they speak above a whisper or take an obvious action.

In addition, at the Narrator's discretion, non-player characters who had only brief or casual interactions with the changeling may be required to make a Saving Throw to recall any details about their appearance or mannerisms.

Unnatural Presence: Animals and other beasts automatically react with fear and hostility when a changeling comes within 60-feet of them. The creature does not even need to know that the changeling is present, for their mere closeness is enough to rise the ire in natural creatures who can instinctively sense the strange. Any attempts to cast *Friend to Birch and Beast* or other magical effect which manipulates the reactions of a natural beast automatically fails when attempted by a Changeling.

✠ DWARF

Dwarves are broad, sturdy beings who stand around four-feet tall and weigh between 175 and 225 pounds. Their small frames are heavily muscled and all dwarves, whether male or female, take pride in the great beards they can grow.

Deep beneath the earth, dwarves live in large familial clans where they perform great feats of masonry and metalwork. Patient and with long memories, dwarves spend centuries turning wild caverns into carefully crafted cities of unimaginable splendor.

Tough and tenacious, dwarves possess a natural hardiness unrivaled by other Lineages of the world. They are also highly skilled in matters of warfare, favoring heavy weapons and broad armor over magic or subterfuge. Dwarves are very insular and have a natural distrust of elves. They are not known for their niceties or diplomatic talents, often speaking their mind without any concern for the comfort of others.

They have an intense hatred of giants and goblins, whom they often attack on sight.

**Table 2-3:
Dwarf Attributes**

Attribute	Dice Pool
Might	2d6+6
Finesse	2d6+1
Resolve	2d6+6
Insight	3d6
Bearing	2d6+1
Weal	3d6

**Table 2-4:
Dwarf Archetypes**

Archetype	Level Limit
Bard	4
Burglar	6
Knight	3
Ranger	4
Swordsman	7
Warrior	10
Wizard	-
Yeoman	6

By Axe and Hammer:

Dwarves can wield battle axes, hand axes and war hammers regardless of other Archetype restrictions.

Artisan's Eye: Dwarves can determine the value of gold, jewels, weapons, armor, and other items of metalwork after a few minutes of study and by making a successful Insight Attribute Save. They can spot forgeries, fakes, and even discern the presence of any enchantments on such items if they choose to make the Attribute Save with Disadvantage. However, they cannot determine the exact magical properties of such items.



Tough As Nails: Dwarves have a natural Reduction Value of 1, even when unarmored. This is in addition to any armor worn.

Underground Senses: Dwarves do not become lost when exploring underground environments. They can automatically sense sloping passages and their own depth beneath the ground. They also have a 1-4 on 1d6 chance of detecting concealed doors, secret doors, or traps built into stonework when actively searching for these things.

Magic & Poison Resistance: Dwarves are exceptionally hale and resistant to poisons and magic spells. They receive Advantage on all Saving Throws made to resist effects from these sources.

Dark Vision: Dwarves can see in starlight, moonlight, or perfect darkness at a distance of up to 90 feet.

✧ ELF

Elves are forest-dwelling beings of incredible majesty. They live in harmony with nature, befriending the goodly creatures of the woodland realm, and spending their countless centuries of life weaving songs

and enchantments beyond the ability of other Lineages.

That is not to say that elves are unskilled in matters of warfare. They are supremely stealthy when traversing the wild places of the world and train for decades in the arts of swordplay and archery. Still, elves hold life to be a sacred thing and are loathe to slay other beings unless they are in the service of evil. But when the wrath of an elf is brought to bear against the forces of evil, those who stand against an elvish foe often cower in fear at their magnificence.

Because elves are nearly immortal and live far away from the other Lineages of the world, they often seem arrogant



or aloof when interacting with outsiders. They regard humans as short-sighted and foolish and dislike dour and work-obsessed dwarves. Insular to the point of near-xenophobia, elves are as cold and beautiful as the winter dawn. Yet, when calling back to their long-faded days of glory and splendor, the majesty of elvendom cannot be denied.

**Table 2-5:
Elf Attributes**

Attribute	Dice Pool
Might	3d6
Finesse	2d6+6
Resolve	2d6+1
Insight	2d6+6
Bearing	2d6+6
Weal	2d6+1

**Table 2-6:
Elf Archetypes**

Archetype	Level Limit
Bard	7
Burglar	5
Knight	4
Ranger	7
Swordsman	7
Warrior	7
Wizard	10
Yeoman	4

Blade and Bow: Elves can wield the long bow, long blade, short bow and short blade, regardless of other Archetype restrictions.

Ageless: Elves are immune to the paralyzing and Resolve-draining effects inflicted by some undead creatures.

Friend of the Woodland Realm: Natural creatures rarely react with hostility to elves unless directly and obviously threatened. They regard elves as natural creatures of the forest, just like them.

Forest Walker: Whenever an elf travels through a forest or other woodland terrain, they leave no trace of their passing and are invisible if they remain still. They must be alone, with other elves, or at least 90 feet away from non-elvish allies to benefit from this ability.

Elvish Senses: Elves are highly attuned to the ways of magic, both natural and foul. They can automatically detect the presence of these things in a manner exactly as described in the *Insight of the Wise* spell effects *Aura of Enchantment* and *Sense the Fell*, detailed in *Chapter Six: Spells and Magic* on page 94.

Star Sight: Elves can see as easily in starlight or moonlight as they can in daylight. They are still blinded by total or magical darkness.

✠ HALF-ELF

In rare moments through the ages of history love has kindled between immortal elves and mortal humans. The offspring of these passionate—yet brief and tragic—unions are half-elves. They possess a hint of the ethereal grace of their elvish parentage yet are driven by the fiery passion of mortality. A half-elf rarely finds a home in either world. Most elves regard them as “tainted” or less than perfect, while humans view them with a kind of distant wonder as myths linger regarding the secret powers that come from their mixed blood.



Half-elves often live solitary lives or form a bond as strong as blood with other outsiders and wanderers. With no home to call their own, they live on the road and pick up many skills along the way. Because they live between worlds, they learn new things quickly and can take up training in nearly any profession.

Many half-elves find a life of adventure to be suitable to their nomadic ways. Where they cannot find acceptance among either side of their heritage, they might prove themselves worthy of adoration and respect by engaging in deeds of great heroism or renown.

**Table 2-7:
Half-Elf Attributes**

Attribute	Dice Pool
Might	3d6
Finesse	3d6
Resolve	3d6
Insight	3d6
Bearing	2d6+6
Weal	3d6

**Table 2-8:
Half-Elf Archetypes**

Archetype	Level Limit
Bard	10
Burglar	7
Knight	7
Ranger	7
Swordsman	7
Warrior	7
Wizard	7
Yeoman	7

Martial Amateur: Half-elves may select one melee and one ranged weapon. They may wield these weapons without penalty, regardless of any restrictions placed on them by their Archetype.

Arcane Dabbler: Half-elves may select one Apprentice Spell. They may cast this spell once per day. They do not need to memorize it, nor do they require spellbooks.

Fast Learner: Half-elves receive a +5% bonus on all Experience Points they earn.

Star Sight: Half-elves can see as easily in starlight or moonlight as they can in daylight. They are still blinded by total or magical darkness.

✧ HALFLING

Standing little more than three-feet tall, with cherubic, round faces and equally round bellies, halflings are a little people who rarely care for adventure or excitement. Instead, they prefer tilled earth, a warm hearth, and a fine meal. They live together in hilled communities where they make their homes in burrows built to provide comfort above all else.

Halflings who do choose to take up a life of adventure are seen as “cracked” by their contemporaries. Still, despite their soft living, these merry wanderers are surprisingly resilient. They are quiet, nimble, and braver than most would expect from a Lineage who favors three extra meals a day over the hard life of an adventurer.

Most adventuring halflings use their natural deftness and soft step to become skilled pilferers, but more than one has made their way in the world on charm and an affable nature. More so, in the heart of every halfling is a fearlessness that even they do not often see until it rises from the darkness.



**Table 2-9:
Halfling Attributes**

Attribute	Dice Pool
Might	2d6+1
Finesse	2d6+6
Resolve	3d6
Insight	2d6+1
Bearing	3d6
Weal	2d6+6

**Table 2-10:
Halfling Archetypes**

Archetype	Level Limit
Bard	7
Burglar	7
Knight	3
Ranger	7
Swordsman	6
Warrior	5
Wizard	-
Yeoman	10

Flick of the Wrist: Halflings receive +2 on all attack rolls made when attacking with a thrown weapon or a sling. They may wield slings and daggers regardless of any restrictions placed upon them by their Archetype.

Silent and Unseen: When a halfling remains still and has some small measure of concealment, be it a shadow or obstruction, they are considered to be silent and invisible.

Stout Heart: Halflings receive Advantage on all Saving Throws to resist all forms of fear, whether they be magical or mundane, including Despair. They also receive Advantage on any Saving Throw to resist any Attribute-draining effects, regardless of its source.

Small Size: Halflings receive a +2 bonus to their Defense due to their small size and quick reflexes. They also receive a +1 bonus to attack rolls when attacking foes which are man-sized or larger.

Keen Senses: Halflings are keen-eyed and have sharp hearing. They can detect secret or concealed doors on a 1-2 on 1d6 simply by passing within 10 feet of them. This chance increases to a 1-4 on 1d6 if they are actively searching. Halflings are only surprised on a 1 on 1d12 in combat.



✠ HUMAN

Humans are the most ubiquitous and adaptable Lineage in the world. Their natural drive combined with a short lifespan has made them capable of accomplishing nearly any task they set their mind to—and in a truly short period of time.

Humanity exists across the world, whether living as nomadic savages in inhospitable lands to dwelling in the lap of luxury in a cosmopolitan city. Humanity manages to prosper and multiply wherever it goes, outpacing and out-populating all other Lineages.

Humans who take up a life of adventure often excel at their chosen profession, regardless of the lack of natural affinity shown for any particular skill set. It seems to be in their very nature to travel, explore and conquer the wild world around them... which they do with surprising skill.



Table 2-9:
Human Attributes

Attribute	Dice Pool
Might	3d6
Finesse	3d6
Resolve	3d6
Insight	3d6
Bearing	3d6
Weal	3d6

Table 2-10:
Human Archetypes

Archetype	Level Limit
Bard	10
Burglar	10
Knight	10
Ranger	10
Swordsman	10
Warrior	10
Wizard	10
Yeoman	10

Combat Training: Humans may select any one weapon. They can wield it without penalty, regardless of any restrictions imposed by their chosen Archetype.

Extraordinary Learner: Humans receive a +15% bonus on all Experience Points they earn.

Uncanny Adaptability: Humans receive Advantage on any Saving Throw of their choice, once per day. They must declare the use of this ability before making the roll.

Lineage Variant: Errant (Human)

In many fairy tales and classic fantasy stories the hero or heroes are often humans from our mundane world that have somehow been transported into a fantastic world they previously believed only existed in the realms of fiction.

In these new and strange lands, they have been called on to be the hero that the world needs if it is to survive the rising darkness. Whether they have taken up this role willingly or are simply fulfilling their duty until they can find a way home, a strange landscape of danger and excitement is now before them, and they must forge their own destiny. Known as Errants, they function almost identically to humans with the following exceptions:

Hero from a Distant Land: Errants, because they are not native to the fantastic world, do not begin play with the Combat Training Human Lineage Ability and their profession is always Unskilled.

Destined for Greatness: At character creation, the player may select one Attribute and roll 2d6+6 for that Attribute instead of 3d6.

Genre Savvy: Errants are often well-versed in what is, in their world, fiction and fantasy. Once per session of play, they may ask the Narrator if their knowledge of fantastic literature offers insight into a particular location, creature, spell, or magic item. If the character then succeeds in an Insight-based Attribute Saving Throw, they receive a clue or hint gleaned from their previous reading about the thing in question.

Chapter Three

ARCHETYPES

✦ CHOOSING AN ARCHETYPE

In addition to selecting a Lineage, each character must also choose an Archetype. Eight Archetypes are available in *The Hero's Journey*, though depending on a character's Lineage they may be restricted from certain selections. In addition to this, each Archetype has certain requirements which must be met to select it. If your character does not have the required minimum Attribute score listed for each Archetype, they may not select that Archetype. Finally, many Archetypes have Prerequisite Abilities, which are only available if the character's Attributes meet specific requirements.

Reading Character Archetype Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

Atk: This is the "Attack Modifier" added to any attack roll. (See *Chapter Five: Playing the Game*)

Endurance: At first level, every character begins play with an Endurance equal to the number shown on row one of their advancement table below. They add (or subtract) their Resolve modifier to this number, but always begin play with at least a single point of Endurance. When a character gains a level of experience, they add the listed amount to their Endurance. If a die type is listed, they roll that die (plus or minus their Resolve modifier) and add it to their maximum Endurance total.

Upon reaching 4th level, a character no longer rolls a die or receives a Resolve modifier, they simply add the listed number to their maximum Endurance with each new level gained.

So, for example, before advancing to 3rd level, a character has an Endurance total of 13 points. Upon reaching 3rd level their advancement table lists “1d8” in the Endurance column. So the player rolls a d8 and gets a 4. Their Resolve modifier is +1, so one is added is added to the total. Their Endurance total is now 18, because 13 (current Endurance total) plus 4 (d8 roll), plus 1 (Resolve modifier) is 18.

That same character advancing to 4th level with an Endurance listing of “+2” would simply increase their total Endurance by two points, since these modifiers are cumulative over the course of a character increasing in level and players do not add their Resolve modifier to the number of Endurance gained from these flat modifiers after 3rd level.

Saving Throw: This is the Saving Throw number for the character trying to avoid something terrible such as a dragon’s fiery breath or the effects of evil magic. Any Saving Throw bonuses granted by a character’s Lineage and Archetype are cumulative. It is abbreviated as ST.

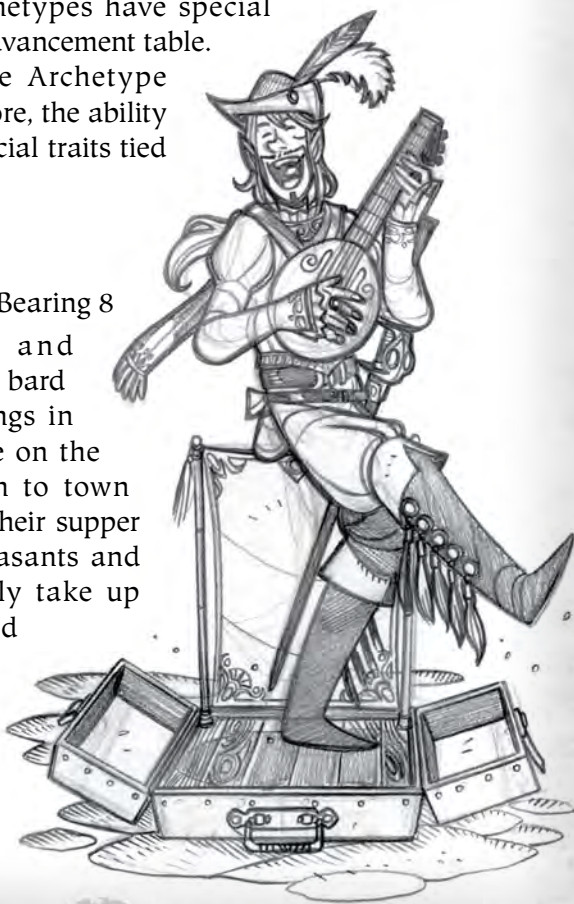
Other Notes: Most Archetypes have special abilities notated in their advancement table.

This can include unique Archetype abilities like Thievery or Lore, the ability to cast spells, or other special traits tied to a character’s Archetype.

✠ BARD

Requirements: Insight 8, Bearing 8

Traveling minstrels and wandering storytellers, the bard learns a great many things in their journeys. Bards live on the road, moving from town to town where they sing for both their supper and for the delight of peasants and royalty alike. They easily take up the call for adventure and often gladly join a party of adventurers in hopes of witnessing tales of glory first-hand.



Bards are not front-line combatants, nor are they masters of the arcane. Instead they touch upon both and learn a bit of everything but master no single skill. As such, bards are useful to adventuring parties who need a quick and dirty fix to a problem where a more specialized profession is not available. Knowledge and versatility are the stock and trade of the bard, and that makes them invaluable.

Table 3-1: Bard Archetype & Spell Advancement

Level	XP	Endurance	Atk	ST	Lore	Apprentice Spells Per Day
1	0	6	+0	15	1	–
2	1250	1d6	+0	14	1	1
3	2500	1d6	+0	13	2	1
4	5000	+2	+1	12	2	1
5	10000	+1	+1	11	3	2
6	20000	+1	+2	10	3	2
7	40000	+2	+2	9	4	2
8	80000	+1	+3	8	4	3
9	160000	+1	+4	7	5	3
10	320000	+2	+5	6	5	3

Weapon/Armor Restrictions: Bards have a diverse selection of weapons available to them, they may wield any one-handed melee weapon, any ranged weapon, and the staff. They can wear jerkins, brigandine, and hauberks as protection, as well as use small and buckler shields.

Attribute Increase & Myth Points: Bards may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Lore: Whenever a bard encounters an abandoned ruin, magical item, or hears a local folktale, they can use this ability to discern what they know about such things. The Narrator rolls 1d6 and if the roll is equal to or below the bard's rating in their Lore ability, the bard can recall some information regarding the legends and history of a location, a magical item's background and properties, or any variants or details regarding a local folktale. This may or may not reveal specific magical properties of the location or item, at the Narrator's discretion.

Spell Casting (2nd): Beginning at 2nd level, a bard learns a single Apprentice-level spell. The number of times per day that they can cast this spell is determined by their level. They can never learn Journeyman or Master spells, though a second Apprentice-level Spell is learned at 5th level and a third at 8th. A bard's knowledge of magic pales in comparison to that of a wizard.

In all other respects, the bard's spellcasting ability functions identically to that of a wizard, though they do not receive any bonus for having a high Insight Attribute.

Charmer (Prerequisite Ability): Any time a bard with a Bearing of 15 or higher casts the *Breathed in Silver* spell, the target or targets suffer Disadvantage on their Saving Throw to resist the effects.

Inspiring Performer (Prerequisite Ability): A bard with a Bearing of 13 or higher may attempt to inspire his allies in battle instead of casting a spell or attacking. The bard must be able to speak, and in most cases, makes use of a musical instrument to use this ability. While using this ability, all the bard's allies within 60 feet of the bard receive a +2 bonus to their attack rolls and on any Saving Throws they attempt. This bonus remains in effect for as long as the bard is performing.

Bardic Thievery (Prerequisite Ability): A bard of 4th level or higher with a Finesse of 15 or higher may make use of the Thievery ability in a manner exactly like a burglar. However, all the bard's uses of the Thievery ability function as if the bard were a burglar three levels lower than their actual level, to a minimum of one. Thus a 4th level bard would have a Thievery ability of 2, just like a 1st level burglar.

Saving Throw: A bard receives Advantage on all Saving Throws made to resist magic spells and the effects of magic items.

XP Bonus for Bearing: A bard with a Bearing of 15 or higher receives a +5% bonus to all Experience Points earned.

✠ BURGLAR

Requirements: Finesse 8

While there are many who wield sword and spell while exploring tombs and dungeons, the burglar hopes to recover lost riches using guile and stealth. Though trained in arms, they are not a combatant by trade. Instead they strike from the shadows and their keen eyes see dangers that their companions do not. Burglars are rarely noble but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them especially useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

Burglars often go equipped with but a few weapons and only light armor, but instead rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes who are otherwise occupied. The rare burglar who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills. In return for a cut of their take, they provide security, protection, and news of ripe pickings just waiting to be plundered.

Table 3-2: BURGLAR Archetype Advancement

Level	XP	Endurance	Atk	ST	Thievery
1	0	6	+0	14	2
2	1,250	1d6	+0	13	2
3	2,500	1d6	+0	12	2
4	5,000	+2	+1	11	3
5	10,000	+1	+1	10	3
6	20,000	+1	+2	9	3
7	40,000	+2	+2	8	4
8	80,000	+1	+3	7	4
9	160,000	+1	+4	6	4
10	320,000	+2	+5	5	5

Weapon/Armor Restrictions: Burglars are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear jerkins and use buckler shields.



Attribute Increase & Myth Points:

Burglars may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a

single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Back Stab: Burglars prefer to catch their foes unaware and strike from positions of advantage. Any time a burglar attacks an opponent who is unaware of their presence, the burglar receives Advantage on their attack roll. If the attack is successful, the burglar doubles the damage rolled and ignores their target's Reduction Value.

Saving Throw: Burglars receive Advantage on any Saving Throw made to reduce or avoid the effects of any trap, magical or mundane.

Thievery: Burglars are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. The Narrator has the final say as to whether an action falls under

the purview of thievery or not. When the burglar attempts to use this ability, the Narrator rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the burglar is successful in their attempt. Burglars are not often aware of when their attempts to remain stealthy fail, and the burglar always *believes* they are successful. When a burglar fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Thief's Cant (Prerequisite Ability): A burglar with an Insight of 9 or higher receives a free language: Thief's Cant. This is less a formal language and more a form of lingo and double-speak that is used between burglars to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are burglars and they can hear one another, they can communicate effectively, though only in matters directly related to their profession.

Decipher Languages (Prerequisite Ability): A burglar may use the Thievery ability to decipher maps, scripts and unknown languages if their Insight is 15 or higher. In the case of scripts and languages, the burglar is only able to glean the general meaning of the text when they successfully use this ability.

Poison Use (Prerequisite Ability): A burglar is knowledgeable regarding the uses of poison if both Finesse and Insight are 13 or higher. If they have access to poison, they can apply it to their weapons without any fear of accidentally poisoning themselves; and they receive Advantage on any Saving Throw made to resist the effects of a poison. Burglars of 4th level or higher can craft their own poisons as determined by the Narrator.

Proficient Climber (Prerequisite Ability): A burglar with a Might of 15 or higher may be more skilled at free-handed climbing than at other uses of the Thievery ability. If this option is used, the burglar has Advantage when Thievery checks are made to climb in this fashion.

Thief-Acrobat (Prerequisite Ability): A burglar with a Finesse of 15 or higher may use the Acrobatics ability like a swordsman of equal level.

XP Bonus for Finesse: A burglar with a Finesse of 15 or higher receives a +5% bonus to all Experience Points earned.

✠ KNIGHT

Requirements: Might 8, Resolve 8, Bearing 8

Knights are noble horsemen in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company, Knights serve as front-line fighters, diplomats, and moral compasses. They are bound by a code of fealty and honor, expecting no less from those who fight beside them.

Table 3-3: Knight Archetype Advancement

Level	XP	Endurance	Atk	ST
1	0	8	+1	15
2	2500	1d8	+1	14
3	5000	1d8	+2	13
4	10000	+2	+3	12
5	20000	+2	+3	11
6	40000	+2	+4	10
7	80000	+2	+5	9
8	160000	+2	+5	8
9	320000	+2	+6	7
10	640000	+2	+7	6

Weapon/Armor Restrictions: Knights are trained in all forms of weapons and armor, as well as all shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons, preferring the honor found in melee combat.

Attribute Increase & Myth Points: Knights may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Hospitality: When a knight travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. They can also expect that there are staff to attend to basic accommodations of those in the knight's retinue, as well as to their steeds.



Oath of Fealty: A knight must swear fealty to a noble lord who holds a stronghold and large tract of land. The knight is expected to follow the command of their liege lord and if they break their vow of service, they cannot make use of the Hospitality ability. Because of their Oath of Fealty, Knights begin play with a riding horse, a hauberk, a small shield, a long blade, a mace, and a lance provided by their lord. As long as they remain loyal to their sworn lord, their liege replaces these items free of charge.

Tournament Champion: Knights are masters in all forms of tournament combat. They receive a +2 bonus to all attack rolls when wielding a mace, long blade, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls.

Squire (Prerequisite Ability): Beginning at 4th level, a knight with a Bearing of 15 or higher attracts the service of a first-level warrior or first-level yeoman (player's choice) to serve as their squire. The squire tends to their steed, weapons and armor, prepare their meals, and fight alongside them in battle if commanded to do so.

Saving Throws: Knights receive Advantage on all Saving Throws made to resist the effects of Despair.

XP Bonus for Bearing: A knight with a Bearing of 15 or higher receives a +5% bonus to all Experience Points earned.

✧ RANGER

Requirements: Might 8, Resolve 8

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled combatants. Traveling light, they hunt giants and goblins in the dangerous places of the world, and slay them wherever these vile creatures are found.

The ranger is a welcome addition to an adventuring party, because in addition to their combat prowess they are skilled when it comes to identifying the dangers of the wilderness as well as tracking down elusive foes. They prefer the life of an adventurer and rarely settle in a single location. The rare ranger who chooses to retire often does so in a wild and secluded area where they can remain far from the reach of the civilized world.



Table 3-4: Ranger Archetype Advancement

Level	XP	Endurance	Atk	ST	Forestry
1	0	8	+0	16	2
2	2,500	1d8	+1	15	2
3	5,000	1d8	+2	14	2
4	10,000	+2	+2	13	3
5	20,000	+2	+3	12	3
6	40,000	+2	+4	11	3
7	80,000	+2	+4	10	4
8	160,000	+2	+5	9	4
9	320,000	+2	+6	8	4
10	640,000	+2	+6	7	5

Weapon/Armor Restrictions: Rangers are nearly as skillful as warriors in battle and equally well trained. They may wield any

weapon in combat as well as utilize jerkins, brigandine, hauberks, small shields, and buckler shields to protect themselves.

Attribute Increase & Myth Points: Rangers may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Forestry: Rangers are most at home in the wilderness, among the flora and fauna of the world. Their forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, forestry may also be used to remain both unseen and silent. Finally, when a ranger encounters a natural wild beast, they may utilize this ability to soothe and calm such an animal. To use the ability, the Narrator rolls 1d6. If the number rolled is equal to or below the ranger's forestry ability, they have succeeded.

Giant-Slayer: When fighting giant-kin and goblins of any type rangers receive Advantage on all attack rolls.

Ranger's Wealth: A ranger may be limited in the amount of wealth they can hoard. This reflects the nomadic nature of the ranger. A ranger may not retain more coins, valuables, or magical items than they are able to carry on their person.

Natural Wanderer (Prerequisite Ability): Beginning at 3rd level, a ranger with an Insight of 15 or higher may cast the *Errant Pilgrim* spell once per day. At 6th level they may do this twice per day and at 9th level, they may do this three times per day. Unlike other spell-casters, a ranger does not keep a spellbook or need to spend time studying each day to cast *Errant Pilgrim*.

Two-Weapon Fighting (Prerequisite Ability): With the Narrator's permission, a ranger with a Finesse of 15 or higher may fight with a one-handed melee weapon in each hand. This grants them a second attack each combat round, with the damage inflicted determined by the weapon wielded.

Saving Throw: A ranger receives Advantage on any Saving Throws made vs. poison and natural hazards.

XP Bonus for Resolve: A ranger with a Resolve of 15 or higher receives a +5% bonus to all Experience Points earned.

✠ SWORDSMAN

Requirements: Might 6, Finesse 8

Armed with only a blade and wearing the lightest of armor, a swordsman relies on lightning reflexes and skill to bring them victory in battle. Swordsmen are master swordsmen who forgo the use of armor or ranged weapons and instead choose to master a single weapon. They are often arrogant, though they possess the skill to back up their bravado. With only a sword in their hand, they are as deadly as any warrior in heavy armor wielding a battle axe or polearm, and often twice as fast.

Swordsmen serve a similar purpose as a warrior in most adventuring parties, literally living and dying by their sword. Their focused training grants them unmatched ability with a blade but can leave them unable to defend themselves if they are without a sword.

Table 3-5: Swordsman Archetype Advancement

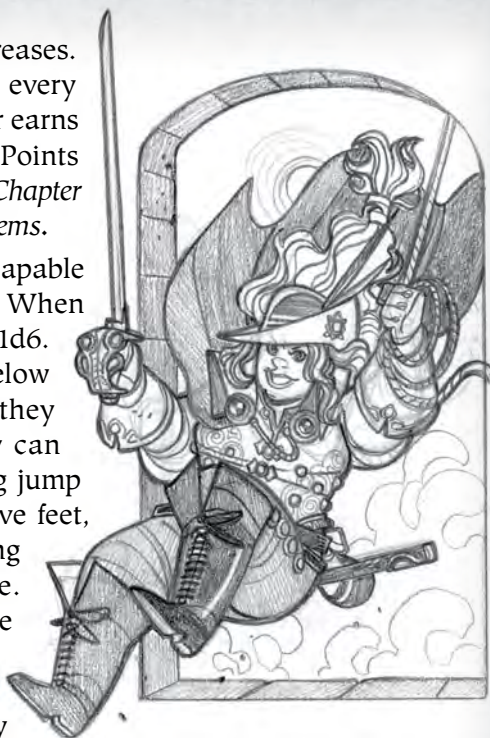
Level	XP	Endurance	Atk	ST	Def	Acrobatics
1	0	8	+1	15	+3	1
2	2500	1d8	+1	14	+4	1
3	5000	1d8	+2	13	+4	2
4	10000	+2	+3	12	+5	2
5	20000	+2	+3	11	+5	3
6	40000	+2	+4	10	+6	3
7	80000	+2	+5	9	+6	4
8	160000	+2	+5	8	+7	4
9	320000	+2	+6	7	+7	5
10	640000	+2	+7	6	+8	5

Weapon/Armor Restrictions: Swordsmen are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long blades, and short blades in combat and may only wear jerkins and brigandine. Because they favor speed and mobility, they may only use buckler shields.

Attribute Increase & Myth Points: Swordsmen may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised

above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Acrobatics: Swordsmen are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics, they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten-foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along



narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally, a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet without suffering any damage.

Defense Bonus: Swordsmen are agile and light-footed, receiving a bonus to their Defense based on their level as denoted on Table 3-5: Swordsman Advancement.

Lightning Reflexes: Swordsmen are only surprised on a roll of 1 on 1d12 when rolling for surprise at the beginning of combat.

Master Swordsman: Swordsmen receive +2 to their attack and damage rolls when wielding a long blade or short blade.

Florentine Style (Prerequisite Ability): A swordsman with a Finesse of 15 or higher may fight with short blade or dagger in their off hand. This grants them a second attack each combat round, with the damage inflicted being determined by the weapon wielded.

Saving Throw: Swordsmen receive Advantage on any Saving Throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for Finesse: A swordsman with a Finesse of 15 or higher receives a +5% bonus to all Experience Points earned.

✠ WARRIOR

Requirements: Might 8

Warriors are soldiers, men-at-arms, and mercenaries. They are trained in an arsenal of weapons and can wear all manner of protection. They serve as front-line combatants and their ability to lay waste to a lesser enemy on the battlefield is legendary.

These versatile warriors serve as the backbone of many adventuring parties. Often a few can hold off a horde of lesser foes and are the only thing standing between their allies and certain death.

Table 3-6: WARRIOR ARCHETYPE Advancement

Level	XP	Endurance	Atk	ST
1	0	8	+1	15
2	2,000	1d8	+1	14
3	4,000	1d8	+2	13
4	8,000	+3	+3	12
5	16,000	+3	+3	11
6	32,000	+3	+4	10
7	64,000	+3	+5	9
8	128,000	+3	+5	8
9	256,000	+3	+6	7
10	512,000	+3	+7	6

Weapon/Armor Restrictions: Warriors have no restrictions on the kind of weapons, armor, or shields they can use.

Attribute Increase & Myth Points: Warriors may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

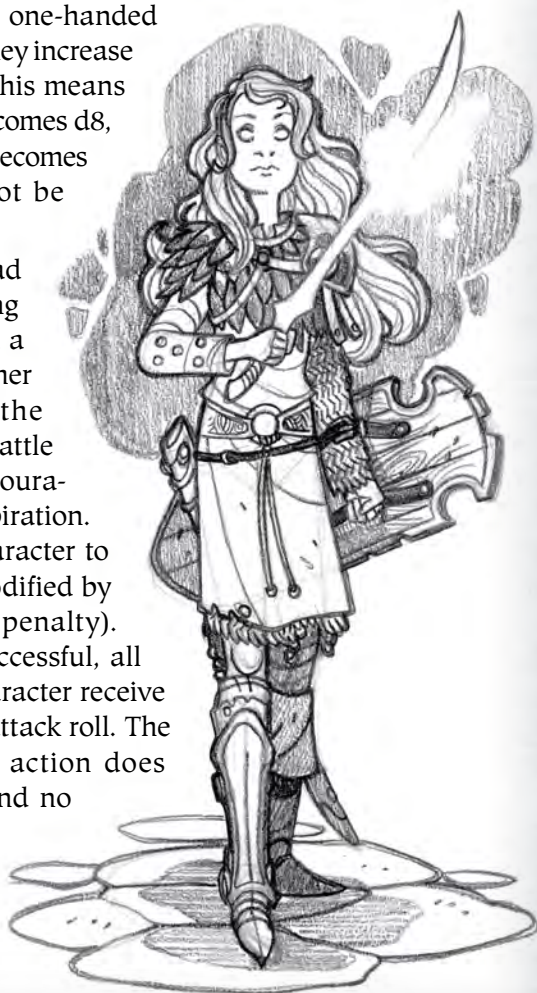
A Greater Valor Against Lesser Foes: Against foes with a maximum Endurance of 6 or less, warriors get one attack per level each combat round, to a maximum of one extra attack per level each round. So

a 4th level warrior facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

Shattered Shields: Whenever a warrior using a mundane shield is struck by an attack specifically targeting them (such as a melee or ranged attack from a weapon), the character can choose to suffer no damage from that attack but their shield's Defense bonus is permanently reduced by one point. A shield reduced to a Defense bonus of zero is destroyed. This applies equally to mundane and magical shields, though magical shields lose their magical bonus *after* losing their mundane benefit and are then destroyed.

Terrible Blows: Whenever a warrior wields a two-handed weapon or a one-handed weapon with two hands, they increase the damage die by one. This means that d4 becomes d6, d6 becomes d8, d8 becomes d10, and d10 becomes d12. Damage dice cannot be increased above d12.

Rally the Company: Instead of attacking or performing another significant action, a warrior of 4th level or higher can attempt to Rally the Company by crying out battle commands, words of encouragement, or a song of inspiration. Doing so requires the character to make a Saving Throw, modified by their Bearing bonus (or penalty). If the Saving Throw is successful, all allies able to hear the character receive Advantage on their next attack roll. The warrior performing this action does *not* receive that bonus and no character can benefit from Rally the Company more than once per combat encounter.



Weapon Specialization: At first level, a warrior may elect to specialize in one weapon type such as long bows, long blades, or battle axes as defined by *Chapter Four: Equipment*, but not broad groups like “swords,” “bows” or “axes.” They receive a +1 bonus to their “to hit” rolls and +2 to their damage when wielding their chosen weapon. At 4th level they may attack twice with their specialized weapon. At 8th level, the warrior has Advantage when attacking with their specialized weapon.

Saving Throw: Warriors receive Advantage on Saving Throws made to avoid suffering a Grievous Blow and to resist poisons.

XP Bonus for Might: A warrior with a Might of 15 or higher receives a +5% bonus to all Experience Points earned.

✧ WIZARD

Requirements: Insight 15

Whether they are known as an arcanist, witch doctor, or sorcerer, the wizard is the unrivaled master of the arcane. Capable of bringing about arcane enchantments with a few gestures of their hand and whispered spidery words, the wizard harnesses power beyond the ken of most mortal beings.

But the art of magic takes its toll, and wizards are a frail lot. With no martial training they are capable of wielding but the most meager of weapons and can wear no mundane protection. But with time and patience, they can harness unimaginable power.

Table 3-7: wizard Archetype Advancement

Level	XP	Endurance	Atk	ST
1	0	4	+0	15
2	2500	1d4	+0	14
3	5000	1d4	+0	13
4	10000	+1	+1	12
5	20000	+1	+1	11
6	40000	+1	+1	10
7	80000	+1	+2	9
8	160000	+1	+2	8
9	320000	+1	+2	7
10	640000	+1	+3	6

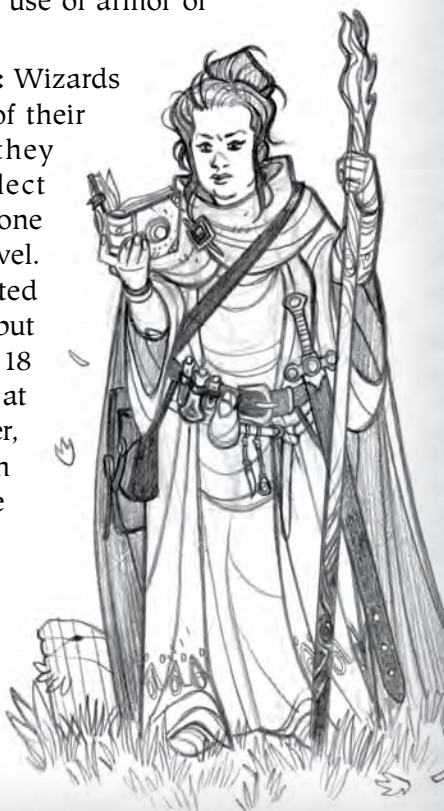
Table 3-8: wizard spell advancement

Wizard Level	Apprentice Spells Per Day	Journeyman Spells Per Day	Master Spells Per Day	Spells Known
1	1	-	-	1
2	2	-	-	2
3	3	-	-	3
4	3	1	-	4
5	4	1	-	5
6	4	2	-	6
7	5	2	-	7
8	5	2	1	8
9	5	3	2	9
10	5	4	3	10

Weapon/Armor Restrictions: Wizards may only wield daggers or staves and are not allowed the use of armor or shields.

Attribute Increase & Myth Points: Wizards may increase a single Attribute of their choosing by one point when they reach 4th level. They may select another Attribute to increase by one point again upon reaching 8th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Magical Awareness: All wizards can detect the presence of a magically enchanted object or place of power at will by simply concentrating for a single round to a range of up to 120 feet.



Spell Casting: Wizards are masters of spellcraft, more capable with magic than other Archetypes. Wizards begin play knowing how to cast a single Apprentice level spell, though those with a high Insight may begin play knowing more, as shown on page 11 of *Chapter One: Attributes*. A wizard can cast a number of spells each day as shown on Table 3-8: Wizard Spell Advancement. Wizards do not require a spellbook to recall their incantations.

For example, when a 2nd level wizard casts a spell, they expend that available “slot” for the day. So, if a wizard casts *Breathed in Silver*, they expend one of their Apprentice Level spells that day. They still have one remaining and could use it to cast *Breathed in Silver* or choose any other Apprentice level spell they know.

It is important to note that a wizard can always spend a Journeyman or Master spell slot to cast an Apprentice Spell, or a Master spell slot to cast an Apprentice or Journeyman spell.

Each time a wizard gains a level of experience, their knowledge of magic deepens, and they may select one new spell to add to their repertoire. They may not add Journeyman spells to their repertoire until they reach 4th level and may not add Master spells to their repertoire until 8th level.

Arcane Lore (Prerequisite Ability): Wizards with a Bearing of 15 or higher that have reached 4th level or higher may use the Lore ability as if they were a bard of three levels lower than their own wizard level. This means that a 7th level wizard would be able to use the Lore ability as a 4th level bard.

Tap the Essence (Prerequisite Ability): Wizards with a Resolve of 13 or higher can sacrifice their own physical body to cast spells after they have run out of spell slots for the day. Even after a wizard has expended a spell slot, they can opt to cast a spell they could normally prepare and cast by ripping away at their own life force. Whenever a wizard wishes to cast a spell they know, but do not have the ability to currently cast, then they simply inform the Narrator that they are tapping the essence of magic infused in their body and cast the spell as if they had prepared it. Immediately after casting the spell, the wizard then suffers 2d6 points of damage if the spell is an Apprentice spell, 4d6 if the spell is a Journeyman spell, or 6d6 if the spell is a Master spell. This damage ignores any Reduction Value they currently have. Thus, a 3rd level wizard could opt to tap the essence to cast an Apprentice level spell after expending their

normally available slots. The wizard casts the spell, but immediately suffers 2d6 points of damage.

Tapping the essence can kill a wizard if it reduces their Endurance below zero but the spell is still successfully cast.

Saving Throw: Wizards receive Advantage on Saving Throws vs. spells, including those cast from magic items.

Experience Bonus for Insight: A wizard with an Insight of 18 receives a +5% bonus to all Experience Points earned.

✠ YEOMAN

Requirements: Resolve 8, Weal 8

Not all heroes strap a sword to their hip or tap into arcane magic to defeat evil. In fact, some rise from humble beginnings and have no desire to be a hero at all. Simple farmers and gardeners, sworn by blood kinship or bonds of friendship, they act as steadfast companions to their allies, seeking no glory for themselves. Instead, they act as the heart of the adventuring companies they join and live quiet lives of service, offering what simple aid they can.

Yeomen are the heart of any adventuring company they join, inspiring their allies and protecting them with surprising dedication and remarkable tenacity. Any party with a yeoman is sure to draw comfort and strength from the simple wisdom and stout heart of their unassuming companion.

Table 3-9: Yeoman Archetype Advancement

Level	XP	Endurance	Atk	ST
1	0	6	+0	13
2	1,250	1d6	+0	12
3	2,500	1d6	+0	11
4	5,000	+3	+1	10
5	10,000	+3	+1	9
6	20,000	+3	+2	8
7	40,000	+3	+2	7
8	80,000	+3	+3	6
9	160,000	+3	+3	5
10	320,000	+3	+4	4

Weapon/Armor Restrictions: Yeomen are not trained for combat. They may use clubs, daggers, light crossbows, slings, short bows, short blades, spears, and staffs in combat. They may wear jerkins, brigandine, hauberks, and use bucklers and small shields.

Attribute Increase & Myth Points: Yeomen may increase a single Attribute of their choosing by one point when they reach 3rd level. They may select another Attribute to increase by one point again upon reaching 6th level. A third Attribute increase is received at 9th level. The same Attribute may be selected each time if the player chooses, but no Attribute can be raised above 18 through these increases. Beginning at 2nd level, and every level thereafter, the character earns a single Myth Point. Myth Points and their use are detailed in *Chapter Nine: Treasure and Magical Items*.

Promise: At the beginning of each day, the yeoman promises to protect and defend the well-being of one other character in the party. This person is known as their Charge. While within thirty feet of their Charge, both the yeoman and the Charge receive a +1 bonus to their Defense. At third level, the range of this ability increases to sixty feet and the bonus increases to +2. At sixth level, the range reaches out to 120 feet, and the bonus increases to +3.

At ninth level they can declare up three individuals to be their Charge at the start of each day and may distribute this Defense bonus as they see fit. So the yeoman could grant +1 to the Defense of three different Charges within range, +2 to one and +1 to another, or +3 to a single Charge. They must declare this bonus on their action at the beginning of a combat round if in battle and may not change it again until the next combat round.

Once a yeoman has declared their Charge for the day, they may not change it again until the next day.

Cornered Prey: If a yeoman's Charge is reduced to zero Endurance and is under the benefits of their Promise, the yeoman receives Advantage on all attack rolls made against the creature or person that inflicted the grievous wound on their Charge. At 4th level, the yeoman receives Advantage on such attacks when their Charge is reduced to half their maximum Endurance.

Draw the Adversary: A yeoman can draw an aggressor away from their Charge. When one uses this ability, any enemy within 30 feet of them or one of their Charges that has made an attack or other aggressive act against a Charge may be drawn to attack the yeoman instead

if the yeoman spends their action drawing the attacker's attention. If the attacker fails a Saving Throw, they forgo attacking the Charge and instead turn their attention to the yeoman and attempt to engage them in combat for a number of rounds equal to the yeoman's level.

The range of this ability increases to 60 feet at 3rd level and again to 120 feet at 6th level. If the yeoman is 9th level or higher, the target has Disadvantage on their Saving Throw.

Vigilant Servant: The yeoman keeps a wary eye out for danger to protect their Charge. The yeoman and their Charge can only be surprised in combat on a 1 in 1d12.

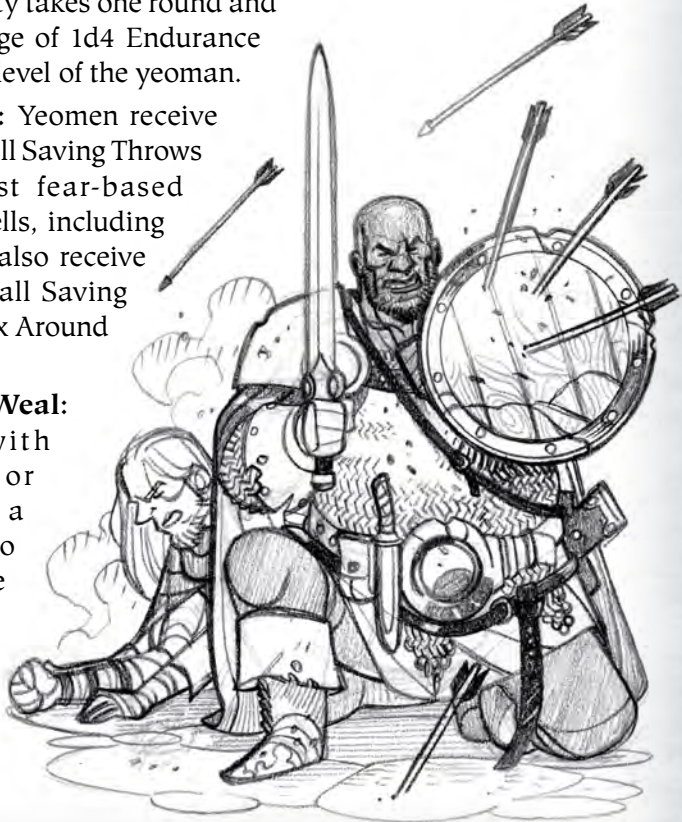
Lucky I was Here (Prerequisite Ability): A yeoman with a Weal of 15 or higher can, once per day, grant Advantage to any one Saving Throw rolled by their Charge.

Worth Fighting For (Prerequisite Ability): A yeoman with a Resolve of 15 or higher can inspire fresh resolve in one of their Charges once per day, allowing the Charge to shrug off the effects of their wounds. Using this ability takes one round and heals the Charge of 1d4 Endurance of damage per level of the yeoman.

Saving Throws: Yeomen receive Advantage on all Saving Throws made to resist fear-based effects and spells, including Despair. They also receive Advantage on all Saving Throws to Relax Around the Campfire.

XP Bonus for Weal:

A yeoman with a Weal of 15 or higher receives a +5% bonus to all Experience Points earned.



chapter Four

EQUIPMENT

Each character starts with a number of gold pieces determined by their profession at first level. This can be used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Narrator is encouraged to include additional items and equipment.

✧ EQUIPMENT WEIGHT

The exact weight of equipment is abstracted in *The Hero's Journey*, to speed up play. It is assumed that each character can carry a number of significant items equal to their Might Attribute. This includes things like weapons, armor, shields, and adventuring equipment of significant size or weight, such as a complete outfit of traveler's clothing, full mess kit, grappling hook and rope, or animal trap. For ease of reference, a "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.





Table 4-1: Adventuring Gear

Adventuring Gear	Cost (gp)	Adventuring Gear	Cost (gp)
Animal Trap	10	Helmet	10
Backpack	5	Jeweler's Glass	100
Bedroll	2	Journal (blank)	50
Belladonna, bunch	10	Lantern	7
Belt Pouch	1	Mirror (handheld)	5
Bottle of Wine	1	Music Instrument	1 to 10
Candles (12)	1	Net (10 ft. x 10 ft.)	10
Case (map or scroll)	3	Oil (pint)	2
Cloak	1	Pole (10 ft.)	1
Cloth (bolt)	5	Rations, trail (1 day)	1
Clothing, Commoner	1	Rations, dried (1 day)	3
Clothing, Traveling	3	Rope, hemp (50 ft.)	1
Clothing, Fine	10	Rope, silk (50 ft.)	5
Compass	50	Sack (15 lbs. capacity)	1
Crowbar	5	Sack (30 lbs. capacity)	2
Deck of Cards	2	Shovel	5
Dice, bone (pair)	1	Spellbook (blank)	100
Falcon (trained)	100	Spikes, iron (12)	1
Fishing Tackle	1	Stakes, wooden (12)	1
Fishing Pole	1	Tent	20
Flint and Steel	5	Tool Kit	25
Frying Pan	2	Torches (6)	1
Garlic (1 lb.)	10	Waterskin	1
Grappling Hook	5	Whetstone	1
Hammer (small)	2	Wolfsbane	10
Healer's Kit	5		

Adventuring Gear Descriptions

Animal Trap: This is a small cage trap used to catch a creature no larger than a hare. Each hour it remains set and baited in the proper area there is a 1 in 1d12 chance that it will catch a suitable creature.

Backpack: This leather backpack can hold up to 30 pounds of gear.

Bedroll: A bedroll is a large padded blanket or sleeping bag that can keep a traveler warm and a bit more comfortable while resting in the wilderness.

Belladonna: This plant is extremely toxic and can be used to make poisons. It is also known as deadly nightshade. It is sold in bunches.

Belt Pouch: This small leather pouch can be easily hung from a belt. It holds up to five pounds.

Bottle of Wine: A single one-gallon bottle of wine of fair quality.

Candles: Sold in bundles of twelve and made of wax or tallow, candles can burn for one hour and provide illumination to a distance of 5 feet.

Case: These watertight cases are made of ivory and are used to carry scrolls, maps and leaves of parchment.

Cloak: A simple traveler's cloak of heavy cloth.

Cloth: This is a bolt of heavy spun cloth measuring approximately 40 yards in length.

Clothing: Peasants, farmers and tradesmen most often wear common clothing. Traveling clothing is heavier, more durable, and usually comes with a stout pair of leather boots. Fine clothing is silk cut, sewn and dyed for nobles and aristocrats.

Compass: Expensive and difficult to craft, a compass allows the user to automatically determine magnetic north. They are delicate and can be easily broken if dropped or jostled. Large deposits of naturally magnetic metals can also render them ineffective.

Crowbar: An iron bar approximately four feet in length that is spiked on one end and brought to a broad flat head on the other. It is often used to pry open stuck doors or leverage large objects.

Deck of Cards: A deck of playing or soothsaying cards commonly used by gamblers and other ne'er-do-wells. Marked decks can be purchased for twice the listed cost.

Dice: Sold in pairs, these knuckle bones are used in games of chance and have six sides each. Loaded dice can be purchased for twice the listed cost.

Falcon: Trained falcons are expensive but can be commanded to fly and return to their owners, as well as hunt for small game such as squirrels.

Fishing Tackle: Fishing tackle includes a length of fishing line, weights and other associated trappings. It usually comes in a small wooden box.

Fishing Pole: Little more than a length of wood with a small line covered in protective wax which ends in a small hook. Typically used by peasants and farmers in small streams, rivers, and lakes.

Flint and Steel: Stored in a small metal tin, flint and steel are used to create a spark to start camp and cook fires.

Frying Pan or Cook Pot: Cast iron and great for a meal! Cook pots can hold up to 3 gallons.

Garlic: Whether seasoning for dinner or warding off evil, garlic is a common sight.

Grappling Hook: A many pronged metal hook which is typically secured at the end of a length of rope. It is used to assure a rope's security before ascents are attempted.

Hammer: A small, handheld hammer – often used to drive spikes or stakes.

Healer's Kit: This simple wooden box contains linen bandages, salves and healing herbs. It is required when binding wounds after a battle. Its resources are expended in the process of doing so.

Helmet: Worn to protect the head in battle, metal helms come in a myriad of styles.

Jeweler's Glass: This specially-cut glass disc is mounted in a metal frame with a strap allowing it to be worn over a single eye. It allows the wearer to examine things in magnified detail when held close to that eye.

Journal: A blank parchment journal with a leather cover. It has one hundred pages.

Lantern: A handheld oil burning lantern used for illumination. Lanterns provide illumination to a distance of thirty feet.

Mirror: A small handheld mirror set in a steel frame.

Music Instrument: From a lyre to a flute to a handheld harp, this covers all manner of portable musical instruments favored by traveling minstrels. The more complex an instrument, the more expensive it tends to be. From a simple wooden recorder to an exquisitely carved and tuned viol.

Net: This spun net is 10' x 10' and can be used for fishing or storage.

Oil: A pint of highly flammable lantern oil. One pint of oil burns for six hours.

Pole: A 10-foot wooden pole – an adventuring classic!

Rations: Preserved, often bland food to sustain travelers in their journeys. Trail rations spoil within a few days if not consumed, while dry rations can last up to a month.

Rope: Typically sold in coils of 50 feet, hemp rope is thick and heavy while silk rope is light and strong. Hemp rope can support about 400 pounds before breaking, while silk rope can hold up to 1000 pounds.

Sack: A simple cloth sack with a draw string. A small sack can hold 15 pounds and a large sack can hold 30 pounds.

Shovel: A large spade mounted on a long wooden pole, typically used for digging and excavation.

Spellbook: A finely crafted journal with an oiled leather cover and a locking clasp. Often used by bards and wizards for recording and preserving lore. It has 100 pages.

Spikes: 6-inch long iron spikes, sold in bundles of 12.

Stakes: 10-inch long wooden spikes, sold in bundles of 12.

Tent: A small two-man tent meant to offer some protection from the elements.

Tool Kit: Tool Kits are designed for the manipulation of fine mechanics and doing highly detailed work. This can range from setting stones into jewelry to picking locks. A burglar must have a tool kit to pick locks or disarm traps.

Torch: Large wooden stakes with oiled rags wrapped at their tops, they can be lit and burn for one hour before dying. Torches provide thirty feet of illumination.

Waterskin: Typically a specially prepared animal bladder or water-tight bag. A waterskin can hold one gallon of water.

Whetstone: A broad, flat stone used to sharpen metal tools and weapons.

Wolfsbane: Sprigs of wolfsbane are said to ward off evil creatures, but the plant itself is highly toxic if consumed.

Table 4-2: Transportation Gear

Transportation Gear	Cost (gp)	Transportation Gear	Cost (gp)
Barding	320	Raft	40
Boat	100	Saddle	25
Cart	80	Saddle Bags	10
Donkey or Mule	20	Sailing Ship (large)	20000
Galley (large)	30000	Sailing Ship (small)	5000
Galley (small)	10000	Wagon	160
Horse (draft)	30	Warhorse (heavy)	200
Horse (riding)	50	Warhorse (medium)	100

Transportation Gear Descriptions

Barding: This is a suit of metal plates and chain armor crafted to protect a warhorse in battle. It grants the horse a Reduction Value of 3 when worn.

Boat: This describes all manner of small boats, from two-person rowboats used to fish, to long boats used to go ashore by crews aboard larger vessels.

Donkey: These stubborn beasts of burden are sure-footed, but neither swift nor smart. They have a Might of 15 for purposes of their carrying capacity.

Cart: A simple cart which can be pulled by either two or four horses. It can be covered and used to ferry up to six passengers or when built with an open top has a Might of 50 for purposes of carrying capacity.

Galley: These low, slender ships are powered by both sail and trained oarsmen. They are quick and highly maneuverable. A small galley can be crewed by 25 sailors and a large galley by twice that number.

Horse: Draft horses are bred for strength and endurance, found most commonly as work animals on a farm. Riding horses are lighter and faster. They have a Might of 15 for purposes of their carrying capacity.

Raft: A simple wooden raft capable of traversing small bodies of calm water. Some may even have a single tiny sail. A raft can carry four people.

Saddle: A saddle includes harness, bit, bridle, and all the necessary trappings to ride a horse and help a rider remain comfortable and

endure long journeys while astride a horse. Some saddles are high-backed, designed to help keep a rider atop his horse when clad in heavy armor or when struck by a lance.

Saddle Bags: A pair of large leather bags typically set across a horse's back. They add two to the Might of a Donkey or Horse for purposes of carrying capacity.

Sailing Ship: Small sailing vessels typically have a pair of sails and are designed for quick transport of goods or large-scale fishing. Large sailing ships are the classic three-masted galleon or "pirate ship," and can be heavily armed and are often crewed by skilled sailors. A small sailing vessel requires a crew of between 5 to 15, while large sailing ships require 25 or more and often have an accompanying crew of marines and boarding specialists.

Wagon: A smaller, open-topped cart able to be pulled by a single horse and carry a driver and a passenger. They have a Might of 30 for purposes of their carrying capacity.



✠ WEAPONS & ARMOR

Adventurers are likely to face life-or-death threats in their travels and typically arm themselves in preparation for this. Weapons and armor have several properties described below.

melee weapons

Weapon: The name of the weapon.

Damage: The dice and modifiers rolled when a character makes a successful melee attack. A Might modifier adds to the damage total in melee combat. The defender's Reduction Value is subtracted from the cumulative damage total if the attack is successful. The remaining amount is subtracted from the defender's Endurance.

Weight: The weight of the weapon. It is provided for general reference.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

Traits: Some weapons may be marked with specific *traits*. A weapon with the two-handed trait requires two hands to wield in combat and cannot be used while carrying a shield or holding an object in the wielder's off hand. Weapons with the thrown trait can also be thrown as a missile (or "ranged") weapon. If a weapon has the horseback trait it can only be used while mounted. Weapons with the chain trait ignore a defender's Defense bonus when using a buckler. The Agile trait permits the attacker to add their Finesse modifier on all attack rolls *instead* of their Might modifier.

Table 4-3: Melee weapons

Weapon	Damage	Weight (lb.)	Cost (gp)	Traits
Axe, battle	1d10	15	7	Two-handed
Axe, hand	1d6	5	3	Thrown
Blade, long	1d8	10	10	–
Blade, short	1d6	5	8	Agile
Club	1d6	10	–	–
Dagger	1d4	2	3	Thrown
Flail	1d6	15	8	Chain
Lance	1d10	15	10	Horseback
Mace	1d6	10	5	–
Morning Star	1d8	15	6	Two-Handed
Polearm	1d10	15	7	Two-Handed
Quarterstaff	1d6	10	1	Two-Handed
Spear	1d6	10	2	Thrown
Sword, two-handed	1d10	15	15	Two-Handed
War Hammer	1d6	10	5	Thrown

Melee weapon Descriptions

Melee weapons are used in combat with an adjacent foe.

Battle Axe: A double-headed chopping weapon with broad, sharp blades set on a haft of metal or wood between three and four feet long. This weapon must be wielded with two hands.

Club: A simple one-handed wooden cudgel between two and four feet long.

Dagger: A double-edged blade that ranges in length from six inches to a foot. As much a tool as a weapon, almost everyone carries a dagger. It can be thrown as a ranged weapon with a range of twenty feet. Daggers can be recovered when thrown.

Flail: This weapon consists of a handheld haft made of wood or metal connected to cylindrical head (which is sometimes spiked) by a short chain. It is often used by infantry and horsemen.

Hand Axe: A hatchet, sharpened for war and balanced for throwing. This is most often an off-hand or back up weapon but can be used in battle effectively and thrown with deadly accuracy at short ranges. They can be recovered after being thrown and have a range of 20 feet.

Lance: Little more than an exceptionally long spear that can run to lengths of up to 12 feet, lances are typically used by horsemen during a charge. They are carried in one hand but tucked against the wielder's body and shoulder to balance the weapon. Using a lance while dismounted imposes Disadvantage on all attack rolls.

Long Blade: When most individuals think of a "sword," they envision a long blade. Examples include arming swords, broad swords or longswords; it consists of a double-edged metal blade between three and four feet long with a handle long enough to accommodate a one or two-handed grip. Blade and handle are separated by a cross guard and the bottom of the handle is balanced by a weighted pommel.

Mace: A mace is a wooden or metal-hafted weapon between two and three feet long that ends in a large head of metal which is flanged or studded.

Morning Star: A morning star is similar in design to a mace, except that it has a haft between four and six feet long and ends in a large metal head which is typically covered in long spikes. It must be wielded with two hands.

Polearm: Polearms are a broad category of weapons which feature long wooden hafts that run at least eight feet long and are capped with metal axe blades, broad bladed spearheads, or blunt striking surfaces. They were designed for use by infantry facing off against a charge of cavalry and require two hands to wield.

Quarterstaff: A simple length of wood which has been treated by lacquer or hardened by fire, it is as common as a dagger and often

used by travelers as both a tool and means of self-defense. It requires two hands to wield.

Short Blade: A short blade is any kind of short sword that typically ranges in length from 16 to 28 inches. This can include traditional short swords, sabers, a roman-style gladius, and some longer thrusting weapons such as rapiers.

Spear: A long wooden pole either carved to a sharp point or affixed with a pointed metal head. It is a common weapon and very versatile. It can be wielded with one or two hands, as well as be thrown short distances. Spears can be recovered when thrown and have a range of 10 feet.

Two-Handed Sword: Often called a great sword or claymore, a two-handed sword is similar in design to a long blade, except it has a blade that runs upwards of six feet in length. It requires two hands to wield in combat.

War Hammer: A war hammer has a wooden haft that runs between three and four feet long and ends in a large head similar to that of a normal hammer. In many cases the opposite side of the metal hammer head is crafted into a spike. It can be thrown short distances and recovered afterwards.

Ranged Weapons

Ranged weapons, sometimes called missile weapons, are used to attack foes across a distance. They cannot be used to attack adjacent foes.

Weapon: The name of the weapon.

Damage: The dice and modifiers rolled when a character makes a successful melee attack. The total is subtracted from the defender's Reduction Value if the attack is successful. The remaining amount is subtracted from the defender's Endurance. Ranged weapons do *not* receive apply a bonus from the attack's Might modifier unless they are thrown weapons.

Range: This is the distance between the attacker and the defender in which the weapon can be fired effectively. Ranged attacks may be made beyond this distance, up to twice the listed value, but are done with Disadvantage to the attack roll.

Weight: The weight of the weapon. It is provided for general reference.

Cost: The cost of the weapon to purchase new, typically in gold pieces.

Table 4-4: Ranged weapons

Weapon	Damage	Range	Weight (lbs.)	Cost
Arrows (20)	–	–	5	5
Arrow (silver)	–	–	1	5
Axe (hand)	1d6	20 ft.	5	5
Bolt (30)	–	–	5	5
Bow (long)	1d8	70 ft.	5	40
Bow (short)	1d6	50 ft.	5	25
Crossbow (heavy)	1d12	80 ft.	10	25
Crossbow (light)	1d8	60 ft.	5	15
Dagger	1d4	20 ft.	2	3
Sling	1d4	30 ft.	1	2
Spear	1d6	10 ft.	10	2
Stones (20)	–	–	5	1
War Hammer	1d6	10 ft.	5	5

Ranged weapon Descriptions

Arrow: Long slender wooden shafts either sharpened to a point or set with pointed metal heads. Both short and long bows use arrows, which are sold in quivers of 20. Arrows are expended when fired, regardless of whether they hit the intended target. Silver arrows may be purchased but are sold singularly and are very expensive.

Bolt: Bolts are thick, short hafted projectiles fired from crossbows. They are sold in cases of 30. Bolts are expended when fired, regardless of whether they hit the intended target.

Bow: Short bows are bent and cured wood between three and four feet long, tightly strung and able to fire arrows over long distances. Long bows are between five and six feet in length and are capable of firing farther than their smaller counterparts. Bows use arrows, which are sold in quivers of 20.

Crossbow: Crossbows are constructed by taking bent and cured wood similar to a bow, but smaller, and mounting it on a horizontal stock. It is then strung. Crossbows fire bolts and are often used by infantry because of their ease of use. Crossbows require a full round to reload and cannot be reloaded and fired in the same round of combat. They are typically crafted in two general sizes, denoting the strength of their pull.

Dagger: A double-edged blade that ranges in length from six inches to a foot. As much a tool as a weapon, almost everyone carries a dagger. It can be thrown as a ranged weapon with a range of twenty feet. Daggers can be recovered when thrown.

Hand Axe: A hatchet, sharpened for war and balanced for throwing. This is most often an off-hand or back up weapon but can be used in battle effectively and thrown with deadly accuracy at short ranges. They can be recovered after being thrown and have a range of twenty feet.

Sling: A sling is a small pouch strung between two strips of leather and is used to hurl stones long distances at great force.

Spear: A long wooden pole either carved to a sharp point or affixed with a pointed metal head. It is a common weapon and very versatile. It can be wielded with one or two hands as well as be thrown short distances. Spears can be recovered when thrown and have a range of 10 feet.

Stone: Most often used as ammunition in a sling, these are simple smooth rocks small enough to hold in a man's fist. When thrown by hand stones inflict a single point of damage and have a range of 20 feet. They can be purchased in bags of twenty, or a character can attempt to scour a riverbank or riverbed. Each hour of searching yields 1d6 stones. Stones cannot typically be recovered after being fired or thrown.



War Hammer: Though most often used as a melee weapon, war hammers can be thrown short distances. They can be recovered after being thrown.

ARMOR

Armor is used to protect a defender from the damage of a successful attack. Most Archetypes can wear some form of armor or another.

Armor: The name of the armor.

Reduction Value: Whenever a character wearing armor is successfully attacked and suffers damage, unless otherwise specified, this damage is reduced by an amount equal to the armor's Reduction Value. If, after the Reduction Value is applied, the damage suffered is zero or less, the target of the attack still loses a single point of Endurance. Reduction Value similarly reduces the damage taken when the wearer is targeted by spells.

Weight: The weight of the armor. It is provided for general reference.

Cost: The cost of the armor to purchase new, in gold pieces.

Table 4-5: ARMOR

Armor	Reduction Value	Weight (lb.)	Cost
Jerkin	1	20	10
Brigandine	2	30	20
Hauberk	3	50	30
Corslet	4	65	40
Plate	5	75	50

ARMOR DESCRIPTIONS

Jerkin: A jerkin is most often a leather vest, sometimes boiled, and with similarly hardened vambraces and greaves. It is light, permitting mobility while offering some modicum of protection.

Brigandine: Brigandine is constructed by sewing small metal plates onto heavy cloth or a boiled leather jerkin. The plates are not interlocked, and it is typically fashioned as a single, long-sleeved tabard.

Hauberk: This is a long-sleeve chain shirt of interlocking metal rings which form a protective mesh. It covers the wearer's torso, shoulders, arms and typically hangs to the thigh. It includes a coif of chain mail worn on the head.

Corslet: A corslet consists of a metal breast plate, shoulder guards, vambraces and greaves set atop a chain hauberk. These metal plates are not interlocking, but still provide excellent protection. It includes a metal helmet.

Plate: Plate armor consists of a suit of metal plates that interlock and encase their wearer in a protective shell which is set atop a corslet. It provides extraordinary protection but is cumbersome. The helmet fully encloses the wearer's head, typically providing little more than a slot for viewing their surroundings.

shields

Shields are used to protect a defender from an incoming attack, preventing the blow from ever being struck. They provide a bonus to the wielder's Defense, but do not grant any increase in Reduction Value.

Shield: The name of the shield.

Defense Bonus: This is the bonus provided to the wielder's Defense, making them more difficult to hit. This is in addition to any other bonuses they might receive from a high Finesse or other beneficial effects.

Weight: The weight of the shield. It is provided for general reference.

Cost: The cost of the shield to purchase new, in gold pieces.

Table 4-6: shields

Armor	Defense Bonus	Weight (lb.)	Cost
Large Shield	+8	10	20
Small Shield	+4	5	10
Buckler	+2	2	5

shields Descriptions

Large Shield: Sometimes called a tower shield or a scuta, this massive rectangular shield is broad enough that when held in front of the bearer it offers almost complete protection. Large shields are often four-feet-tall or taller, allowing the bearer to crouch behind it during battle to avoid blows. Unfortunately, large shields are ungainly, heavy and expensive. Attempts to make a melee attack while using a large shield are done at Disadvantage.

Small Shield: Small shields range in design from the knightly heater shield to the round wooden target shield used by many men-at-arms. It offers ample protection and mobility.

Buckler: These tiny shields measure no more than eighteen inches across. They offer little protection but are commonly used by combatants who favor agility and style over brute tactics.

✦ ASSISTANTS AND HIRELINGS

Often adventurers need assistance in their efforts or aid from those who have skills outside their purview. Assistants and hirelings fill this niche. These potential allies work for pay and regard those who hire them as an employer, not necessarily a friend.

Assistants

Assistants represent highly trained individuals whom player characters can hire to perform specialized tasks. Assistants do not join player characters on adventures. A player character can hire as many assistants as they choose, as long as they can afford to do so.

Assistants are paid by the week and some tasks take longer than others to complete, as detailed in their individual descriptions or determined by the Narrator.

Table 4-7: Assistants

Assistant	Cost per Week (gp)	Assistant	Cost per Week (gp)
Alchemist	250	Groom	2
Animal Trainer	125	Laborer	1
Assassin	500	Sage	500
Craftsman	10	Sailor	3
Blacksmith	5	Sea Captain	75
Engineer	200	Spy	125

Assistants Descriptions

Alchemist: Strange and skilled in the mysteries of potions and other exotic reagents, alchemists have large laboratories where they can determine the properties of magical potions, unusual solutions, and herbal mixtures.

Animal Trainer: From falconers, horse trainers, and masters of the hound, animal trainers are capable of breaking and training wild animals. This process typically takes 1d6 weeks per animal being trained. Once complete, the animal follows basic commands of its master such as “heel,” “attack” or “retrieve.”

Assassin: Not easily hired, but these stealthy murderers expect to be paid up-front and in full. Whether on a bloody blade or nefarious poison, they set to their targets with cold efficiency. Heroes do not typically hire them.



Craftsman: This represents all manner of skilled craftsmen, including armorers, bowyers, and weaponsmiths. A suit of armor takes one week per point of Reduction Value it grants. Shields require 1d6+1 days to craft. Most hand weapons take 1d6-3 days, to a minimum of one day. This includes maces, long blades, and spears. Bows and crossbows take 2d6 days. A bowyer can craft 1d6 arrows or bolts per day.

Blacksmith: Blacksmiths craft tools and common objects, such as hammers, nails, and horseshoes. The exact length of time it takes to craft an item depends on the complexity and required materials and should be determined by the Narrator based on those factors.

Engineer: Engineers oversee the construction of large fortifications such as churches, keeps, and castles. An engineer is required when building these things and their services must be retained for the entire construction, which can take several weeks.

Groom: Grooms tend to horses, ensuring they are fed, rubbed down, and kept in good health.

Laborer: Laborers represent farmers, miners and those who work on the strength of their backs and by the sweat on their brow.

Sage: Sages can be hired to decipher maps, books, and to identify the properties of magic items. They can also research ancient history. Translating or deciphering a map or single page takes 1d6+1 days, while large books can take 1d6+1 weeks. Identifying a magic item takes one week. Some magical items or exotic texts may be unidentifiable.

Sailor: A sailor is simply a laborer who lives upon the water. They can swim, tie knots, and some can even navigate by the stars; but those are a rare few.

Sea Captain: Owners and commanders of their own seafaring vessels, sea captains must be hired when chartering a ship and are necessary to command a crew of sailors.

Spy: Fading into the shadows and moving unseen in crowds of a faceless populace, the spy gathers information and sells it to those who can pay.

Hirelings

If a player character desires aid while exploring the dangerous places of the world, they need to retain the services of a hireling. Hirelings can assist in any number of tasks, from a simple torch bearer to a skilled soldier. Their help can mean the difference between life and death during an adventure.

Player characters can retain the services of up to three hirelings at any given time, though characters with particularly high or low Bearing may be able to retain a different amount.

All hirelings have a Loyalty score, which represents a level of willingness to stand by their employer in the face of danger and doom. Once hired, a hireling's Loyalty rating is increased or reduced based on the employer's Bearing modifier. No matter how loyal a hireling may be, however, it is always possible that they will abandon the player character.

Hirelings are typically paid by the week for their services. However, if they see their masters getting rich from their aid, many hirelings may instead work in return for a share of such wealth.

When a hireling is reduced to one-half their Endurance or fails a Despair Saving Throw, they must make a Loyalty check by rolling 2d6

and scoring equal to or below their Loyalty value, or flee combat and abandon their master. The Loyalty of a hireling can be increased or decreased based on their employer's Bearing.

Table 4-8: Hirelings

Hireling	Cost (per week)	Loyalty
Archer	20 gp	7
Cavalry	50 gp	7
Man-at-Arms	10 gp	7
Servant	5 gp	6

Hireling Descriptions

Archer: Lightly armored and armed with a short bow, they offer support to their employer through ranged combat. *Equipment:* Arrows (20), Jerkin, Dagger, Short Bow, Short Blade.

Cavalry: Armored and astride a riding horse, cavalrymen are capable of inflicting great damage with their long blades and lances. *Equipment:* Hauberk, Dagger, Lance, Long Blade, Riding Horse, Small Shield.

Man-at-Arms: A simple soldier, trained as an infantryman or skirmisher. *Equipment:* Bolts (20), Dagger, Light Crossbow, Brigandine, Small Shield, Spear.

Servant: A simple torch bearer or laborer willing to brave the dangers of the dark places of the world. Servants do not fight in combat unless they have no other choice. *Equipment:* Dagger, Large Sack, Quarterstaff.

House Rule: Non-Human Assistants and Hirelings

Narrators may choose to offer other types of assistants or hirelings as suits their own games. Player characters may even have the option of hiring non-human characters who are trained adventurers with an Archetype of their own. This does not come cheaply. When retaining the services of hirelings who have an Archetype, player characters may only hire first-level characters in this fashion. The typical cost for this is 100 gold pieces per week; twice as much when hiring non-humans. Such hirelings have a Loyalty of 7.

Chapter Five

PLAYING THE GAME

After characters have been created and equipment has been purchased, play can begin. The Narrator describes to the other players (and thus their characters) the world around them. This should be more than what they just see. The Narrator should try to describe scenery and situations using all five senses when applicable or appropriate to the scene. Games might start in a rural peasant village, or a vast city filled with stone towers and winding streets, a majestic castle or a



cozy roadside tavern or even at the gates of a long-forgotten tomb draped in shadows. Players can describe what their characters do based on the Narrator's description. Going down winding stairways, attacking vicious monsters, talking among themselves or interacting with Non-Player Characters (also known as NPCs, which is any character controlled by the Narrator). The Narrator then describes the results of the player's actions: the stairs lead to a tomb containing an ancient sarcophagus, the dragon spreads its vast wings and takes to the sky with a deafening shriek, for example. The rules below are guidelines for handling events like combat, gaining Experience Points and levels, movement, healing, dying, and other aspects of the game.

The Narrator and players work together to create a fun experience for everyone at the table. The Narrator handles the details of the world and each player handles what their individual character does. Players tell the epic story of their characters' hero's journey in the Narrator's world.

House Rule: Table Roles

In addition to playing their individual characters, two players should volunteer for administrative roles at the gaming table. This has nothing to do with their characters but is something done to help facilitate speed of play.

Treasure Keeper: One player should take up the job of being the Treasure Keeper. Whenever the party finds or recovers valuables, the Treasure Keeper is the player who notates it and then once a total inventory is taken, leads the discussion regarding which valuables go to which character and calculating the sum of all gold pieces or valuable objects recovered. The Treasure Keeper's character is not necessarily the one carrying items listed in this inventory, though in many cases a group agrees to allow the Treasure Keeper's character to carry "party treasure," in an appropriate storage device, such as a large sack or other container.

Initiative Tracker: The other player takes on the role of Initiative Tracker. When the Narrator asks the players to roll group initiative it is the Initiative Tracker's job to make the roll, ask for, or have easily available the initiative modifiers of everyone in the adventuring party and to be able to quickly inform the Narrator what the initiative order is for the player characters. This helps speed up play during combat and prevents confusion over when different characters are acting during a given combat round.

✦ GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for facing danger and accomplishing heroic deeds. Unlike many traditional role-playing games, slaying monsters does not automatically earn a player character Experience Points. The reason for this is that combat in *The Hero's Journey* is not in and of itself an end to be rewarded. A hero is not measured by their body count. Instead, player characters should enter battle only when it is necessary, recognizing that combat is (quite literally) a life or death gamble not to be taken lightly. Instead, player characters receive Experience Points when facing off against a foe despite the dangers they face and when acting in defense of their friends or those who cannot defend themselves.

The Narrator is also encouraged to award Experience Points to player characters who attempt heroic deeds, roleplay in a manner suited to their Archetype or Lineage, and generally help contribute to a positive experience for everyone playing the game. Each Experience

Table 5-1: Experience Point Rewards

Event	Reward
Player accurately roleplays their character's Lineage and Archetype.	100 XP
Player character attempts a potentially life-threatening act of heroism.	250 XP
Defeating a foe or group of foes that is a genuine danger to the player character's friends or to goodly folk.	250 XP
Player character performs a surprising and clever deed that helps the party or other ally.	150 XP
Player encourages other players to get involved, roleplay, and contribute to the game.	100 XP
Making everyone at the table laugh out loud.	75 XP
Player takes the role of Treasure Keeper (optional)	50 XP
Player takes the role of Initiative Tracker (optional)	50 XP

Half-elves receive a +5% bonus on all Experience Points earned and humans receive a +15% bonus. In addition, all characters have the potential to earn an additional +5% bonus if an associated Attribute is high enough. This bonus is applied to all Experience Points that character earns, regardless of whether it is earned through combat or non-combat actions.

Point reward listed below can be earned once per gaming session and the Narrator is the final authority on whether a player character's actions warrant an award.

Experience Point rewards should always be for acts which contribute to the enjoyment of the game for everyone at the table. If Player A is convincing a shy Player B to get involved in the game by taking a course of action that Player A knows will result in Player B's death, this is certainly not worthy of a reward. Similarly, having one's character knee jerk against whatever course of action on a consistent basis under the argument that it is "what their character would do" or because they're a "loner," does not qualify for accurate roleplaying. *The Hero's Journey* is a group game and the most important thing is that everyone (you, the other players, and the Narrator) are all having fun.

✠ TIME

The Narrator needs to make general rulings regarding the passage of time through the course of the game. Things like "A few hours later..." or "After several days of exploring the woods..." The Narrator's common sense and judgment should govern these. There are three specific measurements of time that warrant distinction in *The Hero's Journey*—the "combat round" (sometimes simply known as a "round"), the "minute," and the "hour." Combat rounds are typically six seconds long and are used in battle and other situations where the action is quick and tension is high. Minutes and hours, though self-explanatory, most often come into play in reference to the duration of certain magical effects. There are ten combat rounds in a minute.

Movement & Significant Items

Base movement for all Lineages is calculated on the table below in tens of feet per round, provided they are not carrying a number of significant items higher than their Might Attribute. A character can opt to move twice this distance in one combat round if they take no other action. A character carrying more significant items than their Might Attribute reduces their movement according to the table below. A character cannot carry more than twice their Might Attribute in significant items.

A significant item is a general descriptor for any piece of equipment carried by a character which takes up an ample amount of space, is weighty, or is bulky to handle. Most small, handheld items (such as

coins or a knife) are not considered to be a significant item unless a large number of them are carried as determined by the Narrator.

Most weapons and shields are considered a significant item, as is one container of ammunition for a ranged weapon (which usually includes twenty uses of the appropriate ammunition). This abstraction of weight is vague by design, to allow the Narrator to use as a guideline and keep play of the game moving quickly instead of getting bogged down in a number-crunching exercise.

One exception to the fluid nature of this system is armor. Mundane armor is always considered to be the equivalent of its Reduction Value in significant items. So a jerkin is one significant item (it's light and mobile), while plate armor is five (it's large, bulky, and very heavy). Magical armor, unless otherwise stated, functions similarly, though certain Aspects (see *Chapter Nine: Treasure and Magic Items*) can reduce a magical armor's weight and thus the number of significant items it represents.

In the end, the Narrator should assume that most items larger or heavier than a bread box are considered to be a significant item.

Characters moving at half speed are considered to be moving carefully and are more likely to notice ambushes, concealed enemies or other subtle dangers than those moving at their normal movement rate. Characters who are moving at double their movement rate, or running, are highly unlikely to notice these types of dangers. The Narrator may adjust any die rolls related to this as they deem appropriate.

Table 5-2: Movement Rate

Items Carried	Changeling, Elf, Half-Elf, or Human	Dwarf or Halfling
Up to Might Attribute	4	3
Up to 1.5 times Might Attribute	3	2
Up to twice Might Attribute	2	1

Table 5-3: Movement Rate Adjustments

Movement Type	Adjustment
Cautious	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate

✧ ADVANTAGE AND DISADVANTAGE

Whenever a character or NPC has a distinct advantage when making an attack roll, Attribute save, Archetype ability, or Saving Throw, the Narrator can declare they have Advantage on the roll, in addition to any numeric modifiers. If this is the case, the roll in question is made using two dice, keeping the better result of the two dice to apply to the task at hand.

Disadvantage works in the opposite fashion. Whenever a character (whether controlled by a player or the Narrator) has a distinct disadvantage when making an attack roll, Attribute save, Archetype ability, or Saving Throw, the Narrator can declare they are at a Disadvantage on the roll. If this is the case, the roll in question is made using two dice, keeping the worse result of the two dice to apply to the task at hand.

If a character comes into a circumstance where they would have both Advantage and Disadvantage at the same time, these modifiers cancel each other out. In addition, a character can never benefit from multiple instances of Advantage or Disadvantage on the same roll.

Example: Trysa is attacking an opponent who is unaware of her presence, and the Narrator has ruled she has Advantage on her attack. She rolls two twenty-sided dice for her attack roll and gets a 3 and a 15. She uses the 15 and then adds any other modifiers.

✧ COMBAT

When the player characters come into conflict with enemies and combat begins the combat round is run as described below.

Initiative & Surprise

Initiative is a roll to determine the order in which participants in combat act. All player characters and each group of adversaries controlled by the Narrator roll 1d12 and adds any appropriate modifiers to this roll.

The player character with the highest total roll may choose to either act first or “trade” their initiative roll with another player character, permitting them to act in their stead and taking that other player character’s initiative roll as their own. This trading continues between player characters until everyone has determined their place in the initiative order. Adversaries controlled by the Narrator may similarly trade initiative rolls among themselves.

The only exception to this is if, on the first round of combat (only), a player character or Narrator-controlled adversary rolls a 1, 2, or 3

on their Initiative die they are surprised and may not trade their total with another character. They are forced to act on the number they have rolled. Some characters have a reduced chance of being surprised or are incapable of being surprised at all.

Adversary groups controlled by the Narrator are typically defined by what type of creatures are in that group. So, for example, a group of three goblins would make one initiative roll. However, a group of three goblins fighting under the command of a goblin king would require the Narrator to roll initiative once for the three goblins and again for their goblin king.

If there is a tie in the initiative, all parties act simultaneously. The Narrator should use their judgment in these situations, but one thing is paramount: The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.

Actions

The most common actions taken in combat are attacking, casting a spell, or doing a running movement. Other actions are possible, but Narrators need to use their judgment to determine if they are feasible in the span of time taken in a single combat round.

Some characters may be able to take more than one action in a combat round due to a racial ability, Archetype benefit, magical effect, or other modifier. Whether or not this is possible is detailed in the descriptions for those respective areas of the game. When a character can take multiple actions in a single combat round, they are all resolved on that character's personal initiative.

Attacking

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The attacker's Attack Modifier is always included in this roll, but other bonuses may include a Might bonus (for attacks with handheld weapons), a Finesse bonus (for attacks with missile weapons), bonuses from a character's Lineage or Archetype, and any bonuses for magic weapons. Additional situational modifiers may apply based on the circumstances of the attack. The player then subtracts any attack penalties they might have from their roll. It is important to note that characters *can* wield weapons outside their Archetype restriction but suffer Disadvantage on all attack rolls with such weapons. All numeric modifiers are cumulative.

If the total of the attack roll meets or exceeds the defender's Defense (Def), the attack is successful and hits the defender. Simply add the appropriate modifiers to their attack roll and if that total meets or exceeds the target's Defense, the attack is successful.

If an attack hits, it inflicts damage. The amount of damage inflicted is determined by the weapon's damage die, plus any modifiers. In melee combat, characters may add their Might modifier. Melee attacks may only be made against adjacent targets. Unarmed or bare-handed melee attacks inflict a single point of damage, plus the attacker's Might modifier.

Ranged weapons do not receive a damage bonus from a wielder's high Might unless they are thrown. Though characters can fire ranged weapons during melee combat or into an active melee combat between an adversary and their allies, they suffer Disadvantage on all such attack rolls and if an unmodified 1 is rolled on their attack roll, they have hit their ally!

Other modifiers may also apply to both melee and ranged attacks based on the character's Lineage or Archetype, whether they are wielding a magical weapon and other situational modifiers as determined by the Narrator.

Before damage is inflicted, the defender's Reduction Value is subtracted from the total amount of damage. So a successful attack that does 8 points of damage against a target with a Reduction Value of 3 only inflicts 5 points of damage.

Any damage exceeding a target's Reduction Value is subtracted from the defender's Endurance. If an attack is reduced to zero or less due to a defender's Reduction Value, they still suffer a single point of damage.



House Rule: Critical Hits

Optionally, the Narrator may allow any character who rolls a natural, unmodified 20 on their attack roll to inflict a critical hit. Critical hits automatically inflict the maximum damage possible and ignore the target's Reduction Value.

House Rule: Heroic Damage

Narrators hoping to emulate a more heroic, pulpy style of play can choose to allow Archetypes to increase their damage, based on level. Knights, rangers, swordsmen, and warriors may add their level to all melee and ranged weapon damage inflicted with any weapon they wield. Bards, burglars, and yeomen may add half their level, rounded down. Wizards may add one third of their level, rounded down.

casting a spell

Some Lineages and Archetypes can cast magic spells. All spells, unless otherwise noted, take one action to cast. If a spell-casting character is attacked during the simultaneous initiative while they are attempting to cast a spell and suffers damage, they must make a Saving Throw. If that Saving Throw fails, they are unable to maintain the focus necessary to cast the spell, and there is no effect, though the spell slot is still expended.

Running Movement

Normally a character may make a Normal Movement and still take an action during a combat round. Characters can opt to make a Running Movement in combat, moving twice their Movement in that time; but if they do so they cannot take another action.

Defense

Defense represents how difficult a defender is to strike during combat. The higher the Defense, the more difficult a target is to hit. Normally, player characters have a Defense of 10. This can be improved if the character has a high Finesse, uses a shield, or is under the effect of items or spells which grant magical protection. When an attack which requires an attack roll is made against a character, the attacker must roll a d20 and apply all appropriate modifiers (which typically include

the aggressor's Attack Modifier and several others). If the total of the attack roll, with all its modifiers, meets or exceeds a target's Defense, the attack was successful.

Reduction value

Whenever a character wearing armor is successfully attacked and suffers damage, unless otherwise specified (such as in the case of a burglar's Back Stab ability, which ignores Reduction Value), it is reduced by an amount equal to the armor's Reduction Value. If, after the Reduction Value is applied, the damage suffered is zero or less, the character still loses one point of Edurance. Reduction Value also reduces the damage taken when the wearer is targeted by spells.

House Rule: Limited Reduction Value

In some cases, the Narrator may rule that a character does not benefit from Reduction Value. This can include situations like damage taken from falling, since armor would not necessarily lessen the impact, or if the source of the damage is something that is not affected by armor (such as poison).

Damage & Death

When a character is the victim of a successful attack or other damage source (such as a spell), this amount is deducted from their current Endurance (minus the victim's Reduction Value, in most cases). When a character reaches zero Endurance, they fall unconscious and suffer the effects of a grazing blow as described on Table 5-4: Grievous Wounds.

If a character suffers enough damage to drive their Endurance to a negative value, they must immediately make a successful Saving Throw or they suffer a Grievous Wound. They suffer a penalty to that Saving Throw equal to the current negative value of their Endurance. If this Saving Throw is successful, they are knocked unconscious and cannot act until they are healed to 1 Endurance. This healing can be through magical, mundane, or even natural means.

House Rule: Lucky You're Not Dead

At the Narrator's discretion, characters may apply their Weal modifier when rolling 1d6 to determine the effects of their Grievous Wound.

A character that has failed their Grievous Wound Saving Throw rolls 1d6, minus the current negative value of their Endurance, and consults Table 5-4: Grievous Wounds. In addition to the effects described below the character is unconscious and cannot act again until healed through magical, mundane, or even natural means. The only exception to this is if the character suffers a Grazing Blow when rolling to determine their Grievous Wound. In that instance, the character only suffers the effects described on Table 5-4: Grievous Wounds.

Example: Tesh has been reduced to -1 Endurance after a particularly wicked blow from a goblin's cudgel. Because they are now below 0 Endurance, they must make a Saving Throw to avoid a Grievous Wound. This Saving Throw is made with a -1 penalty since their Endurance is -1. Tesh fails this Saving Throw and must now roll on Table 5-4: Grievous Wounds. They roll 1d6, but subtracts one from their roll because their current Endurance is -1. Tesh then rolls a 6 on the die and subtracts 1, for a total of 5. It appears that the changeling lucked out and has only suffered a Grazing Blow.

Table 5-4: Grievous wounds

Roll (1d6, minus negative Endurance)	Effect
1 or lower	Dead: The character has been fatally injured in battle and is slain.
2	Lost an Eye: The character has lost an eye due to injury. They suffer Disadvantage on all ranged attack rolls and vision-based Attribute Saving Throws.
3	Marred: The character has lost an arm, whether crushed beyond healing or severed. They can no longer perform any tasks which require both arms and suffer Disadvantage on any rolls where a task is possible, but seriously hindered by this injury.
4	Lame: The character has lost a leg, whether crushed beyond healing or severed. They can only move at one-third their Movement until a prosthetic can be applied, typically a wooden leg. Even with a prosthetic, they may only move at one-half their Movement. They suffer Disadvantage on any rolls where a task is possible, but seriously hindered by this injury.
5 or higher	Grazing Blow: The character is unconscious and will awaken in 1d6 minutes with a single point of Endurance. They are injured, but nothing that cannot be recovered from with some rest.



Despair

As player characters face foes both dark and terrible, they may often find themselves confronting seemingly impossibly evil adversaries or be forced into grief should beloved comrades fall in battle. This is known within the context of *The Hero's Journey* as Despair. A player character can suffer Despair under the following circumstances, though the Narrator is free to bring the effects of Despair in other circumstances as appropriate to their own legendarium.

When one of the situations described below has happened, player characters are required to make a Saving Throw. If the Saving Throw fails, a character has become overwhelmed by Despair and suffers Disadvantage on all attack rolls and Saving Throws until the source of the Despair has been resolved or is no longer present.

Crossing a Blighted Land: If a character that is not inherently evil (like a dragon, undead creature, or demonic entity) is traveling across a Blighted Land, they must make a Saving Throw each day. Failure denotes the character begins to suffer Despair. If a character spends more days in a Blighted Land than their level, this Saving Throw is made at Disadvantage. In addition, they cannot heal naturally or magically from any wounds or Endurance loss.

Fallen Allies: If any player character witnesses the death of another player character or other character they regard as a close friend, they must make a Saving Throw or suffer Despair. They remain under the effects of the Despair for 3d6 days, minus the Despairing character's Resolve Attribute Modifier.

Overwhelming Evil: Any time player characters face a foe that is obviously beyond their skill to defeat, they must make a Saving

Throw or suffer Despair. This includes any creature whose Despair rating is five or higher than a player character's level.

Binding Wounds

Narrators can allow characters to take a breather and bind their wounds after a battle if they have a Healer's Kit. Doing this recovers 1d4 Endurance. This takes several minutes and represents characters taking the time to clean and dress any wounds they've suffered, stop and catch their breath, and generally recover from the battle.

A character can only bind their wounds once after a battle, but is always able to recover two Endurance naturally each day as long as they get appropriate food and rest.



Invisible opponents

An invisible opponent can only be attacked if its general location is known, though the attack is made at Disadvantage. Note that more powerful monsters (those with sensitive smell, hearing, or those with 30 or more Endurance) frequently can detect invisible opponents. The Narrator should determine the chance of this based on the creature and the situation.

Negotiation & Diplomacy

Some battles can be avoided with a few well-placed words (or even lies). An adventuring party may elect to negotiate with, deceive, or attempt to convince a hostile foe they encounter that avoiding combat is in the best interest of all involved. Such attempts should be roleplayed out, though attempting such peaceful discussions after the first arrow has been fired or sword has been swung is extremely unlikely in most cases.

Intimidate Foes

Instead of attacking, casting a spell, or performing other significant actions, a character can attempt to Intimidate Foes by making a grand flourish with their weapon, a magnificent demonstration with their magic, or other grand gesture. Doing so requires the character to make

a Saving Throw, modified by their Bearing bonus (or penalty). If the Saving Throw is successful, one enemy per level of the character is intimidated and suffers Disadvantage on their next attack made against the character. A character can only attempt to Intimidate Foes once per combat encounter.

Any adversary that imposes a Despair Saving Throw under the Overwhelming Evil effect noted above cannot be intimidated in this fashion.

Saving Throws & Attribute Saves

From time to time, a spell or some other kind of hazard (such as a trap) requires you to make a “Saving Throw.” A successful Saving Throw means that the character avoids a threat or lessens its effect. Each character Archetype has a Saving Throw target number which gets lower and lower as the character gains levels. To make a Saving Throw, roll a d20. If the result is equal to or greater than the character’s Saving Throw target number, the Saving Throw is successful. Monsters can also make Saving Throws using the value listed in their individual descriptions in *Chapter Eight: Menagerie*.

Saving Throws can alternatively be used whenever a character wishes to attempt a task not normally covered by their Lineage, Archetype, or profession. The player simply describes what they are attempting to accomplish and if the Narrator decides there is a reasonable chance of success, the character can attempt a Saving Throw. This is called making an Attribute Save. If the action being attempted is tied strongly to one of the character’s Attributes, the Narrator may permit them to add the associated Attribute’s modifier to the Saving Throw attempt. If the save is successful, the character has accomplished the task at hand.

If the task is particularly easy, or is tied to a character’s Profession, they receive Advantage when attempting an Attribute Save. Disadvantage may be imposed by the Narrator if a task has only a very slight chance of success or if circumstances have made the task particularly difficult.

Poisons

Some monsters, traps and special effects cause a target to become poisoned. A poisoned target must make a Saving Throw or perish within the next 1d6 hours. Particularly weak or potent poisons may modify this Saving Throw. At the Narrator’s discretion, poisons may kill at a quicker rate, inflict damage directly to the character’s Endurance or other effects.

Example of combat

A Human Warrior named Osric the Brave and a Half-Elf Burglar named Trysa are fighting three goblins while exploring the sealed off steam tunnels beneath the long-abandoned city of Eggbert. Part of their encounter with the terrible beasts goes something like this:

Osric's Player: "I stand up to my full height and point my sword at them. I tell them that I am the great Osric the Brave and that my army of loyal knights is moments away. It would be wise for them to surrender."

Trysa's Player: "Right, while he's blathering on, I try to slip into the shadows and hope the goblins don't see me."

Narrator: "Yeah, no. They don't buy that for a second, Osric."

Osric: "Why not?"

Narrator: "Because you're wearing a suit of half-rusted brigandine, carrying a dented shield, and still wearing a tabard stained with vomit from the night before where you got drunk in the Frothing Flagon. Trysa, you slink into the shadows, pressing yourself against the wall in hopes that you go unnoticed." (The Narrator rolls 1d6, getting a result of a 1. This is equal or below Trysa's Thievery of 2, so the half-elf is hidden. The burglar always assumes they are successful though, so the Narrator gave Trysa a general description of success.)

Osric: "Oh yeah..."

Narrator: "Right, so they're going to attack you - hoping to skewer you on their spears and cook you up for supper tonight. Roll initiative." (The Narrator rolls 1d12 secretly, getting a result of 6.) "The goblins go on 6."

Osric: "I rolled a 4."

Trysa: "I rolled a 5. I'm the initiative tracker, so the goblins go first on 6, I go on 5, and then Osric goes on 4. Do you want to trade initiatives, Osric?"

Osric: "Nah. I'm good. You go ahead."

Narrator: "Right, one of the goblins is close enough that he can make a Normal Movement and still attack. A second goblin is a bit more nervous, he moves forward also, but only at a Cautious Movement. The third goblin hangs back and begins loading a heavy crossbow. Let me make an attack roll for the first goblin, who is wielding a spear." (The Narrator rolls a d20, getting a 14. He then adds the goblin's Attack Modifier of +1, scoring a 15. Osric has a Defense of 14

from the small shield he carries, so the goblin's attack is successful.) "The goblin surges forward with its spear, stabbing at your side. You can't bring your shield up quick enough and it manages to catch you in the side." (The Narrator rolls 1d6 for the spear's damage, rolling a 3.) "Three points of damage!"

Osric: "I'm wearing brigandine, which gives me a Reduction Value of 2, so I only take one point of damage, right?"

Narrator: "Right! You feel the tiny metal plates of your armor turn the tip of the spear but not before it manages to leave a small gash in your side. Alright, that's the goblins' actions. Trysa, you're up!"

Trysa: "Awesome! I attempt to sneak from my hidden position behind the goblin with the heavy crossbow and use my back stab on him."

Narrator: "Well, the goblin appears to be focused on tightening the crossbow winch as you slip behind him, completely unnoticed. Because you're hidden and he's focused, you have Advantage on the attack."

Trysa: "I back stab with my long blade! (Trysa's player rolls two d20s, taking the highest of the two, a 17. This is easily a hit against the goblin.) "I assume a 17 hits?"

Narrator: "Yep! Roll damage."

Trysa: (Rolls 1d8, the damage for a long blade. The roll is a 5.) "My damage is doubled from the backstab, so ten points! I slip behind him and run my sword up through his ribs!"

Narrator: "He's wearing leather armor but backstab ignores Reduction Value. The goblin falls over with a thud and a bloody cough, dead before it hits the stone floor. Nice move. Alright, Osric's up!"

Osric: "I'm going to wreck this little goblin with my two-handed sword." (Osric rolls a d20 for his attack roll but adds +1 for his Might of 15 and +2 because he is a third-level warrior. After rolling a 12, this makes his total attack roll a 15). "A fifteen!"

Narrator: "That would be a hit. Roll damage."

Osric: (Osric rolls 1d12, adding +1 to his melee damage for his Might of 15. He rolls a 7. This means he does a total of 8 points of damage.) "I raise my blade and cleave him in two! Eight points of damage!"

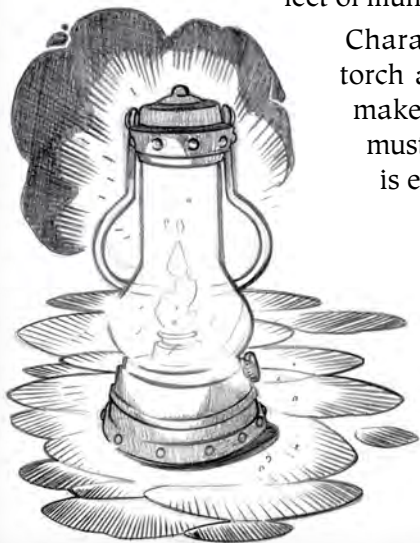
Narrator: "He's got 1 point of Reduction Value, so that's 7 damage; and he had all of 4 Endurance. Well, that leaves one previously cautious, now fearful goblin quite unsure what to do now that he's caught between two capable adventurers..."

✧ RENOWN

If player characters are likely to be recognized for their heroic (or not so heroic) deeds by an individual, or if the Narrator wants to randomly determine if a Narrator-controlled character has heard of one of the player characters then simply roll 2d6. If the total is equal to or under the character's level, the NPC has at least heard of the character by name or reputation—though the Narrator should determine the extent of the individual's knowledge as is appropriate to their legendarium.

✧ TORCHES, LANTERNS, AND LIGHT SOURCES

When traveling in a lightless environment, such as a dungeon or underground cavern, characters need to have access to something which provides illumination. Characters attempting to perform sight-based actions in the dark, such as attacks or Attribute Saves which make use of a d20, suffer a -6 to their roll. Other tasks may be penalized as the Narrator deems appropriate, such as a -1 or -2 on attempting to use Thievery to pick a lock or disarm a trap in the dark. Faint illumination, such as that provided by candlelight, moonlight, starlight, or other meager sources reduce this penalty by one-half, though some non-human characters may be able to see in low or even no light. The most common source of illumination are torches and lanterns, which provide illumination to a range of 30 feet. Candles only provide five feet of illumination.



Characters can fight in combat with a torch as a club, though every time they make an attack with the weapon, they must make a Saving Throw, or the torch is extinguished.

Characters with darkvision can see perfectly in natural darkness, though may still be blinded by magical darkness.



✧ WILDERNESS EXPLORATION AND HEX CRAWLING

Not all adventures need to take place in a dangerous dungeon or seemingly abandoned crypt. There are plenty of dangers to be found up on the surface. As player characters move further and further away from the civilized places of the world, the dangers of the wilderness become more and more a threat.

Traditionally, traveling over wilderness environments is done by using a hex map which the Narrator has either prepared before play or is taken from a published source. These rules assume that each hex on such a map represents about ten miles of space and represents the amount of ground an adventuring party can normally cover in a single day of travel.

Travel across the wilderness typically begins from a civilized location, such as a town, village, city, or castle. As previously stated, adventurers can typically cross a single hex (between 5 and 10 miles, roll 1d6+4) in a single day. In the case of particularly rough or difficult terrain (such as a dense forest, murky swamp, or winding mountain canyons) the speed of their progress is reduced by one-half.

For each day of travel, whether the travelers have progressed across a hex or not, the Narrator should roll 1d6. If the number rolled is equal to or lower than the number of hexes separating the travelers from a civilized location, then they encounter a natural hazard, wandering monster, or band of travelers. So, for example, if there is one hex between the travelers and the nearest village then they'd have an encounter on a 1 on 1d6, but if they were five hexes out, they'd have an encounter on any roll between 1 to 5 on 1d6. No matter how far from civilization travelers go, a roll of 6 on 1d6 while engaged in Wilderness Exploration always means they do *not* have an encounter.

The exact nature of what is encountered should be determined by the Narrator based on their individual legendarium, or it can be determined randomly using the chart below. Natural hazards should be appropriate to the environment through which the characters are traveling. Wandering monsters should be equally appropriate to that environment. A band of travelers can range from wandering pilgrims, ambushing highwaymen, another adventuring party, or any other group of civilized people met in the wilderness.

Table 5-5: Wilderness Exploration Encounters

Roll (1d6)	Encounter Type
1-2	Natural Hazard
3-4	Wandering Monster
5-6	Band of Travelers

While engaged in Wilderness Travel, characters must track the consumption of traveling rations and other resources necessary to feed the party during the journey. Characters without the necessary resources for this expenditure suffer the effects of starvation as detailed on page 88 until they receive proper nutrition and rest.

A Note About Natural Hazards

Natural Hazards, such as rockslides while traveling in a mountain or quicksand in a desert wasteland, function similar to traps, for simplicity's sake. Narrators may rule that attempting to search for Natural Hazards is permitted, though it is likely to slow travel time during Wilderness Exploration. The *Errant Pilgrim* spell can reveal the presence of Natural Hazards.

Exploring Rough Terrain

While wilderness is, by definition, more difficult to traverse than civilized terrain, each type of wilderness has their own unique challenges. The Narrator can choose to apply the following modifiers while characters are engaged in Wilderness Exploration, based on the terrain:

Dense Forest: Characters cannot see far and are more likely to lose their way or get ambushed. Surprise chance is increased by 1 for all encounters.

Desert: Characters must consume twice the normal amount of water each day to represent the need for extra hydration against the sun and heat.

Grasslands: High, swaying grass slows travel and makes it easier for predators to sneak up on the characters. Reduce daily movement through Grasslands by two (to 1d6+2 miles per day), and all small monsters increase their chance to surprise the characters by 1.

Mountains: Difficult climbs and winding, precarious rock paths slow travel to a painfully halting pace. Reduce daily movement through Mountains to 1d6-3 miles per day (minimum 0).

Swamp: Reduce daily movement through swamps to 1d6-1 miles per day (minimum 0) as the characters wade through muck and mire. There is also an increased likelihood of catching a disease due to the wet environment and pervasive presence of insects, at the Narrator's discretion.

Tundra: Cold, wind-swept, and unforgiving. Characters traveling across the tundra must make a Saving Throw every day of their journey or suffer 1d6-4 (minimum 1) points of damage from exposure.

Blessed and Blighted Lands

Some wild places in the world have either been cursed and twisted by great evil or exist under the grace and protection of the forces of good. Travelers in these realms can feel the presence of these respective forces when passing through these places, and whether Blighted or Blessed, these places have an impact on characters traveling through them.

Blessed Lands: Characters who are not inherently evil (like the undead or demonic entities) traveling through or resting in Blessed Realms receive Advantage on all Saving Throws, and all healing (whether magical or mundane) is doubled.

Blighted Lands: If a character that is not inherently evil (like a dragon, undead creature, or demonic entity) is traveling across a Blighted Land, they must make a Saving Throw each day. Failure denotes the character begins to suffer Despair. If a character spends more days in a Blighted Land than their level, this Saving Throw is made at Disadvantage. In addition, they cannot heal naturally or magically from any wounds or Endurance loss.

Swimming and Drowning

Characters move at Cautious Movement whenever they are swimming through water. Characters carrying or wearing a number of significant items equal to one-quarter of their Might Attribute (rounded down) or more, run the risk of drowning. This means that a character with a Might of 10 can carry two significant items before they run the risk of drowning. A character in danger of drowning must make a Saving Throw every round to avoid drowning. Once a character begins to drown, they suffer 1d6 points of damage each round regardless of any Reduction Value or other protections and they can take no actions, though they still make a Saving Throw each round to recover from drowning; though once drowning, these Saving Throws to recover are made at Disadvantage. Once a character has recovered from drowning, any Endurance lost from this state returns at the rate of one Endurance per minute that the character rests after being plucked from the water. Narrators can impose bonuses or penalties to a character's drowning Saving Throw, based on the circumstances and the character's profession. Characters and monsters that do not need to breathe cannot drown.

Falling

When a character falls from a great height, they lose 1d6 Endurance for every ten feet fallen, to a maximum of 10d6 if they fall from a height of 100 feet or greater. At the Narrator's discretion this damage may be reduced by one half by landing on a reasonably soft surface (such as a large snowbank or hay pile) or completely nullified by landing in reasonably deep water.

This damage is not typically reduced by an armored character's Reduction Value. A Swordsman (or Burglar with the Thief-Acrobat feature) character that makes a successful Acrobatics check can fall up to 50 feet without suffering any damage.

Making camp

Explorers and adventurers are left sleeping and resting in the wild places of the world or deep in dark caverns more often than not during their adventures. This is not simply a matter of bedding down among the trees and calling it a night. If the Narrator wants to make the act of making camp and keeping watch in dangerous places a bit more exciting, they can use the options detailed below to do so.

Provisions: Firstly, characters must have the appropriate resources to slake any hunger and quench their thirst each night. Characters who go without proper food and water cannot naturally heal wounds or recover spell slots. In addition, on the first night they make camp without provisions every character must make a Saving Throw. If this Saving Throw fails, the character suffers 1d6-3 (minimum 1) points of damage as starvation and dehydration begin to set in. For every day past the first, they suffer a -2 penalty on this Saving Throw – which must be made nightly. Thus on the first night without food, they would make a Saving Throw or suffer 1d6-3 points of damage. If on the second night they continued to go without food, the characters would need to make a second Saving Throw at a -2 penalty or suffer an additional 1d6-3 points of damage. Damage taken from lack of provisions cannot be healed by magical or mundane means. However, once the character receives twenty-four hours of complete rest and proper provisions, they no longer suffer damage and can benefit from both natural and magical healing to restore themselves.

Sleep and Rest: All characters need at least six hours of sleep each night to avoid becoming exhausted. Exhausted characters suffer a -4 penalty to all d20-based rolls or -2 to all Archetype ability rolls (such as Forestry or Thievery) for each day they go without sleep. In addition, even a single night without sleep prevents them from recovering spell slots and reduces their movement rate to Cautious. A second day without sleep increases these penalties to -8 and -4 respectively, and a third day to -12 and -6 respectively. After three days without sleep, the character must make a Saving Throw each day or the collapse from exhaustion and sleep for 3d6+5 hours, after which time they awaken without penalty, as long as they have proper food and water waiting for them, as they are likely to be famished.

Keeping Watch: If characters rest without setting a watch, there is a 1 in 1d10 chance that they will be ambushed unawares by a wandering monster or band of travelers who catch them completely by surprise. Setting a watch does not protect them completely from

such an ambush, provided monsters are stealthy or have some sort of inherent method of concealment. It simply allows the character on watch to react and warn their companions.

Relaxing Around the Campfire: While making their camp for the night or bedding down in a tavern, characters can attempt to Relax Around the Campfire. This represents sharing laughter, song, an artfully crafted tall tale, or simple fellowship with one's companions. The characters simply state that, as a group, they are relaxing around the campfire and explain to the Narrator how they are going about it. The Narrator calls for a Saving Throw from every member of the party, applying each character's Bearing modifier to the roll. Every player who makes a successful check receives Advantage on a single Saving Throw of their choice on the following day. They can declare this bonus on any Saving Throw but must do so before the roll is made. Characters can only Relax Around the Campfire when they have proper provisions. When traveling through particularly horrid lands (such as those blighted and twisted by the forces of evil), the Narrator may rule the environment is too disturbing to find comfort even among their boon companions, forcing them to make the Saving Throw at Disadvantage or even forbidding it entirely.



chapter six

SPELLS AND MAGIC

Magic is a rare and powerful thing in *The Hero's Journey*. The harnessing of this power is done through the casting of spells. Spells require study, scholarly research, and dedication to learn and cast. These kinds of spells take years or decades of study to master but allow the caster to quite literally draw upon both the cosmic and natural forces of the universe for aid.

Bards and wizards can cast spells. Elves and half-elves also have some limited access to spells, based on the benefits of their Lineage.

Casting a spell has some requirements. The spell being cast must be known to the caster. A character can only cast a certain number of spells each day; see the description of the character Archetype to find out how many spells, and of what strength.

Then the spells are cast, which is the process of saying the magic words and making the magic gestures to achieve the effect of a specific spell. It then takes effect and the magic described by each individual spell happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever their initiative comes up in that combat round.

Each spell description notes whether it is of Apprentice, Journeyman, or Master strength, as well as providing details as to its general nature, specific effects, and duration.

✦ SPELL LIST

Bards, elves, half-elves, some rangers, and wizards can cast spells. In most cases once a spell is cast, the appropriate spell slot is lost and cannot be recovered until the caster has rested for six hours. However, it is possible to cast the same spell multiple times using the available slots, based on the caster's level. It is also possible to find spell scrolls during an adventure, which can be used to cast whatever spell has been scribed upon them instead of expending a spell slot or to cast a spell not otherwise available to a character.

Apprentice spells

- ♦ Breathed in Silver
- ♦ Errant Pilgrim
- ♦ Insight of the Wise
- ♦ Lingering Starlight
- ♦ Simple and Goodly Blessings
- ♦ Songs of Hope and Resolve
- ♦ Stand Against the Adversary

Journeyman spells

- ♦ Fire Both Bright and Sacred
- ♦ Friend to Birch and Beast
- ♦ Guided by Wiser Wills
- ♦ Harkening of the High Hawk
- ♦ Hope Unbowed Before Evil
- ♦ Of Seas and Storms
- ♦ Paramnesia of the Fey

Master spells

- ♦ A Hope Ever Enduring
- ♦ Behold the Untouched Realm
- ♦ Beyond the Ken of Mortals
- ♦ By Rune and Forge
- ♦ Glamour Unbound
- ♦ The Piercing Ferocity of Joy
- ♦ Unbind That Which Cannot Be Broken

❖ SPELL DESCRIPTIONS

Breathed in silver (Apprentice)

This is but a lesser incantation, a mere fragment of the power of the Fey and their ability to weave deception and illusions in the minds and hearts of humanity. This spell is often used to cloud mortal perceptions or stupefy those who are weak of will. A spellcaster making use of this spell may achieve any one of the following effects:

Befriend the Fool: For 1 hour per level of the caster, a single humanoid creature no larger than an ogre treats the caster as a trusted friend. They trust any council from the caster, unless it is obviously dangerous, suicidal, or blatantly false, and treat the caster as they would a member of their own family or a proven ally. A Saving Throw can be made by the target of this effect to avoid falling under its influence.

Lingering Phantasm: For 1 round per level of the caster, a single humanoid creature sees a visual illusion in their mind's eye no larger than 20 cubic feet. This illusion can make minor, non-specific noises (such as a growling dog or a babbling brook, but not specific speech) that are only heard by the target. The target can make a Saving Throw to disbelieve this illusion when they first see it and whenever evidence that brings its validity into question is detected.

Slumbering Sting: A number of living beings whose Endurance maximum totals no more than 10 points per level of the caster immediately feel a sharp sting as if struck by a dart of elf-shot and then fall into a deep slumber lasting no longer than 10 minutes per level of the caster. Creatures with the lowest maximum Endurance are affected first. This spell has no effect if the amount of Endurance affected does not meet or exceed a creature's maximum total Endurance, and any affected creatures awoken from their slumber knowing they have been the target of an enchantment. This spell is completely ineffective on fey, undead, or demonic beings.



Errant Pilgrim (Apprentice)

Those who are brave or foolish enough to wander in the wild places of the world often learn uncanny incantations that allow them to walk in step with the natural realm. By weaving seemingly minor enchantments, they are able, with small acts, to avoid great dangers while traveling to and fro on secret errands. A spellcaster making use of this spell may achieve any one of the following effects:

Step Safely Upon the Path: While traveling through wilderness environments, the caster automatically detects the presence of any Natural Hazards, such as loose rocks which may cause an avalanche or weak ice in a frozen lake. This allows them to avoid Natural Hazards while this spell is active. This includes any pits, snares, or game traps set to catch beasts. This spell lasts 2 hours per level of the caster.

Scent the Beast: When this spell is cast, the caster names a specific type of animal (such as a bear, or eagle—but not so broad as mammals or birds). For the duration of this spell, the caster can detect the presence and general direction of any such animals and their giant variants for 2 hours per level to a range of 120 feet. This spell cannot be used to detect magical beasts, such as fey creatures or dragons.

Weather Ward: For 24 hours the caster is unaffected by minor inconveniences from inclement weather. They can walk through rain and puddles without getting wet, trounce through mud without sullyng their clothing, and cross vast deserts without getting sand in any unmentionable places. This spell does not protect from extreme temperatures, nor allow them to see through thick rain, fog, or snow—though they would remain dry from these sources.

Insight of the Wise (Apprentice)

Wisdom is found in patience and understanding. Those who dedicate themselves to the study of the arcane arts recognize the power of simple understanding and the true strength of knowing the irrefutable truth, even when it is obfuscated or concealed from the eyes of the mundane. A spellcaster making use of this spell may achieve any one of the following effects:

Aura of Enchantment: When this spell is cast, any magical items or enchanted objects glow with a blue aura only visible to the caster. The more powerful the enchantment, the brighter the glow. It does

not detect the presence of enchantments laid upon an individual or inherently magical creatures. The caster can see this aura from a distance of up to 120 feet, and this spell remains active for ten minutes per level of the caster.

Sense the Fell: When this spell is cast, the caster can detect the presence and general direction of creatures who are inherently evil, such as demons, the undead, dragons, or other beings that have had their essence twisted by evil. The power of these creatures is also detected, in a very general sense. Minor creatures of malice may cause a lingering doubt, while a Lord of Flame and Shadow or Elder Wyrms causes physical pain (though inflicts no damage). The range of this spell is 120 feet and it lasts for ten minutes per level of the caster.

Set Upon the Page for All To See: For the duration of this spell, the caster can read any written language which they look upon. The words themselves appear (to the caster only) to be written in a language familiar to their eyes. The caster can read one page of text every five minutes. The duration for this spell is one hour per level of the caster.

Lingering Starlight (Apprentice)

Light, no matter how faint, can shine against the greatest darkness. It has, in and of its own nature and outside the realm of wizardry, a magic unto its own. However, spellcasters who make use of the *Lingering Starlight* spell can bring light to bare against the darkness in even the most shrouded realms. A spellcaster making use of this spell may achieve any one of the following effects:

Blinding Flash: The caster causes a burst of starlight to leap and dance before the eyes of a single target. The target of this spell must make a Saving Throw or suffer Disadvantage on any sight-based rolls they make (such as a melee or ranged attack) until the beginning of their next turn. If the Saving Throw is successful, this spell has no effect.

Flickering Illumination: When this spell is cast, a globe of light springs into being and is bound to an object. Typically this is the tip of a caster's staff, though any object will do. This light illuminates an area with gentle starlight to a range of 30 feet, equivalent to a mundane torch. This spell remains active for 8 hours, plus an additional 2 hours per level of the caster.

Fey Lights: This spell illuminates no more than 60 feet from the caster with a flickering, fey light of whatever color the caster desires—including any beings standing in that area. These lights cannot be moved, but they do enshroud the area, revealing its true dimensions and potentially exposing any invisible or obscured things depending on the circumstances. Ranged attacks made against creatures standing within the area affected by a *Fey Lights* spell receive a +2 bonus on all attack rolls.

Simple and Goodly Blessings (Apprentice)

Not all magic needs to be powerful and strange. The subtle magics are often the strongest, able to thwart evil with the unassuming strength that comes from humility and a hopeful heart. A spellcaster making use of this spell may achieve any one of the following effects:

A Hearty Meal to Heal the Heart: This spell can be cast over a number of meals equal to six, plus the caster's level. Any food and drink under such an enchantment is cleansed of any poisons or spoilage, tasting as if it were cooked in the kitchen of a doting family member eagerly preparing a simple, hearty dinner. In addition to providing normal sustenance, any who eat of this bounty receive a +1 to all Despair Saving Throws for the remainder of the day.

Blessing of a Stout Heart: When this spell is cast, the caster selects one target (or themselves). That individual finds themselves made resilient and doughty in the face of evil. Against inherently evil creatures, such as demons, the undead, or dragons, they receive a +2 bonus to their Defense and +2 to all Saving Throws. This spell lasts for 1 round per level of the caster.

Unwelcome Guest Upon the Mat: Uninvited visitors can be most unkind. When this spell is cast, the caster designates a stationary area no larger than twenty cubic feet. They are immediately aware of the presence of any hostile creature or being that comes into the enchanted area as a loud and discordant bell rings in their mind. No one else hears the bell. This spell has a duration of 8 hours.

Songs of Hope and Resolve (Apprentice)

Music, it is said, is the language of all goodly folk. Some even believe the world itself was born of a song. These harmonies transcend language and allow us to share grief; it rekindles hope and aids in overcoming evil. A spellcaster making use of this spell may achieve any one of the following effects:

Heartened Harmony: As songs of hope hearten those wounded in battle, they find their wounds to be less painful than when first inflicted and a previously undiscovered strength to carry on is discovered. The caster selects a single target for this spell (which can be themselves) and that target recovers 1d8+1 Endurance. However, an individual can only benefit from this spell once each day and this restoration cannot carry them above their maximum total Endurance.

Small Verse of the Valiant: The caster sings a simple song to rally all their allies within 30 feet. All who hear the song receive a +1 bonus on all attack rolls and Saving Throws. This song lingers in the heart for 1 hour before its effects fade.

Rallying Words Against All Doom: Words and staves of strength help recall to those who hear them that hope remains eternal. Anyone within 30 feet of the caster (though not the caster themselves) receives Advantage on all Despair Saving Throws for a number of rounds equal to the caster's level. Those who have suffered Despair within a number of rounds equal to the caster's level may make a new Saving Throw to overcome its effects, though they receive no bonus from this spell on that roll.

Stand Against the Adversary (Apprentice)

Beyond all songs and soft hearts, there comes a time when evil must be confronted in battle. Though few arcane practitioners specialize in the magical arts as they relate to warfare, a few simple spells can often mean the difference between victory and defeat. A spellcaster making use of this spell may achieve any one of the following effects:

Blazing Bolt of Certainty: When this spell is cast, the spellcaster causes a small projectile in their hand to glow with a fierce white light and launch unerringly towards a single target no more than 120 feet away.



The caster must be able to see the target. If they can, the projectile strikes and inflicts 1d6+1 points of damage. Upon reaching 5th level the caster can produce two such bolts in a single casting of the spell, and at 9th level, the caster can produce three bolts. Multiple bolts can (and must) be launched on the same round this spell is cast.

Shield Against Stinging Strikes: Wary wielders of magic that find themselves drawn into battle cast this spell. Its effects benefit only the caster, but upon casting this spell, they receive a +6 bonus to their Defense for 10 minutes per level. This bonus cannot be combined with other bonuses to their Defense, whether they come from shields or magical items.

Ward the Way: The caster touches a single doorway or other portal no larger than 20 feet square which can be physically closed. Any creature wishing to cross the threshold of that portal must make a Saving Throw to break the enchantment. Once broken, any creature can pass through after them. Creatures that would inspire Despair in the caster receive Advantage on this Saving Throw. This spell remains active until broken or for 10 minutes per level of the caster, whichever comes first.

Fire Both Bright & Sacred (Journeyman)

The earliest gift to humanity, the glow of flame has long driven back the darkness. Yet it is a force unto itself and can both stave off the shadow and burn the eager hand. Those who dare to master its power must be both keen of mind and quick in thought. A wizard making use of this spell may achieve any one of the following effects:

Flame Imperishable: The caster conjures forth a magical flame akin to that of a torch, with the same ability to both burn and provide illumination. It must be set upon an object within one round of this spell being cast, such as the tip of a stick or small rock. The flame clings to that object forever, acting in all ways as a normal fire except damaging this object. The fire does not spread on its own but can be used to set new fires. Efforts to extinguish the flame always fail, though if the flame is buried or submerged in water it goes out until the object is removed from whatever source is consuming it.

Warmed, Yet Unburned: Once this spell has been cast, the caster is immune to damage from all forms of flame and fire, both magical and mundane both magical and mundane for one hour per level.

Whether it be a burning fireplace ember or a dragon's fiery breath, the caster and all possessions they wear are undamaged. This includes sources of extreme heat, such as lava or magma.

Wreathed and Consumed: Drawing upon the merciless wrath of unbridled flame, the caster hurls forth a tiny dart of flame to a range no greater than 240 feet. When this bolt either strikes an obstruction or reaches its desired distance, it explodes. All beings within the 20-ft radius explosion suffer 1d6 damage per caster level. However, everyone caught in this explosion may make a Saving Throw and if that Saving Throw is successful, they only suffer half of this damage.

Friend to Birch and Beast (Journeyman)

To walk in peace with the natural world is to earn the first steps toward friendship with all birds, beasts, and things that grow. Wizards who choose to study this path learn how to walk in the wild places of the world as one who has lingered there long, drawing allies and even coaxing small gifts from the bounty of the earth. A wizard making use of this spell may achieve any one of the following effects:

Spring and Autumn Brought to Season: The weaving of this spell allows the caster to cause all-natural things to grow or wither in an area no larger than three hundred square feet. Pathways overgrown with thorny vines and twisted hedges retreat, becoming easily passable or easily walked trails suddenly become overgrown with verdant and resilient plants to inhibit the passing of those who would trespass upon natural ground. This spell is permanent, though growth can be cut down and that which is withered regrows naturally.

Whispers of Nature: With an invocation of this spell, the caster can speak and understand the tongues of birds, beasts, and even trees. These strange creatures have unique and inhuman perceptions but are often eager to speak with the caster—whom they regard as one of the goodly folk and an ally. This spell lasts for 1 hour.

Staves Both Carved and Twisted: With this spell the caster can coax objects crafted of wood, such as bows, staves, spears, and wooden shields, to wither and twist to render them useless. Alternatively, they can convince freshly cut wood to weave itself into similar shapes to a size no greater than a door or raft of logs. Each time this spell is cast, 3d4 handheld objects (such as a weapon or shield) or one large object (such as a door or raft) is affected. If cast upon a wooden object

currently in use by an adversary, the target may make a Saving Throw to avoid these effects, though this spell has no effect on large wooden structures such as buildings, nor can it be used against magical objects.

Guided by wiser wills (Journeyman)

It is said that the truly wise recognize that they know not but a little. By recognizing their own absence of understanding and drawing upon the deep, resonant wisdom of those who came before them that still permeates the world, they find new and uncanny insights. A wizard making use of this spell may achieve any one of the following effects:

Divining Dream: This strange spell offers the caster the gift of prophecy by way of dreams that come to them as they slumber. This spell must be cast within 1 hour of the caster bedding down for the evening. The player may then ask the Narrator for insight into a specific situation. As the wizard dreams, the Narrator describes a prophetic dream that should offer keen insight into the matter at hand. While dreams are often veiled in symbolism and imagery, the hints and portents of this dream should be plain to the caster. This spell may only be cast once per day.

The Lost Shall Be Found Again: When this spell is cast, the caster names a specific object, person, or creature. They then immediately receive a brief vision of the target before immediately knowing their current distance from the target as well as the direction they must go to draw close to the target. Their knowledge of distance and direction remains for one hour per level of the caster, though the vision of the target's surroundings lasts for but a single round.

Vision Unveiled: With this spell active, the caster can see perfectly in natural darkness up to a distance of 120 feet. In addition, when confronted with magical darkness or illusory magic, the caster may make a Saving Throw. If that Saving Throw is successful, the caster also sees through that magical darkness and recognizes illusions as mere deceptions with no substance. These effects last for 1 hour per level of the caster.

Harkening of the High Hawk (Journeyman)

It is said that the High Hawk is blessed with the grace and speed of the western wind, timeless, and eternal. Those few wizards who learn to speak unto that zephyr will find a powerful ally in both these strange

winds and the lesser kind of High Hawks. A wizard making use of this spell may achieve any one of the following effects:

Ride Upon the Wind: For the duration of this spell, the caster can fly freely through the air at their normal Movement. They can move forwards, backwards, and even levitate up and down. In addition, if they would fall from a great height, they instead stand freely in the air. This spell lasts for 1 hour, plus an additional 10 minutes for every level of the caster.

Fell and Fearsome Mistral: A great torrent of wind envelops the caster for one round per level, extending out in all directions to a distance of 120 feet. Any flying creatures caught in this wind must make a Saving Throw or be forced to land immediately. Those who cannot land, plummet to the ground, suffering 1d6 points of damage per 10 feet fallen as they crash. In addition, all ranged attacks made with physical weapons suffer Disadvantage on their attack roll and have their range reduced by one-half.

Whispering Messenger: This strange spell allows the caster to speak with any natural bird and bid the creature carry a message for them to any individual no further away than 50 miles per level of the caster. The bird repeats this message exactly as it is spoken by the caster and can be no longer than ten words per level of the caster. The bird carries the message to the best of its ability, though may still be hindered by weather or attempts to accost its flight.

Hope Unbowed Before Evil (Journeyman)

Against all that is dark and terrible in the world, there is one thing it cannot avail: Hope. As long as hope remains in the hearts of the kindly Lineages of the world, the power and resolve to stand against any foe can be found. A wizard making use of this spell may achieve any one of the following effects:

Evil Will is Withered: The caster lays their hands upon a single target. That target is immediately healed of any natural disease or poison that plagues them. In addition, they are torn from the throws of Despair if such a state has settled upon them. This spell has no effect upon magical enchantments or conditions, such as those under the influence of fey magic or lycanthropy.

Fierce Spirit of Humanity: Recalling impossible deeds of valor in the face of evil, the caster kindles the spirit of steadfastness in all allies

within 30 feet. These allies receive a +3 bonus to their Defense for a number of rounds equal to the caster's level.

Sorcery Shall be Sundered: This spell breaks the power of lesser enchantments. When cast upon a general area, it causes all Apprentice spells to immediately cease functioning. The caster can also use it to shatter the effects of a Journeyman spell, though the caster must make a Saving Throw for these efforts to be successful. Finally, it can be used to disable magical traps and wards of similar strength. It has no effect on Master spells or magic items.

Of Seas and Storms (Journeyman)

The power and majesty of the seas is no small thing and those who would dare draw upon its might do so with reluctance and reverence. Yet, the power of its bounty is no small thing and if a wizard can master this power, they find the dangers of oceans and rivers to be of little avail. A wizard making use of this spell may achieve any one of the following effects:

As One Born to the Sea: When this spell is cast the caster (or 1 target whom they touch) can breathe water as easily as they breathe air. In addition, they can swim with the same speed and ease as if they were walking upon land and are unhindered by the weight of their own gear and the pressures of the deep when swimming. This spell lasts for 1 hour per level of the caster.

Stride Upon the Sea: For the duration of this spell, the caster (or 1 target whom they touch) can walk upon the water as easily as they can walk upon land. In addition, if cast on a target that is currently in the water or submerged, the target rises to the surface until they are standing on the water as if it were land. This spell lasts for 1 hour per level of the caster.

Weave a Mist: Regardless of the caster's current location, they can call forth a great sea mist to fill a massive area up to 1000 cubic feet per caster level. All beings obscured in this mist are disoriented, unable to see more than ten feet in front of themselves and all sound is muffled in the fog. In addition, all mundane fires in the fog are extinguished and magical fire is far less effective, inflicting only one-half its normal damage. All ranged attacks are made at Disadvantage, while all attempts at stealth receive Advantage. This mist can be shaped into crude forms, such as oblong banks of fog or pillars of obscuring dew. This spell lasts for 1 hour per level of the caster.

Paramnesia of the Fey (Journeyman)

To the Fey, the very precepts of reality are fluid and can be bent to the will of those wise in the way of enchantments. While few mortals can bend their own mind so strangely as to understand these weird magics, the scant wizards who do find themselves able to manipulate more than mere perceptions. Time itself can be twisted to aid the strange and subtle arcanist. A wizard making use of this spell may achieve any one of the following effects:

A Step Outside of Time: When this spell is cast, the caster or a single target of their choosing finds that time itself flows differently about them. They are hastened or slowed as the world seems to ebb and flow around them, as the caster wills at the time of the spell's casting. Those who are hastened double their Movement, increase their Defense by +2, and may take twice as many actions in a combat round. Those who are slowed have their Movement reduced by one-half, reduce their Defense by -2, and may only attack or cast a spell during a combat round in which they do not move. Characters wishing to resist this effect may make a Saving Throw to resist it and those under its power remain so for a number of rounds equal to the caster's level.

Twist the Horizon: With this spell the caster weaves a great illusion across a wide land, making it appear as they wish. Hills can be rendered invisible, imaginary forests made to spring forth, and great castles can be concealed behind phantasmal mountains. Though vast and covering an area no larger than 300 square feet, this illusion is not perfect. Those who look upon it with any suspicion of falsehood may make a Saving Throw to see through the deception. The illusion itself remains present until detected or touched, at which point it fades from existence.

Twist the Uncanny Mind: For one hour per level of the caster, a single monstrous creature treats the caster as a trusted friend. This can be any powerful creature, from a High Hawk to a Goblin King. Only monsters specifically named to be immune to mind-influencing enchantments and undead are unaffected by this spell. They trust any council from the caster unless it is obviously dangerous, suicidal, or blatantly false, and treat the caster as they would a member of their own family or a proven ally. A Saving Throw can be made by the target of this effect to avoid falling under its influence.

A HOPE EVER ENDURING (MASTER)

Though darkness may reign for a time, the hope of the kindly people of the world shall endure beyond all evil. To those who recall the truth that no evil victory can be achieved unless those who fight against it lay down their arms, hope is immortal and forever unslain. Some wizards can tap that great truth to inspire their allies and weaken their enemies, no matter how daunting these foes may seem. A wizard making use of this spell may achieve any one of the following effects:

The Evil Blade is Blunted: When this spell is cast, the wizard grants a number of allies equal to their level a +5 to their Reduction Value on top of all other bonuses they receive. Additionally, all who benefit from this spell may name one enemy they can see and for the duration of this spell that enemy has Disadvantage on all attacks against them. This spell lasts for one minute per level of the caster.

Hope Unavailed Before the Breaking of the World: For the duration of this spell, the wizard and a number of allies equal to their level who can hear them speak are immune to Despair. They simply cannot be affected by it. In addition, they receive a +2 bonus on all attack rolls made against any creature that would normally require them to make a Despair Saving Throw. This spell lasts for 1 minute per level of the caster.

Fell Sorcery Foiled: When this spell is cast, the wizard selects one magical object. For one round per level of the caster, all magical properties of that object cease to function, and it is, for all purposes, mundane. If another living being holds that object, they may make a Saving Throw at Disadvantage to avoid this effect.



Behold the Untouched Realm (Master)

Even a wizard of great power knows that the natural world knows no master, yet one who learns some small mastery of its power may call upon the power of the untouched realm to achieve such ends as to be unimaginable to most mortal minds. A wizard making use of this spell may achieve any one of the following effects:

Conjure Forth the Wrath of the World: This spell allows the wizard complete control of the weather in a radius around the caster no larger than 1 mile per level of the caster. Clear skies can be made to become a terrible hurricane. A chill breeze can become a terrible blizzard. A slumbering volcano can be made to belch forth its boiling heart. Unfortunately, once summoned, the weather cannot be controlled and must be left to play out as it will.

Summoned from the Sky: When this spell is cast under open skies, as long as there is a single cloud present in that sky, a great bolt of lightning tears forth from it and unerringly strikes a single target of the wizard's choosing. This bolt inflicts 1d12 damage per level of the caster on that target, though any being struck by the bolt may make a Saving Throw to suffer only one-half damage. Whether or not the target made their Saving Throw or not, the deafening and disorienting effect of being struck by lightning leaves the target discombobulated and they suffer Disadvantage on all actions for one full combat round.

Walk as a Leaf Upon the Wind: When this spell is active, the wizard may travel across wild and natural lands at an amazing speed and unhindered by natural obstruction. They can move at a speed of 10 miles per hour per level across even the most overgrown natural terrain. Moreover they leave no trace of their passage—no crushed leaf nor bent branch. Only magical divination could reveal their journey. This spell lasts 1 hour per level of the caster.

Beyond the Ken of Mortals (Master)

It is said that the greatest power in the universe is that of discernment and right judgment. Rare is the mortal, or even the wizard, who can know the whole truth—yet those who delve deeply into the arcane arts can find truths yet unmastered by those bound to the physical realm. A wizard making use of this spell may achieve any one of the following effects:

Know Truth: When this spell is cast all beings native to the mortal plane of existence must make a Saving Throw at Disadvantage.

If that Saving Throw fails, they are unable to knowingly speak a falsehood and are compelled to answer any questions asked by the caster truthfully for 1 hour. Those who succeed in their Saving Throw are still unable to lie but may instead choose to remain silent for the duration of the spell.

Revelation of the Craftsman's Hand: When this spell is cast, the wizard immediately knows all the magical properties of a single magical item they can look upon. They do not need to touch or handle the item, but only to see it with their own eyes. They know all magical enchantments on the item, its true history, how (and by whom) it was crafted, and how to destroy it. This knowledge comes instantaneously.

Vision of the Past: When this spell is cast, the wizard gains a vision of events that occurred here in the past as if they had been present when it happened. The wizard can reach back to a specific moment in time, but that moment can be no further back than 1 century for every level of the caster. Their vision lasts for 1 minute per level of the caster, and the caster may choose to look at different points in history in a single casting, with a minimum duration of 1 minute per time period they wish to look upon.

By Rune and Forge (Master)

The art of crafting magical items is reserved for only the most skilled wizards. Even masters in the art rarely learn more than a few basic enchantments, though they still develop some skill at laying temporary runes and wards upon an item to empower it against foes or even undo a terrible sundering. A wizard making use of this spell may achieve any one of the following effects:

Blessings Upon the Blade: When a wizard casts this spell, they select a single weapon and weave runes of power around it. That weapon gains one Aspect of the caster's choice for the duration of this spell in addition to any other Aspects already present. This effect lasts for 1 hour per level of the caster, though for that time the weapon glows with a strange light of the caster's chosen color to a radius of 5 feet.

The Ancient Forged Anew: With this spell, a wizard may render a broken item whole again—though that item can be no larger than a Large Shield or door and all its primary components must be present. This is primarily used to restore broken mundane items but can also repair broken or sundered magic items if the wizard makes

a successful Saving Throw. This repair is permanent until the item is broken again.

Mend the Mortal Wound: Rare indeed is the wizard who can unsunder the broken and rarer still is one who can restore those who have suffered a terrible wound to wholeness again. If this spell is cast within 1 round of an individual being reduced to 0 or fewer Endurance, the wizard can restore the individual to a single point of Endurance and undo almost all the effects of a Grievous Wound, except for death. The wizard cannot restore the dead to life. This spell is dangerous though, and when the wizard casts it, they must make a Saving Throw or they themselves lose 3d6 Endurance.

Glamour Unbound (Master)

Though the Fey do not recognize their strange gifts as magic or sorcery, but instead as a natural gift, few mortals have the will or desire to delve the depths of Fairie and learn their ways. Wizards daring to make promises to the Fey or explore the lost realms of the Dream Lands find unimaginable power, though it often comes at a price. A wizard making use of this spell may achieve any one of the following effects:

Artistry of the Imagination: With this spell, the caster can summon forth a complete illusion no larger than 500 cubic feet per level of the caster. This illusion impacts all the viewer's senses. It can move, make complex noises, and appears in all ways to be a thing that is truly present. It only lacks a true physical presence. It need not be one object, though it can be. Whether appearing as a single grand tower or a small army of warriors, it functions as it appears unless any witnesses have reason to believe it to be anything other than true. In this instance, they receive a Saving Throw to recognize it as such and once this is revealed the witness cannot be affected by it. It lasts for 1 minute per level of the caster or until recognized as an illusion.

Cross into Fairie: This spell conjures no deception, but instead opens a portal large enough to march 3 abreast into the Realm of the Fairie where the fey dwell. In that realm, there are great blessings and dangers, wounds may be healed, and time may flow differently or even in paradox. The exact properties of Fairie are determined by the Narrator, though they should be suitably grand given the nature of the fey and the power of this spell. Each time this spell is cast, it opens a portal that remains open for 1 round per level of the caster.

Phantasmagoria: This spell conjures a phantasm of unimaginable horror in the mind of a single target. The target becomes so consumed with fear that whatever nightmare has been created in their mind's eye drives them beyond madness into a fear so powerful that unless they make a successful Saving Throw, they drop dead of fright. A successful Saving Throw means the target recognizes the phantasm as a falsehood, suffers no ill effects, and cannot be targeted by the wizard again by this spell.

The Piercing Ferocity of Joy (Master)

When driven by all that which is good in the world and all that they love, the goodly Lineages are often capable of truly impossible feats. Whether it is recalling the glory and heroism of ancient days or remembering the simple joys of a long-distant homeland that lay untouched by evil, that which is loved can drive ordinary beings to become warriors worthy of song. Some wizards master the art of kindling this love in the hearts of others, using its power to craft masterful enchantments. A wizard making use of this spell may achieve any one of the following effects:

And Fear Fell Upon Them: Knowing that evil has no joy in its heart, but instead craves power to stave off an impossible fear, the wizard forces their enemies to look unveiled upon that fear. All enemies within 120 feet of the wizard when they cast this spell must immediately make a Resolve-based Attribute Saving Throw or suffer Despair. Even beings of a truly evil nature, such as demons or undead, that are normally immune to Despair must make this Saving Throw—and these beings of a truly evil heart make their Saving Throw at Disadvantage. This Despair remains upon them for as long as they are in the wizard's presence.

Recall Out of Legend: Crying out an ancient song of remembrance, the wizard reminds their allies that they have become the heroes of their age. Inspired by those who have come before them, all the wizard's allies within 120 feet receive Advantage on all Saving Throws for a number of rounds equal to the wizard's level.

Feast For the Valorous: This blessing is set upon a great feast capable of feeding ten people per level of the wizard. It conjures no food but blesses that which is already prepared. Those who partake of this meal immediately gain 4d6+6 Endurance, even if this takes them above their normal Endurance maximum. This extra Endurance remains for 1 full day, or until lost through injury or weariness.

A feaster cannot benefit from this magnificent meal more than once per week. The food remains enchanted for but a single hour and must be consumed in that time.

unbind That Which Cannot Be Broken (Master)

Wizards are great weavers of spells, but so too do they unmake that which must be destroyed. An incredibly powerful wizard who sets their power to it is capable of undoing what seems to have power beyond measure—whether it is undoing a masterful enchantment or shattering the resolve of a seemingly undaunted foe.

Strike a Shattering Blow: When this spell is cast, the wizard empowers a single weapon they or another is wielding to shatter all defenses. A weapon under such enchantment reduces a target's Reduction Value by one with each successful attack for 1 round per level of the caster. These attacks diminish the Reduction Value first, before inflicting damage on the target's Endurance. But once lost, this Reduction Value does not return. Even magic items may be temporarily diminished so if the bearer does not make a successful Saving Throw. Shields are of no more protection, and a shield bearer must make a Saving Throw if struck by such a weapon (with a bonus to that save equal to the shield's magical bonus if it is an enchanted shield) or be sundered. Beings with a natural Reduction Value recover this loss at the rate of one point per hour.

Unbreakable Words of Power: This spell renders a living being touched by the wizard to be temporarily immutable. They cannot be placed under unwilling enchantment, mind or body. Phantasms do not pierce their mind, spells do not change their shape, poison and disease do not alter their physiology. These effects are instantly dispelled before they can take hold. They remain as they are for 1 minute per level of the caster unless willingly submitting to an enchantment.

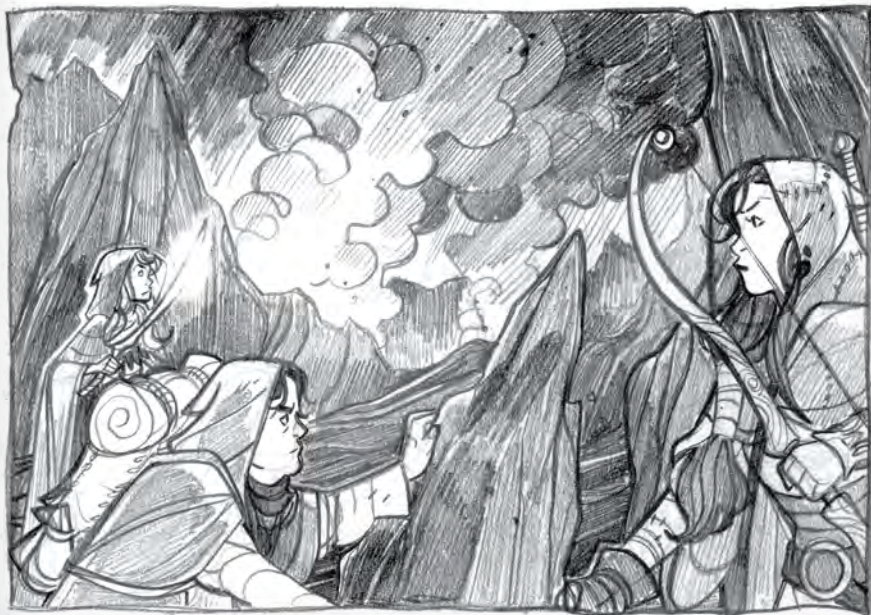
Undone By Their Own Malice: By this spell a wizard can see a foe defeated by their own ferocity. A single target within 120 feet of the caster must make a Saving Throw or fall under this spell's effects for a number of rounds equal to the wizard's level. For that duration if the target attacks any being in combat, whether by weapon or by spell, the target loses Endurance equal to the wizard's level. This damage comes directly off the target's Endurance and ignores their Reduction Value.

chapter seven

RUNNING THE GAME

The Hero's Journey is a game built on creativity, imagination and improvisation. Many of the rules have been left broad and to the judgment of the Narrator. This is intentional, to allow for flexibility, making the game easily modified to suit the needs of each group. Don't be afraid to modify, alter, or ignore an existing rule if it makes the game more fun for you.

Though it has no "default" setting, *The Hero's Journey* is built on several general assumptions. The world is one of pseudo-medieval trappings, with kings and queens, lords and ladies, peasants, castles, and the like. Creatures of legend and myth are very real, but rare and dangerous. A scant few have ever met a wizard, but even fewer have seen a dragon. Similarly less fantastic creatures are often spoken of as living in the shadowy woodlands on the edge of the village. Goblins, giants, and the like are quite real and live just beyond the horizon.



They are creatures spoken of as something that existed in the age now belonging to greybeards and minstrels.

Player characters are, by the virtue of *being* player characters, a cut above ordinary folks. Most peasants and farmers never venture further from home than to the next village once or twice a year. On the other side of that, player characters are still mortal and fragile. Even at high levels, a single hero is unlikely to be able to stand alone against a dozen lesser foes. Wizards might wield magic beyond imagination and warriors wield blades with perfect mastery, but even these talents mean little in the face of the awesome power of an Elder Wrym or the terrible corruption of a Death Knight.

Yet, if the player characters do not stand up to the evil that slithers from the dark dungeons of the world, surely all of civilization will crumble. A brave few stand between hope and annihilation.

✧ BEING THE NARRATOR

The first and most important job of the Narrator is to ensure that everyone at the table (including themselves) is *having fun*. Everything else is secondary.

The Narrator should have a familiarity with the material in this book, but no one is expected to know everything. If you're unsure about a rule, try not to slow the game down if you can't find it quickly. Instead, simply make a ruling that seems appropriate to the situation and move on. After the game session is over you can look it up and make adjustments next time around. It'll take time for everyone to get the hang of things, so be patient with yourself and other players.

✧ THEMES

Player characters explore lost dungeons, brave abandoned crypts, and traverse dark woodlands. In short, they go on adventures. Narrators are encouraged to design adventures that challenge the players and force them to think creatively. *The Hero's Journey* is built around a few core themes that should be present during the adventures of the player characters.

Exploration of the Unknown: Player characters travel to the wild, dangerous places of the world. As a Narrator, try to describe these places with a sense of mystery, wonder, and danger. The ruins of an abandoned castle aren't just "creepy," but long shadows of broken towers cast shadowed claws across a courtyard littered with the

remnants of long-forgotten glory. Often, the player characters may be the first beings to set foot in a location in one hundred or even one thousand years. These amazing locales have existed since time out of memory and have a rich history that began long before they arrived. While the Narrator doesn't need to know the entire history of every place the characters visit, they should strive to evoke a *sense* of the legendary and ancient in these places.

The Fading Realm: Though *The Hero's Journey* has no default setting, there is the implication that within the context of each legendarium that the world itself is old and was once filled with grand realms that were fair and noble. Great kingdoms were ruled by goodly kings. Ancient elves dwelt in wisdom and harmony with birds and beasts in the wild places untouched by men. Dwarves, deep in their mountain kingdoms, once crafted such treasures that it was as though dragon fire and starlight were caught in the glimmering reflections of silver and gold. But in these later days, the great kingdoms of humanity have fallen to ruin or been forgotten in the passage of generations of time. Elves feel a growing sadness as the natural world is stripped away more with each passing season and they know that by their count of ages it will not be long before they have no place in the world. Ancient dwarven forges are cold and forgotten, save for a few subterranean citadels where lesser sons craft mere imitations of their ancestors' creations - for the true beauty of smithcraft fades with each stroke of the hammer. It is a long, but seemingly inevitable twilight and the world is not as beautiful as it once was.

Player characters see signs of this in the magical treasures they find, the ruins they explore, and the ancient lore they discover. But in their adventures, perhaps they may find a new hope and help to return the world to its former glory - or at least remind those that now dwell in the faded realm that they still live in an era of legend. They only have to believe in the so-called myths of the past and rise to the potential proven to be true by those who came before them.

Heroic Characters: The player characters are the heroes of their age; or they will be, with a bit of experience under their belt. They are a cut above most normal folks. Soldiers are mundane protectors of a village or castle, but warriors and swordsmen are masterful warriors with intense training or untapped natural talent. Moreover, the player characters are the active forces for good in the world. Buried deep in the heart of a burglar is a spark of roguish nobility and while they may offer no quarter to a dark beastie in combat and slit their throat

without a moment's hesitation, they're not likely rob a goodly church aiding the community—unless of course they discover the high priest is fleeing the good faith of the local congregation.

Danger: The world of *The Hero's Journey* is one riddled with danger. Combat is deadly and even the most powerful hero can find themselves near death after a few lucky spear thrusts from a pack of goblins. Battle is not entered lightly and whenever a sword is drawn, it could mean the end of that warrior's life.

Wonder: Magic is not just a resource to be expended. Magic spells are something that draws power from the fabric of reality or the blessings of the gods. Even a "simple" Apprentice-level spell is a miracle or powerful incantation to most in the world. Magic items are not bought and sold in shops, for they are not easily crafted and often require exotic and rare components or incantations to create. The most powerful magic items are those wielded by heroes and empowered by the very legends of which they were a part. They are not cast aside lightly by their wielders because they often grow in power alongside them. As a hero's legend becomes more renowned, so too does the artifact grow more powerful.

Non-human player characters are regarded as strange and rare, immediately noticed in a world dominated by the mundane ways of humanity. Elves are rare, wondrous, and glamorous. Halflings are a curiosity. Their homelands exist in places far from most known settlements and their presence is a portent of stranger things to come.

Even the weakest monster is something to fear. Goblins are sallow-eyed beasts with leering smiles who titter madly as they cry for blood. Skeletons and zombies are unholy abominations who evoke fear and revulsion from all who see them. Greater beasts are things of legend and song. Giants, dragons, and other terrible creatures inspire pure awe when seen, as if myth has stepped from the voice of a fireside story and into reality. Those few who claim to have seen such beasts are regarded as mad or at the very least liars; and those who provide proof are suddenly treated with awe and reverence.

✠ BRINGING THE HEROES TOGETHER

The Hero's Journey is a game about a group of adventurers. They're a team, a fellowship, a band of allies. Whenever possible, character creation should be done as a group. This way players can work together,

feed off one another's excitement, and naturally develop connections between their characters. An important thing to remember is that the player characters should be united in one way or another and have a sense of shared trust between them. After all, going out to explore dangerous places filled with horrible monsters isn't exactly something you'd do with another person who you didn't trust.

This isn't to say that the player characters are all best friends. Conflicts of ideology and priority can make for interesting roleplaying and a character may be predisposed to certain stereotypes depending on their character, but in the end, the *players* need to trust each other at the gaming table to know that even if their characters don't like one another or have struggles, that no one is going to leave each other hanging when things get tough.

Connections between characters can be anything. From two characters being family or childhood friends, to friendly rivals, to everyone working together for the same employer—the reasons they're all adventuring together are endless. They don't even have to begin as friendly. Maybe a knight has a young burglar as their ward because the burglar is on parole in return for service to the knight's noble order. Sure, these two characters are going to begin from a place of distrust, but through roleplaying and putting their lives in each other's hands the characters could learn important lessons from one another.

It is important for players and their characters to begin the game with some common ground and a basis of trust. It contributes to a positive gaming experience for everyone at the table.

✧ DESIGNING ADVENTURES

Before the player characters can begin their path to glory, the Narrator needs to design an adventure. The simplest way to do this is to think about a location where they'd like to set most of the adventure: most often a dangerous locale full of vile monsters and ancient riches. This can be a large tomb corrupted by eons of sleeping evil, a wild woodland filled with mysterious fey creatures, an ancient cavern populated by light-hating creatures strange and unseen, or any number of other locations that seem like they'd be fun to explore.

The Narrator should feel free to look to their favorite fantasy films, comic books, and novels for inspiration. Start with something familiar and build from there, taking it in new directions.

For example, John is the Narrator for a game that's coming up in a few days. He sits down to brainstorm ideas for his exotic location. He starts by thinking of some of his favorite fantasy stories and looking to them for inspiration. After a moment, he recalled *Lord of the Rings* and begins to recall some of his favorite scenes.

John particularly liked the dwarven mines featured in *Fellowship of the Ring* and decides he wants to set his adventure in an abandoned dwarven mine. After thinking for a few minutes, John moves beyond the idea that the dwarves became greedy and were destroyed by goblins and demons. "What if," John thinks, "the dwarves found their gold and didn't want to give it up? What if the dwarf king began practicing evil magic to extend his life beyond its natural limits? What if it drove him to hoard it forever?"

John writes down notes as his thoughts come. He decides that the obsessed dwarf king eventually turned his own subjects into terrible undead warriors who lived in the darkness of the mines for centuries, shambling about and growing in power as the evil magic of their master consumed them.

John likes what he has. The dwarf mine has monsters such as undead dwarves, a legendary adversary for the player characters to face in addition to the king and a great reward if the players are successful because they'll be able to potentially recover the king's hoard of gold and jewels.

But if these old legends are unknown to the world, how does he get his player characters to explore the mine? After thinking for a few minutes, John decides that a nearby village recently rediscovered the mine after an earthquake and has begun exploring it and even mining some of the ore there. But miners have been disappearing and the local magistrate is at a loss for what to do. Rumors of shambling beasts and strange, unholy noises are heard near the mine's entrance at night. Without the mine, the village has little to trade with passing merchants and the town's economy could collapse.

The magistrate offers a reward to anyone willing to brave the mines, rescue the workers, and stop whatever took them. Without a few heroes, there is no hope for the villagers.

Now John has a location, a history, and a motivation for his player characters. He begins sketching a map of the mine and populating it with monsters, traps, and riches to entice the heroes, all leading to

an epic confrontation between the player characters and the greedy dwarven king.

So now the player characters either face an ancient evil that has been reawakened or they may well perish in the darkness beneath the earth. A *Hero's Journey* indeed.

✧ DEVELOPING LEGENDARIUMS

The Hero's Journey is meant to be more than just a series of disconnected adventures that players participate in every session. Each adventure should leave a hook connecting to the next one and as the player characters grow in power from questing heroes to living legends, the story of their rise to greatness should grow as well. These connected adventures form a story arc, commonly called a legendarium.

Narrators shouldn't feel like they have to design the storyline of their entire legendarium all at once; in fact, doing so can often be detrimental to the game because it creates a storyline that's very linear and can remove the player characters' sense of free will. After all, they're playing in a game, not reading a novel.

Instead of designing an entire legendarium before the first character is made, when the Narrator has finished running an adventure, they should look at any plot threads that may be left hanging. Perhaps the player characters discovered a magical item and are curious to learn more about its history and power, or they found a treasure map that leads beyond the edges of the known lands. Perhaps the villain escaped, and they must continue pursuing the vile foe to a new and dangerous location. Maybe the NPC who tasked them with the original adventure has further need of their services.

By creating bridges between adventures and allowing one adventure to build up to another, a Narrator can create a natural sense of an ongoing narrative and a greater story at play. Players can more easily invest in this evolving saga, building relationships with reoccurring supporting characters, starting to feel at home in the villages and towns they help protect, and growing to despise that reoccurring villain who they've thwarted over and over, but never quite defeated.

✧ CHALLENGING THE PLAYERS

The Hero's Journey is a game where combat is a dangerous undertaking and quite likely to get those involved killed. Both players and Narrators should remember this before leaping blindly into battle. That's not

to say that combat should be absent from a legendarium—far from it. The epic clash of swords or watching a few brave warriors face off against a terrible dragon, are staples of the fantasy genre and an important part of *Hero's Journey*.

But even a 10th level character is only a few steps from death. While they might be able to handle the spears and arrows of some blood-thirsty orcs, the greater monsters of the world such as giants, dragons undead knights, and terrifying sea beasts can destroy an entire adventuring company with little effort. When players enter battle, they need to think carefully, plan their tactics and prepare—even then, victory is not assured.

On the other side of that, the Narrator should not go out of their way to kill the player characters. There is a fine line between challenging the characters and overwhelming them and it can take a few sessions of being the Narrator to find that balance. For your first few game sessions ease your players and their characters into things. Perhaps fudge a few dice rolls behind a screen or shield and reduce the damage taken from a lucky sword strike or perhaps the player characters stumble upon a cache of magical healing potions at just the right moment. You don't always have to coddle your players just to keep them alive, but when you find the balance between fun and danger everyone at the table has a better experience.



chapter Eight

MENAGERIE

Player characters face off against all manner of creatures dark and terrible throughout their adventures. From legendary creatures like Goblins and Elder Wyrms to weird and exotic beings like Drowning Spouts and Frost Fangs, this chapter provides the Narrator with a diverse collection of monsters they can use as adversaries, allies, and NPCs through the course of the legendariums and adventures they design. Remember, not all creatures are meant to be faced in combat and clever roleplaying can turn an inevitable battle into a satisfying interplay between the player characters and a strange being.

The following is a quick reference guide for how to read monster descriptions:

Defense: Defense is explained earlier in the rules for combat in *Chapter Five: Playing the Game*.

Endurance: Endurance is a measure of how long a creature or monster can survive in combat. Whenever a creature is targeted by a successful attack, the damage of that attack is reduced by their Reduction Value, while the remainder is deducted from their Endurance total. Unless a creature is stated to be immune from a certain type of damage, all successful attacks inflict at least a single point of damage off the creature's Endurance. Unlike player characters, when a monster is reduced to zero Endurance, it is slain.

Reduction Value: Some monsters have particularly tough hides or commonly wear armor, represented in their Reduction Value. This functions exactly as described in the *Chapter Five: Playing the Game*.

Attack Modifier: All monsters have an Attack Modifier, just like player characters. It functions in the same manner, adding to any attack rolls made against their foes.

Attacks: Attacks lists the number of attacks a monster has and the damage they inflict.

Special: Special is just a flag for the Narrator that serves as a reminder that a monster has a special ability.



Move: Move is the monster's movement rate and is handled like it is for player characters.

Saving Throw: Like the player characters, all creatures have a Saving Throw. It is the number on the d20 the monster needs to equal or exceed to avoid a threat or lessen its effect, just like player characters. In most instances, creatures make a Saving Throw to resist or reduce the effects of a spell. In addition, if a creature ever needs to make an Attribute-based Saving Throw or Despair Saving Throw use the value listed here.

Despair Rating: This is a measure of how threatening, dangerous, and in some cases, supernaturally terrifying a monster can be. If a creature's Despair Rating is five points higher than the level of the player character, then that player character must make a Despair Saving Throw upon first encountering the creature per the Overwhelming Evil description found on page 79. This is also a good measure of how dangerous a creature is when the Narrator is trying to create a challenging encounter for their players. In the cases of monsters that are not horrific or terrifying by nature, the Despair Rating can instead reflect other unearthly qualities that would leave mortals in awe or reverence at the majesty and strangeness of the being before them.

✧ AVIANS

Black Flyer

Defense: 12

Endurance: 25

Reduction Value: 3

Attack Modifier: +5

Attacks: Bite (2d8)

Special: Flight, Piercing Cry, Unnerving Presence

Move: 4 (Fly: 4)

Saving Throw: 13

Despair Rating: 6

Long and terrible, these ebony-scaled beasts are some terrible amalgam of four-legged serpent and demonic bat-like beast with wings that span almost fifty feet. With large, yellow eyes and a maw of razor-sharp teeth capable of snapping a man in two with a single snap, legends say that Black Flyers were crafted in ages past by fell magic and spread out of shadowed lands to plague the world. They crave the flesh of humans and elves and are sometimes taken as mounts by Shade Lords and Death Knights.

Black Flyers are gleefully merciless predators and often let a Piercing Cry fill the air as they move to devour their prey. All who hear the cry must make a Despair Saving Throw or they are unable to act for 1 full combat round as they cower and quiver in fear. If a target makes their Despair Saving Throw to resist this ability, they cannot be affected again for 1 day.

Simply being within 30 feet of a Black Flyer causes a creeping, uneasy feeling to fall on any creatures not already sworn to the service of darkness, even if they have already succeeded in or are not required to make a Despair Saving Throw. Such beings must make another or be riddled by a kind of lingering, fearful sense of panic. While within 120 feet of this Unnerving Presence, they suffer a -2 penalty on all attack rolls.

Black Flyers are almost always solitary.

Giant Bat

Defense: 11

Endurance: 8

Reduction Value: 1

Attack Modifier: +2

Attacks: Bite (1d4)

Special: Blind Sense, Drain Blood, Flight

Move: 1 (Fly: 4)

Saving Throw: 17

Despair Rating: 2

These massive, bloodthirsty mammalian creatures are more hostile than their smaller cousins. Though not normally aggressive, if cornered

or starving, they sometimes prey on creatures as large as a halfling or human. When a Giant Bat bites their target, they latch on and proceed to Drain Blood, automatically inflicting 1d4 points of damage each round. In addition, because of their natural ability to echolocate, Giant Bats have a Blind Sense which enables them to function in complete darkness—even magical darkness.

Giant Bats are typically found in caves or other dark places in colonies ranging in size from 3 to 18 (3d6).

GRIFFON

Defense: 11

Endurance: 35

Reduction Value: 2

Attack Modifier: +7

Attacks: Bite (1d8)

Special: Flight, Griffon Etiquette

Move: 4 (Fly: 8)

Saving Throw: 11

Despair Rating: 8

Majestic and haughty, Griffons have a furred, golden hind of a lion and the foreclaws and head of an eagle. They reside in loft cliffside nests, most often feeding on large mammals native to their mountainous homeland. Though silent, Griffons are surprisingly intelligent and seem quite able to understand the speech of humans and elves. Griffons are not predatory towards most sentient beings, but demand respect. Any beings who approach them without bowing are likely to be attacked before the Griffon departs, insulted. In addition, in the rare instance that a Griffon permits a landlocked mortal to even touch them, the mortal must ask permission to do so first and the Griffon offers its approval with the slightest nod. Breaking the silent, unwavering etiquette required to interact with a Griffon leads to an attack, and those who blatantly insult a Griffon face their full ire.

Griffons only become genuinely aggressive towards most travelers when defending their nests or their young. In exceedingly rare cases, Griffons submit to being a mount to one who has proven themselves to be both worthy and able to treat the Griffon with the appropriate respect. Should a Griffon's egg ever be recovered whole and a buyer can be found (most likely in the form of a high-level ranger or wizard), it should fetch a high price indeed.

While often solitary, Griffons can sometimes be found in mated pairs or small flights ranging in size from 1 to 4 (1d4) members.

Harpy

Defense: 12

Endurance: 15

Reduction Value: 1

Attack Modifier: +3

Attacks: Talons (1d6)

Special: Flight, Siren Song

Move: 2 (Fly: 6)

Saving Throw: 15

Despair Rating: 4

Framing the alluring and voluptuous form of a nude female is a terrible visage wracked with malice and a body that, from the waist down is covered in dirty vulture feathers and wicked talons. These are Harpies, the bane of sailors and travelers for generations. From rocky perches on wayward shorelines, they sing their terrible and beautiful song in hopes of drawing foolish seafarers from the safety of their ships or dazzle them long enough to swoop down upon them and devour the lust-struck beings in hopes of slaking their own lust for human flesh and fresh blood.



When Harpies see a ship on the horizon or travelers draw close to their island lairs, they sing a song of enchantment that causes all who hear it within 120 feet to fall under their spell. Targets within range must make a Saving Throw or become enamored of the creatures. Enamored individuals simply stand in rapt awe of the Harpy's song, taking no action, save to move closer to the creature that has entranced them, regardless of any danger. With their victims fully enamored, the Harpies either descend en masse to tear them limb-from-limb with razor-sharp talons or bid them to step into the sea, where they drown and wash up on shore so their corpses may serve as a grisly meal. However, Harpies are terrible cowards, and if reduced to one-half of their maximum Endurance they almost certainly flee combat.

Harpies almost always live in flocks that range in size from 3 to a dozen (3d4), though occasionally they do live a solitary existence on forgotten archipelagos.

High Hawk

Defense: 12

Endurance: 60

Reduction Value: 3

Attack Modifier: +12 **Attacks:** Claws (2, 2d10 each) or Bite (3d10)

Special: Binding Grasp, Flight, Keen Eyesight

Move: 4 (Fly: 12)

Saving Throw: 7

Despair Rating: 12

High Hawks, which some call Great Eagles or Roccs, are truly massive avians capable of scooping up people, horses, and even elephants with their massive talons. Measuring 40 feet from beak to tail feathers with wingspans that surpass 100 feet, High Hawks appear to most beings to be truly gargantuan versions of mundane hawks or eagles. Their sharp vision allows them to spot something as small as a coney while aloft high in the sky, and while they do not normally prey on humans or other sentient species, they are swift to attack any being they see wantonly destroying or burning the natural landscape. Because of this fierce desire to protect nature, they have a hatred of goblins.

When they do enter combat, High Hawks can attack once per combat round with either their massive, razor sharp beak while on the ground or twice per round while in flight with their grasping talons. If the High Hawk chooses, after making a successful attack with its talons against a creature no larger than an elephant, it can choose to clutch the creature in its Binding Grasp. Such a creature is unable to move or act and is held fast unless they make a Might-based Attribute Save at Disadvantage.

High Hawks are quite intelligent and capable of speaking the languages of many varied species, including the tongue of birds. Other, smaller birds regard them with the respect typically given a noble and they expect similar treatment from landlocked mortals. They rarely bother themselves with the affairs of the ground, though heroes, powerful wizards, and others that show themselves to be respectful and of a goodly heart may find sudden and unexpected aid from a flight of High Hawks. Though not covetous, High Hawks have an appreciation for meticulously crafted jewelry and many who have earned aid from them often return later with specially crafted jewelry that is sometimes worn by the great avians.

High Hawks are solitary, though sometimes appear in mated pairs.

Manticore

Defense: 11

Endurance: 35

Reduction Value: 3

Attack Modifier: +6

Attacks: Bite (1d8), Sting (1d6, plus 2d6 poison), and Tail Spikes (6, 1d6 each)

Special: Flight, Dark Vision, Poison Stinger, Tracking

Move: 4 (Fly: 3)

Saving Throw: 11

Despair Rating: 8

This ravenous beast dwells in the darkest parts of the untouched wilderness, driven by its desire to taste flesh. Manticores appear as a terrible amalgam of several deadly predators. They have the leanly muscled body of a lion whose mane frames the twisted and cruel face of a fanged man. Where a tail should be is the segmented stinger of a scorpion, surrounded by long, dagger-like spikes. Finally, sweeping bat-like wings sprout from its shoulders seeming to perpetually wrap the thing in shadows which allow it to take flight.

Manticores typically make their lair in shallow caves found in the deepest forests where the soil is untouched by sunlight. Masterful trackers, if they catch the scent of humans or human blood, they sometimes stalk their prey for days—though they most often hunt at night. Their keen dark vision permits them to see in total darkness to a range of 120 feet, while their sharp sense of smell means they are only surprised on a 1 on 1d12 and they can track their prey with a 75% chance of success in most cases.

When a Manticore finally strikes, it does so savagely and without fear. Manticores use Flight to their advantage, taking to the air and attacking by hurling up to 6 of the spikes that grow from their tail in a single round. These spikes have a range of up to 60 feet. If driven to melee, Manticores attack each combat round with both their fearsome bite and their stinging, poisonous tail. This tail can be used to attack foes behind the Manticore and at its flank while savaging a separate foe with its fang-filled mouth. In addition to inflicting 1d6 points of damage, the stabbing tail injects a poison that inflicts an additional 2d6 points of damage, though the victim can make a Saving Throw to completely avoid this poison damage. Manticores typically have 24 spikes on their tail. They regenerate 6 spikes per day.

Manticores are almost always solitary, except when mating and are especially fierce if discovered in their lair and protecting their cubs. Manticore cubs, if taken near birth, can be raised to serve as companions and mounts by an extremely dedicated animal husband—but their savagery and craving for flesh can never be completely quelled.

Raven

Defense: 16

Endurance: 2

Reduction Value: 0

Attack Modifier: +1

Attacks: Bite (1 point)

Special: Flight, Mimicry, Speech

Move: 1 (Fly: 4)

Saving Throw: 19

Despair Rating: 0

These large black birds can be found in the wilderness, on farmlands, and even in large cities. They seem almost ever-present, as comfortable in the untamed places of the world as they are in the civilized realms. Ravens are sometimes taken as companions by rangers or wizards and can be trained to serve as messenger birds. Patient handlers have even taught them mimicry and voice repetition. Not normally hostile, they only fight when cornered and instead prefer to flee from any threats they may face.

In truth, Ravens are part of their own unique society and communicate using their own language, as well as learning a great many tongues of other beings. They are as intelligent as any human, and often a bit wiser. Ravens rarely teach their speech to others, save as a boon in return for some great service. Learning the Raven tongue is no easy task either and can take years to master. Nevertheless, in ancient days it is said that Ravens acted as messengers and allies to both elves and dwarves, and it is possible that some lingering vestiges of that alliance remain in the current era.

If a traveler has proven to be kindly to natural birds and beasts it is possible that a Raven may speak to them—offering some secret that comes down from ancient days or is simply an important event to which they were the only witness when foolish humans thought no one was listening.

Though sometimes solitary, Ravens are more often found in a congress of anywhere between 2 and 24 (2d12) members.

Stirge

Defense: 14

Endurance: 4

Reduction Value: 0

Attack Modifier: +0

Attacks: Sting (1d4)

Special: Flight, Smell Blood, Suck Blood

Move: 1 (Fly: 5)

Saving Throw: 18

Despair Rating: 1

Whether crafted by some foul alchemy in ages past or a strange avian bred by horrible husbandry, Stirges now plague many wild places of the world as some terrible crossbreed between a bloated thrush and a bloodthirsty mosquito. In flocks as large as a dozen, they burrow into trees or rocky burrows where they nest until the scent of blood draws them forth to feast. Once awakened, Stirges swarm their prey, zipping to and fro to overwhelm the target before swooping in to plunge their needle-like beaks into exposed flesh. Once attached, they remain impaled on their target until their bodies are bloated and corpulent from a fresh feeding.

Stirges can automatically smell blood to a range of up to 120 feet and home in on the source, allowing them to attack a previously injured foe in complete darkness without penalty. Once a Stirge has made a successful attack, its beak remains in the target and automatically inflicts damage on their action every round of combat. Stirges typically drink for 1d6 rounds before becoming full and either returning to their nest or simply flying away.

Stirges are always found in large flocks that range in size from 5 to 30 (5d6), and often the area surrounding their nest has one or more corpses of previous victims lying nearby completely drained of blood.

✠ COMMON FOLK

Guard

Defense: 14

Endurance: 6

Reduction Value: 3

Attack Modifier: +1

Attacks: By Weapon

Special: None

Move: 4

Saving Throw: 19

Despair Rating: 0

Guard is a general term used for soldiers, sellswords, and town guards. They are typically armed with a short blade, a spear, and a dagger. They most often wear a hauberk and carry a small shield. Most are ordinary men and women, simply trying to make a living. Their personalities

and motivations are as diverse as the kindred people of the world. This information may be modified to reflect more experienced warriors at the Narrator's discretion and non-human Guard often have various benefits and restrictions of their Lineage available to them.

Guards rarely operate alone and are instead found in groups ranging from 4 to 10 soldiers (2d4+2).

Noble

Defense: 10 **Endurance:** 5 **Reduction Value:** 0

Attack Modifier: +1 **Attacks:** Long Blade (1d8)

Special: Voice of Command

Move: 4 **Saving Throw:** 19 **Despair Rating:** 0

Nobles reflect aristocrats, courtiers, and the well-to-do. They are often haughty, but not combative by nature. However, they are often well-trained in basic military tactics and can order anyone in their command to fight with more skill, granting any allies within 120 feet +1 on all attack and Saving Throw rolls if they opt to issue commands instead of fighting.

Nobles rarely travel alone, and instead typically have an entourage that includes anywhere from three to 12 bodyguards (1d10+2). They are as diverse in their motivations as any individual, whether seeking to do the right thing by their subjects or simply out to gain power for themselves. Though not armored, most Nobles carry a long blade—even if only for ceremonial purposes.

Peasant

Defense: 10 **Endurance:** 5 **Reduction Value:** 0

Attack Modifier: +0 **Attacks:** By Weapon

Special: Fight For Home and Family

Move: 4 **Saving Throw:** 19 **Despair Rating:** 0

These are everyday people; farmers, merchants, craftsmen, and the like. They do not wear armor or carry weapons more than a dagger or cudgel, but they are the backbone of every civilized part of the world. Though as diverse as any of the kindred people, most Peasants become quite fierce when defending their homes and loved ones and if cornered and directly doing so against a threat, they receive +1 on all attack rolls, Saving Throws, and damage rolls.

Peasants may have additional abilities depending on their Lineage and can be found in numbers ranging from 1 to several thousand in a large settlement.

Robber

Defense: 14

Endurance: 5

Reduction Value: 1

Attack Modifier: +1

Attacks: By Weapon

Special: Ambush

Move: 4

Saving Throw: 19

Despair Rating: 0

Robbers are a blanket description of any brigands, thieves, and cutpurses that may be encountered. They are often nefarious and driven by a petty desire for wealth. Specializing in catching targets unawares, they increase the chance of a target being surprised by +3 if they have prepared an ambush. Most carry small shields and wear

a simple jerkin for protection, wielding whatever weapons they can steal or fashion.

Robbers almost always operate in small bands that range in size from 3 to as many as a dozen (3d4). They are typically a cowardly lot and flee when a battle appears to be turning against them or try to negotiate a deal ensuring their survival.



✧ DEMONS

Imp

Defense: 13

Endurance: 15

Reduction Value: 3

Attack Modifier: +3

Attacks: Tail Sting (1d4, plus lethal poison)

Special: Cause Mischief, Flight, Insight of the Wise, Invisibility, Poison, Weapon Immunity

Move: 2 (Fly: 4)

Saving Throw: 14

Despair Rating: 5

Standing between a foot and 18 inches tall, Imps are petulant, gleefully malicious demons that delight in causing pain and suffering in mortals. They most often appear as black or red skinned elfin creatures with cat-like eyes, long pointed tails, bat-like wings, and sharp, wicked grins. Despite their apparent mirth, Imps are lesser slaves to greater demons. When found in the Mortal Realm, they have either escaped their greater masters or been summoned by petty spellcasters.

Imps prefer to avoid combat whenever possible, often remaining invisible for extended periods to avoid detection. They can manifest at-will and are able to cast *Insight of the Wise* three times per day. When unable to flee combat, they attack with the poison sting of their tail. Natives of the Mortal Realm struck by their sting must make a Saving Throw or they fall into painful convulsions for 1d6 rounds during which they are unable to act as they spasm and scream in pain before dying. Despite their fear of combat, Imps are immune to damage from weapons that do not have the Blessed or Demon Bane Aspects.

Instead of fighting, Imps seek to Cause Mischief by speaking with mortals and sowing lies and doubt. Anyone who is foolish enough to listen to an imp's screeching double-talk and tittering laughter for three rounds must make a Saving Throw. Those that fail fall under a lingering sense of dread and doubt that serves as a distraction. This mischief causes them to have Disadvantage on their next 1d4 rolls, though they can only be a victim of this ability once per day.

Imps long to be free of service from their demonic masters and seek to bind themselves to mortal wizards. Wizards foolish enough to enter into a contract with an Imp finds an "ally" that always follows the letter of any command given, but perpetually act to undermine the true intentions of their "master."

Imps are found on solitary jaunts to the Mortal Realm, in the service of wizards, or under the thrall of other demons.

LORD OF FLAME AND SHADOW

Defense: 13

Endurance: 60

Reduction Value: 7

Attack Modifier: +12

Attacks: Flaming Aura (1d6), and Blazing Sword (2d8), and Fiery Whip (2d6)

Special: Dark Vision, Fear Aura, Flaming Aura, Flight, Spell Immunity, Weapon Immunity, Weapon Traits

Move: 4 (Fly: 4)

Saving Throw: 4

Despair Rating: 15

In the Celestial Realm, where beings of perfect virtue sing into existence all that is good into the world, there once dwelt a choir of angelic beings gifted with grace and power beyond the ken of mortal beings. But they grew haughty and proud, seeking to control the lesser beings of the world and for their hubris they were cast from the Celestial Realm and sent to dwell in the deepest flaming pits of the Abyss. There they were corrupted by eternal darkness and endless flame until their essence became something composed solely of flame and shadow. Though now made to be creatures of the Abyss, they hated their new abode and have ever sought to escape and destroy the kindred heritages of the world, whom they blame for their downfall.

Their true name is so powerful that it is said were it spoken by mortal lips that mortal would be ripped apart and their soul forever damned. Thus, to humanity they are only known as Lords of Flame and Shadow. Scant few rare and terrible times, these unfathomable beings have escaped from their Abyssal prison and set their wrath upon the world. Though a mere fragment of their true essence and power, Lords of Flame and Shadow appear to mortal eyes to be great humanoid beings that stand twice the height of a man, their bodies perpetually burning and forever surrounded by an endless void of darkness. From their backs spring great wings of flame, and their monstrous faces are crowned with a curling, forever burning horns. In their right hand they wield a sword of damned souls forged into a cursed blade that wails and cries as they are consumed but never undone. In their left hand, they hold a great flaming whip of thorns that ends in wicked, barbed tendrils. To see one in the mortal realm is to know the certainty of death and the futility of hope.

Any being with a maximum Endurance of 35 or less, or characters lower than 7th level who sees a Lord of Flame and Shadow has Disadvantage on their Despair Saving Throw when first encountering the Lord of Flame and Shadow. Those with 36 or more Endurance, or of 7th level or higher must still make their Despair Saving Throws, but

do not suffer Disadvantage. Lords of Flame and Shadow are immune to Apprentice and Journeyman spells. This lesser magic simply has no effect on them. In addition, only weapons with the Demon Bane or Blessed Aspects can damage them in battle. Lords of Flame and Shadow can see perfectly in darkness to a range of 120 feet.

Once a Lord of Flame and Shadow enters battle, it fights with gleeful mercilessness, fire and hate consuming everything around it. All combustible materials within ten feet of the Lord of Flame and Shadow immediately ignite. In addition, any living being within that radius suffers 1d6 points of damage from the intense heat and licking flames that surround the demon. The Lord of Flame and Shadow attacks twice each round—once with its massive flaming sword and once with its long, fiery whip. In addition to the damage inflicted by their sword, any target struck by this terrible blade must make a Saving Throw or their body is wreathed in flames and they suffer 1d6 points of damage for the next three rounds. Attacks from its whip, though less damaging, are no less dangerous. In addition to the damage suffered from the fiery whip, any creature struck by the whip must make a Saving Throw or become entangled in its flaming thongs. Entangled creatures cannot move or attack, though they can still speak. Each round they are entangled, they suffer 1d6 points of damage from the perpetually burning thorns of the whip.

Lords of Flame and Shadow are always solitary, save on the rare occasion when lesser, fearful beings worship them as living gods or when foolish sorcerers make suicidal bids for power to summon and bind them to their will.



Succubus

Defense: 15

Endurance: 30

Reduction Value: 4

Attack Modifier: +6

Attacks: Bite (1d4) or By Weapon

Special: Charm Person, Darkness, Flight, Limited Polymorph, Weapon Immunity

Move: 4 (Fly: 5)

Saving Throw: 13

Despair Rating: 6

Sometimes mistaken for vampire brides, a Succubus is a type of demon that corrupts mortal souls by drawing upon their physical lusts. Though the term Succubus has the implication of being female, Succubi can appear as any gender they desire. Their most well-known form is that of a scantily clad, voluptuous female with a sultry smile on her face and massive black bat-like wings springing from her bare back. This is a bit of a misnomer, however. Succubi can appear in any humanoid form they desire, though it is always a physically attractive version of that creature. To change form, a Succubi simply needs a single round in which they are unobserved and in complete darkness.

Traditionally, Succubi corrupt their targets using a devilish, inherent sorcery in an effort to convince the target to surrender to overwhelming sexual desire. While this is certainly the most usual form of desire implanted by these creatures, many Succubi often use their wiles to implant the brutal desire for warfare and bloodshed, or a deep avarice in a target. To ensnare an individual, the Succubi simply speaks to, gestures suggestively, or does some other motion to attract the attention of a being that would find the Succubi (in its current form) to be physically attractive. The target must then make a Saving Throw or peacefully approach the Succubus. Typically, the Succubus then whispers its corrupting desires into the target's ear and seal the enchantment with a kiss. If the target can be physically restrained from approaching the Succubus, they may make a new Saving Throw each round.

Once the Succubus has implanted their suggestion, the target acts on it in a way that they believe to be the most successful, using their full resources and faculties to achieve that end. This enchantment remains in place until the task is complete, though the target is entitled to a new Saving Throw for every week they are away from the Succubus unless the Succubus can renew the enchantment with a new kiss.

Succubi prefer not to engage in physical combat themselves, instead surrounding themselves with thralls and servants. If forced into battle,

they defend themselves with a fanged bite until the first opportunity to flee presents itself. They enshroud themselves in a globe of magical darkness 20 feet in diameter once per day and typically use this when making their effort to escape. They are immune to damage from weapons unless those weapons have the Blessed or Demon Bane Aspects.

Succubi are solitary, but rarely found alone. Instead they are usually surrounded by a plethora of lesser creatures serving as their thralls and protectors.

Usurer

Defense: 11

Endurance: 18

Reduction Value: 1

Attack Modifier: +4

Attacks: By Weapon

Special: Infernal Contract, Weapon Immunity

Move: 4

Saving Throw: 15

Despair Rating: 5

Like the Succubus, a Usurer appears to be an attractive humanoid, most often of Lineage described in *Chapter Two: Lineages*. They are always sharply dressed, impeccably groomed, and well-spoken—though often with the slightest hint of their demonic nature, like a brief flash of red in their eyes or the faintest hint of brimstone when one draws close. Their most common guise is that of a rich merchant or charming noble, though they can shapeshift into any humanoid form they like when alone—as long as that form is considered appealing. They, again like Succubi, prey on the desires of their victims. But instead of enchanting their victims to give into base desires, the Usurer entices an individual into a mystically binding contract in return for their immortal soul. While a master manipulator that endlessly twists words, a Usurer is forbidden from telling an absolute falsehood. Instead, they artfully twist the truth.

Those foolish enough to talk with a Usurer will be offered something they truly desire. The Usurer is within its powers to accomplish any task up to and including restoring the dead to life. The greater the favor, the greater the cost. A small favor, such as “tell me the way out of this cave” may require a seemingly innocuous favor that undoubtedly has greater consequences later. A massive favor, such as “restore my dead friend to life” likely costs the foolish mortal their soul. The nature of the Usurer’s bargain is limited only by what is appropriate to the Narrator’s legendarium.

If forced into combat, a Usurer always attempts to flee, typically by distracting its adversaries through the endangering of innocents. They can only be injured by weapons with the Blessed or Demon Bane Aspects. If a Usurer is slain or somehow outfoxed in a bargain, it is banished back to the Infernal Realm for a century.

✠ DRAGONS

Basilisk

Defense: 10

Endurance: 30

Reduction Value: 4

Attack Modifier: +6

Attacks: Bite (2d4)

Special: Petrifying Gaze

Move: 4

Saving Throw: 13

Despair Rating: 8

While some debate whether a Basilisk is a true creature of dragonkind, none can doubt the horrible legends that surround them. These long, serpentine creatures slither about on their gray-scaled bellies in search of fresh meat to devour. Up to 15 feet long, they are as big around as a human. Their snake-like heads are marked by a pair of flashing yellow eyes and curved, dagger-like fangs. They are not particularly intelligent, though they are possessed of a low, predatory cunning. Once they discover signs of living prey, they dart to and fro with surprising speed, eager for a fresh kill.

All who look upon a Basilisk risk catching its flashing, putrid gaze and being forever encased in stone. When engaged in melee combat with a Basilisk, the attacker must make a Saving Throw every round or risk making eye contact with the beast and being turned to stone. Ranged combat is slightly less dangerous, with Saving Throws being made with Advantage as long as the attacker avoids getting within 10 feet of the creature. Unfortunately, a rare few Basilisks inject a lethal venom when they bite. Being bitten by these rare few requires the victim to make a Saving Throw as poison courses through their veins, killing them in 1d6 rounds. Only about 5% of all Basilisks are venomous, though there is no visual cue or obvious sign of this.

Basilisks are sometimes kept as pets by powerful wizards or Elder Wyrms. Though they seem to crave living flesh, it is uncertain how exactly they consume foes they have turned to stone—or if they even do at all. Some say they draw sustenance from the very fear of their frozen and poisoned enemies in their last moments of death.

Cockatrice

Defense: 13

Endurance: 10

Reduction Value: 1

Attack Modifier: +3

Attacks: Bite (1d4)

Special: Death Gaze

Move: 2

Saving Throw: 16

Despair Rating: 4

Many legends persist around this strange beast that has a serpentine body that runs about on two chicken-like legs and has the head and wings of a rooster. Some say they are created when a rooster egg is reared by a toad, while others claim they are a strange crossbreeding of the wyvern and the basilisk. The true nature of their origin remains unknown. In addition, it is unknown how they reproduce, only that they are often found nesting in dark, untouched woodland places where they aggressively attack any who intrude upon them. Those they slay with their terrible gaze are soon devoured, leaving them to make these nests from the bones and fragments of the slain.

Should a Cockatrice turn its gaze upon a mortal being that gets within thirty feet of it, that poor victim must make a Saving Throw or immediately be stricken dead on the spot. Fortunately, Cockatrices are loud, crowing and fluttering about on their flightless wings. They only surprise those who approach them on a 1 on 1d12. Legends say that the beak of a Cockatrice can be powdered and brewed into a potion capable of restoring a petrified being to life.

Cockatrices typically live in small groups of 3 to 6 (1d4+2) and fiercely defend their lairs against any and all intruders.

Elder wyrm

Defense: 10

Endurance: 150

Reduction Value: 12

Attack Modifier: +16

Attacks: Bite (4d10) and Claws (2, 3d8 each) and Tail Swipe (2d6)

Special: Breath Weapon, Dragon-Avarice, Flight, Loose Scale, Serpentine Gaze, Vainglorious.

Move: 4 (Fly: 8)

Saving Throw: 4

Despair Rating: 15

In the earliest ages of the world, when deeds and creatures both glorious and terrible ruled, in a time before the coming of men, or elves, or even the fey, there existed creatures now only regarded as myths and legends that faded into oblivion with the passage of time. The first, last, and greatest of these creatures was the Elder Wyrms. It is



not known whether any still exist in the world today, or indeed if they ever existed. In fact, many scholars think Elder Wyrms to be nothing more than a bedtime story told to scare children into behaving by particularly wicked parents.

The truth is that Elder Wyrms, the greatest of dragons, do exist. Most slumber in the deep and forgotten places of the world, passing the centuries in a long rest atop mounds of treasure that would put even the richest kingdoms of men to shame. Should they be stirred from rest, their brutality and malice would lay nations to waste and likely spell the end to any being unfortunate enough to be caught in their path.

Elder Wyrms are great and terrible dragons whose bodies are upwards of three hundred feet in length and weighing several thousand tons. Their bodies are covered in glittering scales harder than any metal known to modern smiths, and when their wings are spread it can seem as to blot out the light of the sun. Indeed, the very sight of an Elder Wurm is enough to cause even the hardiest warrior to throw down their blade and flee the battlefield in terror.

Should some brave and foolish company of heroes or would be tomb robbers discover an Elder Wurm's lair and try to engage the creature in battle, it is almost certain death. When engaged in combat, an Elder Wurm has a veritable arsenal at its disposal. Elder Wyrms most often make their lairs in the great treasure vaults of ruined kingdoms or lost dwarvish strongholds, but when forced into battle they take flight immediately if possible, to gain mobility and a tactical advantage. From the air, an Elder Wurm lays waste to entire cities by breathing a gout of incinerating fire. The horrible creature breathes this deadly flame in small puff that covers an area with a fifty feet radius, or it can leave a trail of fire as it moves across the sky, consuming all the land beneath it flames with a column as long as they move within a round and twenty feet wide. Those caught in these flames must make a Saving Throw or be instantly turned to ash or burnt to blackened bone by this impossibly hot inferno. Those that succeed in their Saving Throw still lose 5d6 Endurance. If a would-be target is wielding a large shield, they receive Advantage on this Saving Throw. It is a small gift that the Elder Wurm is only capable of producing this flaming blast three times per day.

If forced into melee combat, the Elder Wurm is no less deadly. Its long, muscled neck can reach to a distance of up to twenty feet to make an attack with its toothy maw capable of snapping a man in two. Its two claws are like wickedly curved swords and can reach out to cover

a distance up to ten feet from its body. Those who foolishly believe they can flank or ambush an Elder Wyrms would do well to avoid its massive, sweeping tail, which can swipe at targets up to thirty feet away its body and strike anyone between itself and the tip of its tail in a long, bone crushing arc. Most terrible of all is that the Elder Wyrms can attack with all these natural weapons in a single combat round—though if it makes a bite attack it cannot also breathe fire.

Elder Wyrms often seem as invincible gods and they expect to be treated as such. They are prone to flattery and if a presumptuous invader of their lair is given the opportunity to pay homage to their magnificence through excessive praise or to engage them in a particularly clever game of riddles, then that foolish tomb robber may keep themselves alive for a few precious minutes. When a character attempts to flatter or engage an Elder Wyrms in a game of riddles that character makes a Bearing-based Attribute Saving Throw with Advantage. If this Saving Throw is successful, they have managed to pique the Elder Wyrms's interest and may engage it in conversation for one minute. After a minute, if they wish to hold the Elder Wyrms's attention they must make another Bearing-based Attribute Saving Throw, this time without Advantage. After two minutes, the foolish flatterer must make a Bearing-based Attribute Saving Throw, now with Disadvantage every additional minute that they continue the ruse. Failure means the Elder Wyrms loses interest and is likely to become hostile—or at the very least idly consume the silver-tongued intruder as a small snack.

If an Elder Wyrms decides it would like to toy with its prey, it can attempt to lock a single target in its Serpentine Gaze. As an action, the horrible beast can hold any creature within sixty feet in its terrible gaze. Any creature held under these terrible eyes must make a Saving Throw or stand stupefied and unable to act for as long as the Elder Wyrms maintains eye contact and for an additional 1d4 rounds afterwards. If the Elder Wyrms attacks or performs any other significant attack, the gaze is broken, though the lingering stupefaction remains.

Elder Wyrms have often faced centuries or even millennia of warfare and carnage, and even their armor is not truly impenetrable. At the Narrator's discretion, an Elder Wyrms may have a missing or loose scale—a literal chink in their armor. Discovering the location of this loose scale is no easy task. A character must state they are looking for such a weakness and then make an Insight-based Saving Throw with Disadvantage. Success reveals the location of the loose scale. Attacks made that target the area of weakness suffer Disadvantage

and depending on the loose scale's location (as determined by the Narrator) may only be possible with a ranged weapon. If such an attack is successful, it ignores all the Elder Wyrms Reduction Value and inflicts double damage.

Finally, and possibly the most destructive ability of an Elder Wyrms, is the overwhelming sense of greed and pride their overwhelming avarice sets upon any who see their great treasure hoard. This Dragon-Avarice is an enchanted miasma of the mind and any mortal being that sees the great treasure hoard amassed by an Elder Wyrms must make a Saving Throw or become slowly consumed by a lust to claim the beast's treasure as their own. They dwell on this wealth night and day, slowly becoming consumed with fierce lust for gold and a growing sense of paranoia that their once trusted allies are secretly planning their demise to claim the treasure for themselves. After a few hours, a victim of Dragon-Avarice is unable to benefit from Relaxing Around the Campfire and gains no bonuses from being the target of a yeoman's Promise. In addition, the affected character attempts to lay claim to any and all riches encountered by the party and is likely to become violent if those around them do not bow to their new sense of entitlement and lust for wealth.

Lindworm

Defense: 10

Endurance: 40

Reduction Value: 5

Attack Modifier: +8

Attacks: Bite (2d8) or Poison Breath (3d8),
and Constrict (1d6+4)

Special: Constriction, Poison Breath, Shed Skin

Move: 4

Saving Throw: 11

Despair Rating: 9

It is said that some mothers-to-be fall under a terrible curse at the moment of conception. Whether this is because they bargained with a witch to conceive, fell under an enchanted miasma, or simply drew the ire of the Fey, their day of greatest joy becomes a day of horror. These cursed mothers give birth to twins; although one is born as a small, twisted serpent. Most often, these serpents are cast into the wilderness and never spoken of again. Forgotten and abandoned, they grow into great and terrible beasts with impenetrable scales of black and red. Hateful at their abandonment, though as sharp witted as any mortal, they live in the deep forests of the world and devour any who stumble in their path. They are Lindworms.

Often a Lindworm grows to maturity and chooses to plague the castles and villages of its birth parents, and even the generations that come to exist after them. They often have a hatred for their twin. This loathing allows them to spew forth a sickening gas capable of filling an area with a 30 feet radius. Any beings caught in the belched sickness must make a Saving Throw or immediately begin coughing as a hot, burning pain fills their lungs. They suffer Disadvantage on all attacks, Archetype abilities and Attribute Saving Throws while in the cloud in addition to losing 3d8 points of Endurance. It can spew forth this horrible cloud once per day.

Though over 20 feet long, the snake-like body of the Lindworm is agile and swift, capable of constricting a foe in addition to attacking once per round with its bite. A successful attack roll allows the Lindworm to constrict a single man-sized target. Once constricted, a victim can take no other action other than to attempt a Might-based Attribute Saving Throw to break free. Each round of constriction inflicts 1d6+4 damage. The Lindworm can still bite any foes while constricting another.

During battle, a Lindworm can shed one of its many layers of scales to flee battle. On its turn in the initiative order, a Lindworm can reduce its Reduction Value by one point to immediately move 80 feet, in addition to any other actions. It can only do this once per round and cannot reduce its Reduction Value below 0. These shed skins are often valued by wizards and other strange beings as spell components or magical trophies, though the Narrator determines their specific properties. A shed skin takes one week to regrow.

Though hostile to mortals, it is said that a Lindworm can be appeased or even returned to its human form if shown compassion and somehow scrubbed of its many layers of scales and bathed in blessed milk. It is said that should someone showing compassion and true love to the wretched beast can bring it to contentment and return the creature to its mortal form.

Wyvern

Defense: 14

Endurance: 35

Reduction Value: 3

Attack Modifier: +7

Attacks: Bite (1d8) and Poison Barb (1d6)

Special: Flight, Poison Barb

Move: 2 (Fly: 4)

Saving Throw: 12

Despair Rating: 8

Wyverns are small compared to other draconic beasts, measuring around 10 feet from beak to their wickedly barbed tail. Unlike other

dragons, Wyverns have a curved, bird-like beak, which they use to tear and rend meat or attack foes. They are no more intelligent than other predatory beasts and though they are capable of a shrill cry, they do not speak. They walk on two thin, scale-covered legs that end in short claws and amble about awkwardly, preferring to travel by flight using their broad, bat-like wings. What truly marks the Wyvern as deadly is the spiked barb at the end of their tail, which drips with a deadly poison. They can attack with both stinger and bite in a single combat round. Though the stinger itself can inflict a potentially mortal wound, it also injects a deadly venom that kills its victim in 1d6 rounds unless the target makes a successful Saving Throw.

Wyverns typically lair in shadow caves and cliff fissures, living solitary lives or mating briefly with another to foster a clutch of between 3 and 10 (1d8+2) eggs, which they watch over until grown to adulthood. Both Wyvern barbs and eggs are rare and can be sold for a significant amount of wealth if recovered, providing an interested buyer can be found. They are extremely aggressive and territorial, often attacking any perceived invader without provocation.

✠ ELEMENTAL ENTITIES

Drowning Spout

Defense: 14

Endurance: 24

Reduction Value: 2

Attack Modifier: +4

Attacks: Slam (1d6)

Special: Drown, Surprise

Move: 0 (Swim: 4)

Saving Throw: 15

Despair Rating: 5

A Drowning Spout is the corrupted essence of a slain Nymph, left to fester and corrupt in a once protected pool of water. Where the bound Nymph was soul sworn to protect formerly hallowed waters, after a particularly brutal death the blood of the slain Nymph corrupts the once tranquil pool into a stagnant mire that houses this broken spirit which has become something terrible and violent. When a Drowning Spout reveals itself, it rises as a pseudopod of murky liquid to smash and drown any who would dare disturb its watery home.

Because they are invisible until rising to attack, Drowning Spouts increase their chances of surprising foes by three during the first round of combat. If they make a successful attack, the victim of this attack (in addition to suffering damage) must immediately make a Saving Throw or begin to drown (as described on page 88). The Drowning

Spout can choose to attack a different foe but must cease attempting to drown their current target. Drowning Spouts move swiftly through the water but are incapable of traveling on land. They are always solitary, most often residing in once-blessed pools deep in the woods or in long corrupted fountains of long abandoned ruins and dungeons.

Dryad

Defense: 12

Endurance: 10

Reduction Value: 2

Attack Modifier: +2

Attacks: By Weapon

Special: Befriend the Fool, Cloud Memory, Natural Harmony

Move: 4

Saving Throw: 17

Despair Rating: 4

Dryads are nature spirits bound to ancient trees that often take the form of beautiful elfin women wearing clothing of leaves and bark. They are nonviolent by nature, seeking to enchant any creatures who endanger the great tree to which they are bound through magical means or subterfuge. When confronted by wanderers or intruders that pose a threat to their home, the Dryad attempts to lay an enchantment upon the invader that functions exactly as the *Befriend the Fool* effect described in the *Breathed in Silver* spell on page 92, with two exceptions. The Saving Throw made to resist this effect is done with Disadvantage and should the target fail their Saving Throw they are bound under the spell's effects for a year and a day. During that time, the Dryad often entices their target to travel to a faraway realm long distant from their sacred tree. After the enchantment wears off, targets must make an additional Saving Throw. Those who fail cannot recall much of their time under the enchantment, save for vague memories of a beautiful forest and equally beautiful woman. It is all but impossible to recall details of the tree's location or the Dryad's appearance.

Should a Dryad encounter mortals acting in defense or good faith towards their forest and their beloved tree, they can draw up to four individuals "into" the tree. In truth, the Dryad is pulling them into a small pocket of Fairie whose portal is the tree itself. There, they can rest and recover from their wounds while remaining completely hidden from the mortal realm. This gift of concealment and defense is given in only the rarest of circumstances and only to those of whose intentions they are certain.

Dryads are incapable of traveling more than one mile from the tree to which they are bound, but while within those borders they move through the woodlands in absolute silence and leave no signs of their

passage. If ever forcibly removed from this area, the Dryad must make a Saving Throw each day or die as their connection to the physical personification of their essence diminishes. If forced into physical combat a Dryad is typically armed with nothing more than a simple quarterstaff or dagger, which it is loath to use. Dryads are always solitary.

Kobold

Defense: 13

Endurance: 5

Reduction Value: 2

Attack Modifier: +1

Attacks: Small Pickaxe (1d4)

Special: Cave-in, Dark Vision, Detect Ore, Earth Walk, Knocking, Unerring Direction

Move: 3

Saving Throw: 18

Despair Rating: 1

Appearing as tiny, wizened men with wrinkled faces, long beards, skin the color of ash, and often carrying lanterns that give off a cold blue light, Kobolds are believed to be creatures native to the deepest mines of the world. Though they stand barely more than two feet tall, wary miners fear them for their ability to cause calamity in a mineshaft or passage. Kobolds walk through stone as easily as others walk through air, stepping into and out of it with ease. In fact, it is believed that somewhere deep within the stone are massive villages of Kobolds lit by eerie blue lights. Though a few miners tell tall tales about such places, no one has ever reported seeing such a place with their own eyes.

When threatened, Kobolds typically step into the stone.



Here they cannot be injured and can avoid confrontation. If forced to fight, they defend themselves with their small (but sharp) pickaxes, though they are loath to engage in physical confrontation. Instead, they most often step into the stone and then attempt to cause a cave in. They can, after concentrating for 1d6 rounds, cause a 30 square foot area of stone to collapse in a mining passage. This is potentially deadly, inflicting 3d8 on all who are caught in the collapse—though victims may make a Saving Throw for half damage. But Kobolds are not always malicious, and if treated kindly by miners and explorers they often knock on the very stone in which they are hiding to guide lost spelunkers back to the surface.

Kobolds can detect veins of precious ore to a range of 120 feet and never get lost in the mines. They can see in perfect darkness and through stone to a range of 120 feet and travel in groups ranging in size from 3 to 12 (3d4). Sometimes dwarven and human miners leave Kobolds offerings of precious metal to appease them, though whether this has any effect is unknown.

Nymph

Defense: 12

Endurance: 15

Reduction Value: 0

Attack Modifier: +0

Attacks: Drowning (See Below)

Special: Drown, Enchant Mortals, Water Affinity

Move: 4 (Swim: 4)

Saving Throw: 16

Despair Rating: 3

Nymphs are water spirits that appear as beautiful elfin women clad in translucent gossamer gowns near pools of water undisturbed by mortal incursion. They are sometimes confused with Dryads, but unlike their earthen counterparts, Nymphs usually have translucent blue eyes and blue or sea green hair. But, like Dryads, they are tied to a physical location in the wilderness. Nymphs are bound to pools, lakes, and waterfalls, which they are sworn to protect from incursion from mortal interlopers.

Nymphs do this by smiting all who look upon them with their unearthly beauty. All who look upon a Nymph must make a Saving Throw or become immediately smitten with this strange water spirit. The victim falls completely in love with the Nymph, as if in a swoon. Their movement is halved and they will not attack or become aggressive unless they themselves are attacked. Once a Nymph has a mortal under their spell, they can either bid the mortal leave their beloved pool or, more often, they bid the victim join them in the depths of

their watery domain. Victims under the enchantment willingly enters water too deep for them to cross, and blissfully begin to drown (per the drowning rules described on page 88). These poor enchanted fools drown unless they are saved by their allies and are doomed if they have stumbled upon the Nymph while they are alone.

Nymphs themselves can move as easily through water as on land and can breathe water. They carry no weapons and if forced into physical conflict they flee to deep parts of the watery domain they protect or seek to enchant their attacker. They are always solitary. There are some legends that say that a Nymph herself occasionally falls in love with a true hearted mortal who stumbles into their domain, though the truth of these stories cannot be verified.

Salamander

Defense: 14

Endurance: 20

Reduction Value: 2

Attack Modifier: +4

Attacks: Bite (1d8), Inflamed Body (1d6)

Special: Immune to Fire and Heat, Inflamed Body, Salamander's Disease

Move: 4 (Climb: 4)

Saving Throw: 15

Despair Rating: 5

These large newt-like lizards are orange or red in color, with flickering yellow eyes. They are aggressive and territorial and radiate an aura of extreme heat. Though not intelligent, they have a predatory cunning and often like to ambush their prey. They are typically the size of a large dog and are usually around four-feet in length. When threatened or immediately prior to attacking their prey, a Salamander can wreath itself in flame. All Salamanders are immune to damage from heat and fire, so much so that they are even capable of walking through lava without injury.

In addition to being aggressive and territorial, Salamanders are capable of poisoning natural resources. A Salamander can slither into a fruit or nut bearing tree, or into a well filled with potable water and sleep there for a night to lay such a poison. At dawn, the Salamander slips from the tree or from the well and returns to its lair. Trees afflicted with the Salamander's poison continue to produce fruit or nuts, though they have a sharp and acrid taste - as does any water which the Salamander has poisoned. This false bounty offers no sustenance and those who consume it remain unnourished. These consumers must make a Saving Throw one day after eating or drinking the poisoned food or water. Those that fail lose 1d6 Endurance each day to the

Salamander's Disease, which cannot be healed as they wither and die. The only known way to cure this wasting disease is to slay the offending Salamander.

Salamanders, as befitting their fiery nature, lair in warm, rocky regions such as volcanic caverns, hidden hot springs, and desert hideaways. When confronted, they inflame themselves and attack with a fierce bite. Standing within ten feet of a Salamander that has inflamed itself inflicts 1d6 points of damage each round and the individual must make a Saving Throw or any easily combustible items on their person suddenly go up in flames. This is in addition to the Salamander's ferocious bite, which it does not hesitate to use.

Salamanders are almost always solitary, though on rare occasions they may be guarding a clutch of unhatched eggs. In these circumstances they are exceptionally aggressive.

❧ EQUINES

Centaur

Defense: 11

Endurance: 20

Reduction Value: 1

Attack Modifier: +4

Attacks: Kick (1d8) or by Weapon

Special: Charge, Friend to All Horses

Move: 6

Saving Throw: 15

Despair Rating: 4

Centaur is a legendary creature with the torso, arms, and head of an athletic human set upon the torso and legs of a majestic horse. They run free through the woodland realms and grassy plains of the world, merry and joyful. Centaurs are the Lords of All Horses and protect and defend both wild equines and domesticated mounts. They can speak the whispering tongue of horses and instantly befriend all hippogriffs, horses, and unicorns, they encounter. They regard most mortal kindreds with suspicion until that stranger has shown both the centaurs and any horses they are with the proper respect, often through bowing low and offering supplication.

Though they prefer singing and contests of athletic prowess to battle, Centaurs do not hesitate to enter physical conflict if necessary—especially in defense of their beloved equines, which they protect mercilessly. Centaurs fight most often with spears and short bows. When attacking with a spear, if a Centaur has enough room, they charge their foe by

galloping at least ninety feet in a straight line towards the chosen target. If a charging attack hits, it inflicts double the normal damage of whatever melee weapon they are wielding.

Centaurs can bear a human-sized rider, though only do so in the direst circumstances. They believe acting as a beast of burden is beneath them in most cases. They have a fondness for elves (whom they regard as kindred protectors of nature) and halflings (whom they see as a merry little people), though they dislike changelings. Centaurs maintain no villages or settlements. Instead they perpetually travel as a band under the command of a dominant colt. These bands range in number from as few as 5 to as many as 30 (5d6).

Hippogriff

Defense: 11

Endurance: 16

Reduction Value: 1

Attack Modifier: +3

Attacks: Bite (1d4) and Claws (2, 1d6 each)

Special: Flight

Move: 4 (Fly: 8)

Saving Throw: 16

Despair Rating: 3

It is believed that Hippogriffs were created long ago by the union (whether magically or naturally) of a horse and a griffon. They have the head, foreclaws, and wings of an eagle, but the body and hind legs of a horse. Though independent and skittish of most creatures they encounter, if their trust can be earned through patient, respectful treatment and acts of kindness, it is said that Hippogriffs are easy to train as mounts. Legends even speak that a dedicated animal husband can fully train a Hippogriff to bear rider and saddle in only a month.

Hippogriffs build nests like birds, but do so in high, rocky places such as cliffsides and mountain peaks. Their sharp vision allows them to spot small game, such as coneys and even the occasional goat, to serve as meals. They tend to ignore and avoid travelers and outsiders, save when they are protecting a clutch of eggs during mating season. During that time they may become aggressive and attack unprovoked if someone draws too close to their nest. They are known for having sharp eyes, appropriate to a beast with the head of an eagle.

Hippogriffs are solitary except during mating season, when they pair up until eggs are laid and both parents act as guardians until these eggs hatch several weeks later.

HORSE

Defense: 11

Endurance: 8

Reduction Value: 0

Attack Modifier: +1

Attacks: Hoof (1d4)

Special: None

Move: 6

Saving Throw: 19

Despair Rating: 0

These statistics represent a traditional riding or work horse. Horses can be trained to serve in war, or as messenger steeds, and are found both across the civilized world and in untamed lands where they roam wild. Trained warhorses receive a +2 bonus on any Despair Saving Throw they make and can attack with their hooves when commanded to do so by a rider. Any rider using a lance to attack from astride a warhorse that has moved at least 30 feet in a straight line that combat round rolls double the lance's listed damage on their attack.

Riding horses flee combat at the first opportunity to avoid danger, while wild horses tend to avoid outsiders and suspicious beings all together. Wild horses can be found in bands of 5 to 30 (5d6), particularly in untouched open plains where they can run and graze.

NIGHTSTEED

Defense: 12

Endurance: 25

Reduction Value: 3

Attack Modifier: +5

Attacks: Bite (1d8) and Hooves of Iron (2d6)

Special: Dark Vision, Speed of the Shadow, Unnerving Aura

Move: 6

Saving Throw: 14

Despair Rating: 6

These strange black horses are bred in Blighted Lands by evil beings to serve as steeds of war. Unlike natural horses, Nightsteeds are not troubled by the presence of demons, fey, or undead creatures. In fact, many of the most powerful undead often use them as mounts when charging into battle or as swift messengers on dark errands. Years of being reared in corrupted realms and set under vile enchantments have made them something unnatural and terrifying. Other natural beasts, especially horses, are nervous in their presence or flee from them if given the chance.

Nightsteeds can see perfectly in both natural and magical darkness to a range of 120 feet. In addition, when traveling under the darkness of a moonless night, the Nightsteed's movement rate is doubled. Finally, the Nightsteed's aura of fear causes all creatures within 240 feet of a Nightsteed to suffer Disadvantage on any Despair Saving Throws they must make.

The black-maned mounts are not discovered in the wild and are always in the service of an evil master. Whether serving as the courier of a lesser toady at the command of a greater master, or the grand and vile war steed of a horrific Death Knight or Vampire, they are almost always found alone and have no place in the natural world. When their dark masters guide them into battle, Nightsteeds eagerly participate in the bloodshed and carnage, rearing and smashing foes with hooves shod with heavy (and often enchanted) iron shoes and biting and ripping at exposed flesh with their teeth.

Unicorn

Defense: 10

Endurance: 20

Reduction Value: 3

Attack Modifier: +4

Attacks: Horn (1d8)

Special: Beauty of Perfect Innocence, Charge

Move: 8

Saving Throw: 15

Despair Rating: 6

Unicorns appears as white steeds of surpassing beauty with a spiraling, golden horn rising from their forehead. They always radiate an aura of pure innocence, often dwelling in Blessed Lands untouched by evil. They can immediately and perfectly sense the presence of evil beings to a range of 240 feet, and typically flee when such horrors of perceived. Unicorns can pass through wild terrain without any hindrance from naturally growing obstructions. In fact, if they dwell for a season in a wild place and are undisturbed, the entire area around them becomes a Blessed Land (see page 87) simply by their presence. Legends say that should a Unicorn meet a maiden of perfect virtue, they will serve such a lady as their loyal steed and friend.

Unfortunately, it is also said that the Unicorn's horn is possessed of great magical properties and many evil wizards and demonic sorcerers seek to slay a Unicorn and carve the golden horn from their head for their own dark spells. When a Unicorn is slain, it stains the land for miles around and within a season all that is good withers and dies. This causes such an area to become a Blighted Land.

If for some reason a Unicorn is forced into combat and unable to flee, they attack by charging their foe and attempting to stab with their magical horn. This attack ignores the target's Reduction Value and inflicts double the normal listed damage if the Unicorn moves at least 30 feet in a straight line towards the target before making an attack. Unicorns are solitary creatures, gathering only one night a year on the Spring Equinox to mate.

✧ FEY

Brownie

Defense: 17

Endurance: 5

Reduction Value: 2

Attack Modifier: +1

Attacks: Tiny Weapons (1d4)

Special: Fey Immunities, Industrious Worker, Invisibility

Move: 4

Saving Throw: 19

Despair Rating: 1

On the rare occasions that they are glimpsed by the mortal eye, Brownies appear as wizened, diminutive creatures, naked save for the thick brown hair that covers their head and bodies. Smaller than halflings, they dwell in the hidden places of rural homes or farms and only come out at night while mortals are sleeping. During the night they do all manner of chores and labor to assist with the running of the household. This can range from simple tidying up to tending to farm animals and anything in between. By dawn, they have vanished back into the secret places of the house or disappear back into Fairie entirely—none can honestly say which.

Brownies take pride in their work, which they do gladly—so long as it is appreciated. A household blessed with the presence of a Brownie is expected to leave regular offerings for their little helper. In most cases a cup of cream, or some honey, or a sweet cake suffices every so often. However, the pride of a Brownie can easily turn to wrath. If a Brownie is ever seen doing its work, if its work is ever criticized, or if the Brownie is left a set of clothing, they immediately and forever abandon the home they once served and never return. In rare instances they may become violent and undo their previous work or even damage a house. In a single evening, a Brownie can thresh an entire field of wheat, destroying the crop, or wreck all the furniture in a home, or set free all the livestock.

Brownies are always solitary and if forced into a physical conflict, they turn completely invisible and attack with tiny hand tools to serve as weapons. They have Advantage on all Saving Throws made to resist spells cast by mortals and can see perfectly in both natural and magical darkness. Regardless of who the attacker is, attacking a Brownie causes it to abandon the home they once served if they are attacked on the home's grounds, though like many other Fey they can only be damaged by weapons with the Cold Iron or Blessed Aspects.

Fairie Dragon

Defense: 17

Endurance: 10

Reduction Value: 2

Attack Modifier: +2

Attacks: Bite (1d4)

Special: Breath Weapon, Flight, Invisibility

Move: 3 (Fly: 4)

Saving Throw: 17

Despair Rating: 2

Not true dragons, Fairie Dragons nevertheless resemble their namesakes due to their serpentine bodies and their shimmering, rainbow scales. Unlike traditional dragons, Fairie Dragons are exceedingly small—rarely larger than a common house cat—and their wings are made of gossamer like that of a butterfly. They are merry little pranksters and delight in playing harmless practical jokes on mortals. Fairie Dragons often spend long spans of time in the Mortal Realm and if they encounter an equally merry mortal (or one in dire need of not being so self-important), they “adopt” that mortal. They regard that mortal as a boon companion, though hopelessly incapable and always in need of both their aid and mirth. Fairie Dragons are fully capable of speech and often know many languages.

Fairie Dragons hate physical combat and if attacked or forced into a physical confrontation, they use their breath weapon, which sprays forth a cloud of beautiful, molting colors that has a radius of twenty feet. All mortals caught in this breath weapon must make a Saving Throw or fall into a deep, enchanted slumber for 1d6+4 hours. Once their foe is disabled, or if that foe cannot be disabled, the Fairie Dragon turns invisible (which it can do once per day) and flees. Though not prone to a traditional dragon's greed, Fairie Dragons do value shiny objects and twinkling baubles, regardless of their actual wealth.



Fairie Dragons are most often found in wild, untouched wilderness, and are always alone. Their eggs are laid and hatched in Fairie and never found in the Mortal Realm.

Fetch

Defense: 16

Endurance: 20

Reduction Value: 2

Attack Modifier: +4

Attacks: Claw (1d4) or By Weapon

Special: Fey Traits, Imperfect Copy, Midnight Swiftiness, Unnerving Presence

Move: 5

Saving Throw: 15

Despair Rating: 5

A Fetch is a duplicate of a mortal sometimes left behind when a poor man, woman, or child is stolen from the Mortal Realm and taken into Fairie. Their bodies are woven of cast-off twigs, rags, and leaves that are combined with Fey magic and rise to existence with all the memories of the individual they duplicate. Because Fey are incapable of truly understanding a mortal mind, Fetches often act imperfectly. Some act slightly awkward or off in social situations, or perhaps they do not blink, or some seem incapable of regulating the volume of their voice properly on occasion. Regardless of their subtle strangeness, one thing is a certain sign of a Fetch: Naturally occurring beasts are always uncomfortable or nervous around a Fetch, seeking to flee their presence.

Fetches enter existence attempting to properly mimic their mortal copy and that mortal's life, but as their strangeness causes increasing problems they inevitably become embittered with their efforts and after a few weeks they seek to ruin the life of their mortal copy through means that begin with subtle machinations and inevitably become more and more aggressive. Many Fetches even degenerate into horrible criminals and mass murderers if they go undiscovered.

When they are discovered, Fetches become violent before looking for an opportunity to flee into the wild and find their way back to Fairie. They can wield any weapon in combat, save those having the Cold Iron or Blessed Aspects. In addition, Fetches are capable of remarkable speed, though only in the hours between midnight and dawn. During this time, they may perform twice the normal number of actions in a combat round and their Movement Rate is doubled.

Fetches are always solitary and should two Fetches randomly encounter one another they make an active effort to distance themselves from each other to lessen their chances of discovery.

Fey Cat

Defense: 17

Endurance: 5

Reduction Value: 1

Attack Modifier: +1

Attacks: Claw (1d4)

Special: Acrobatics, Steal Essence

Move: 4

Saving Throw: 18

Despair Rating: 3

Fey Cats are indistinguishable from their mundane counterpart, save for one subtle element: Mundane cats avoid them and flee in their presence. In most cases, they appear as robust and healthy example of the species. Fey Cats are native to Fairie and occasionally cross into the Mortal Realm while hunting prey or wandering. It is only after dwelling in the Mortal Realm for a season or more that they begin to show signs of wasting and sickness. This is because Fey Cats gain no nourishment from food and drink found in the Mortal Realm. To avoid starvation, Fey Cats must feed on the magical essence found only in mortals.

Fey Cats do this in one of two ways. Most often, they ingratiate themselves to a mundane family and survive by sitting on or near a sleeping baby and stealing its breath as it sleeps. This causes the child to slowly waste away and die as the Fey Cat becomes healthier and more robust. It takes anywhere from a few days to two weeks for a Fey Cat to drain a newborn unto its death (2d6+2 days), but they do have one other means of survival. Some Fey Cats are lucky enough to encounter a wizard, or more often, a bard. They ingratiate themselves to that spellcaster and attempt to tag along and act as a pet and companion to that individual.

Each night, while the spellcaster sleeps, the Fey Cat curls up next to or on the chest of their victim. As the evening passes, the Fey Cat slowly “draws out” one spell slot from the caster and consumes it, permanently reducing the number of spells that the bard or wizard can cast each day. It takes the Fey Cat one week to draw out an Apprentice slot, one month to draw out a Journeyman slot, and one year to draw out a Master slot. Once lost, these slots can only be regained by making a bargain with a Fey Queen—a dangerous matter in and of itself.

If discovered, Fey Cats flee as quickly as possible. If forced to fight, they have remarkably sharp claws for their size and are extraordinarily agile. They can leap a distance equal to their Movement in lieu of remaining landbound. They are also capable of climbing at the same speed. They are always solitary and tend to react poorly or with hostility if they encounter another of their own kind.

Fey Consort

Defense: 13 (or 17 with a Small Shield)

Endurance: 25

Reduction Value: 5

Attack Modifier: +7

Attacks: Long Blade (1d8+3)

Special: Queen's Inspiration, Rally the Company, Swift Attacker

Move: 4

Saving Throw: 12

Despair Rating: 8

Sometimes called "Fey Knights," a Fey Consort is a being who was once a mortal, but they were drawn into the Realm of Fairie and claimed by a Fey Queen as her lover. Having shared bed and board with a Queen of Fairie, they are now forever changed and not entirely human. Fey Consorts can be of any mortal species and after living near their beloved Queen, they become unnaturally beautiful examples of their people. Their body becomes physically honed, their features seem to shift ever so slightly to make them appear more beautiful, and the light around them always seems to catch their features perfectly.

Most Fey Consorts serve their Queen loyally as a kind of knight, either riding across Fairie in errantry, or simply serving to entertain her during the strange festivals the fey hold. On the rare instance that the fey go to war, Consorts become personifications of courtly beauty. Clad in perfectly polished armor of silver, with matching sword and lance, they ride into battle to defend the honor of their Queen.

Once a Consort has proven their loyalty beyond a doubt, their Queen may grant them permission to wander from her presence or even make temporary excursions into the Mortal Realm. Unfortunately, some Mortal Consorts return only to fall in love with a beautiful stranger they encounter, thus drawing the ire of the Queen and her retinue down upon both Consort and stranger.

When Consorts enter battle, either in tournaments to honor their Queen or on the battlefield, they are always clad in shining plate armor of the finest fey craftsmanship and wield equally impressive weapons—both of which are often enchanted. Impressive in their own right when charging into battle astride their noble steeds, Fey Consorts become truly awe-inspiring when in the presence of the Fey Queen they serve. As long as the Fey Consort is within 360 feet of the Fey Queen they serve and can see her, they receive Advantage on all attack rolls and Saving Throws. In addition, a Fey Consort can Rally the Company of all their allies just like a warrior once per day. Finally,

because Fey Consorts are so well-trained and swift in battle, they may attack twice each combat round.

Fey Consorts are found alone in most cases, though small warbands or squads of bodyguards ranging in size from 5 to 10 (1d6+4) can be found in times of war and when escorting their Queen. Numbers ten times higher than that can be found during the great festivals and jousting tournaments sometimes held in the high courts of Fairie.

Fey Queen

Defense: 14

Endurance: 100

Reduction Value: 5

Attack Modifier: +10

Attacks: By Weapon

Special: Behold and Despair, Blessing and Binding, Inspiring Presence, Majesty of the Fey Court, Spellcasting

Move: 4

Saving Throw: 5

Despair Rating: 15

Some claim there is one great Queen of Fairie who rules over all Fey who dwell in that realm. Others claim that there are two Fey Queens, one of the Seelie Court and another of the Unseelie Court, and they trade rulership each year at Summer Solstice and Winter Equinox. Still others believe that there are four Fey Queens, each who rule a single season. Maybe all these beliefs are true and maybe they are all merely myths. The singular truth in all these stories is that a Fey Queen is among the most powerful entities in all Fairie, and to draw her ire (or her affection) can lead to far worse things than death. Fey Queens are as cunning and proud as cats, and twice as capricious. They can be negotiated with, flattered, or supplicated to, but they have little compassion or concern for mortal lives and mortal problems. Nevertheless, more than one Fey Queen has been undone by a clever mortal's promise or by falling in love with a "lowly" human.

A Fey Queen is rarely found outside her own court deep within Fairie. Within her court, she is very nearly a divine entity. Within her own court, she has Advantage on all attack rolls and Attribute Saving Throws, and normal Saving Throws. In addition, those who sup at her table and drink her wine suffer Disadvantage on all attack rolls, Attribute Saving Throws, and normal Saving Throws while in attendance at her court.

Beautiful and terrible beyond imagination, any mortals within 120 feet of her that have already succeeded in their Despair Saving Throw may be forced to make a new Despair Saving Throw with Disadvantage if she Invokes Ire as an action. In addition, a Fey Queen is capable of

casting the following spells at will, though she can only cast one spell per combat round: *Breathed in Silver*, *Friend to Birch and Beast*, *Errant Pilgrim*, *Guided by Wiser Wills*, *Glamour Unbound*, *Insight of the Wise*, *Lingering Starlight*, and *Paramnesia of the Fey*. When she commands it of an individual, they must always speak words of truth to her unless they make a successful Saving Throw.

Though she does not often engage in physical combat herself, a Fey Queen is always surrounded by an armed guard of at least 5 to 10 (1d6+4) Fey Consorts as well as retaining the services of other dangerous fey mercenaries like Redcaps. When she commands these allies in battle, all within 360 feet of her find themselves more capable in battle, gaining a +2 bonus on all attack rolls, damage rolls, and Saving Throws as they fight in the service of their queen. Even in battle, a Fey Queen is nigh invincible and often wields weapons with powerful enchantments laid upon them. In addition, weapons cannot harm a Fey Queen unless they have the Cold Iron or Blessed Aspects.

Finally, a Fey Queen can lay the Blessing and Binding of Fairie on a mortal if she so chooses. The Blessing of Fairie grants them Advantage on all Saving Throws made to resist spells tied to the Fey and Fairie, including spells and magical abilities used by the Fey. The Binding of Fairie magically binds a mortal to be her servant under pain of death and madness. Those who break their binding with the Fey Queen lose one point from their Weal Attribute every day until they have made amends with the Fey Queen. Should their Weal ever drop below 3, they are driven permanently mad and vanish into Fairie forever. Both effects remain active on a mortal for a year and a day and are usually provided at the same time, as a mortal swears service to a Fey Queen in return for this blessing.

Hag

Defense: 10

Endurance: 35

Reduction Value: 3

Attack Modifier: +6

Attacks: Claw (1d6)

Special: Cauldron's Brew, Lay Curse, Masquerade, Sisterly Bond

Move: 4

Saving Throw: 13

Despair Rating: 9

Though they are natives of Fairie, Hags prefer to dwell in the Mortal Realm. Making their homes in putrid, fallow swamps and Blighted Lands, they weave secret potions, curse pure hearted maidens, and sow chaos and pain for the mortals that draw their attention. Hags appear as corpulent women of surpassing hideousness. Their eyes are

yellow and feral, and their wart covered skin is green and slick. With sharp, hooked noses, and talon like hands they are truly a horrid sight to behold. Hags delight in inflicting suffering on mortals, especially children and those who are pure of heart.

Most Hags make huts of ivy and brambles where they plot the suffering of others. Outside these homes, they keep great cauldrons where they stew up enchanted brews to accomplish all manner of malicious tasks. These brews can have any number of effects as determined by the Narrator, though most often they curse an individual to transform into a hideous creature until they receive true love's kiss, reducing their Bearing to 3. In some cases, they lay a curse upon an individual causing that person to suffer Disadvantage on all their Saving Throws, Attribute Saving Throws, or attack rolls (Narrator's choice) until the curse is broken by accomplishing some impossible task named by the Hag. In addition, Hags can gaze into their cauldron once per week to divine the future for those who pay their price—though the information revealed is always provided in deceptive context and likely to be misinterpreted for the worst. In addition, the price of this portent is often high as the Hag undoubtedly requests a favor from one so foolish as to request it.

Hags can weave an illusion around themselves, appearing as either a withered old woman or a beautiful young maiden. This illusion is nigh undetectable, though often the Hag's mannerisms and voice go unchanged and allow those who pause and take the time to examine the Hag to detect the deception with a successful Insight-based Attribute Saving Throw. This guise is often used to lure children into the swamps where they can be cooked in a Hag's cauldron or to deceive travelers they encounter.

But Hags are truly at their most powerful when at least three have gathered together to combine their power. When three hags are working together, the power of the Hag's cauldron brew increases vastly. Their curse of hideousness now transforms a target into a toad or frog, though the victim retains their intellect and memory. Again, this curse cannot be broken until they receive true love's kiss. Their cursing brew now inflicts Disadvantage on *all* Saving Throws, Attribute Saving Throws, attack rolls, and Class Ability checks until the victim accomplishes an impossible task. Finally, three Hags together do not reveal a portent as it will happen but may instead reveal a false future to their victim—one which they themselves have woven.

Hags avoid physical conflict whenever possible. If forced to fight, they attack with their wickedly clawed fingers. In addition to their general lack of ability in physical combat, they also do not have any of the traditional immunities to mortal weapons and can be killed with perfectly mundane weapons.

Fortunately, most Hags are solitary and are only rarely found as a dire trinity.

Puck

Defense: 16

Endurance: 30

Reduction Value: 3

Attack Modifier: +7

Attacks: Silver Short Blade (1d6)

Special: Befriend the Fool, Fairie Step, Skilled Swordsman, Shapeshifting

Move: 5

Saving Throw: 12

Despair Rating: 9

Appearing most often as a satyr with a charming grin spread across his elfin face, Puck is able to assume the form of any humanoid, beast or bird no larger than a bear nor smaller than a sparrow. He can change from as often as he likes and at any time, as long as there are no witnesses. Whether Puck is a singular fey or the name of a group of fey is unknown, but whenever Puck has been encountered, he always identifies himself as *the* Puck and not *a* Puck. He often goes by the moniker Robin Goodfellow as well. Puck is the consummate fey trickster who delights in pranks and jokes and though these are almost never done with malicious intent, Puck cares little for the consequences of these pranks should trouble or tragedy arise.

Puck is said to be the most charming of all the fey and any who hear him speak must make a Saving Throw or fall under the effects of a *Befriend the Fool* spell as long as they are in his presence. Once under his spell, Puck is capable of convincing targets that they are in love with the sworn enemy of anyone they know. He often uses this ability to weave romantic love between mortals simply to watch the ensuing chaos. Those who accept his jokes in a good nature can possibly earn a favor from the prankster, while those who grow upset inevitably become the target of future mischief. This favor is always minor and usually results in more trouble than it's worth.

He is one of the few fey able to return to Fairie at will, simply by stepping out of view for the blink of an eye. He uses this ability to teleport great distances in the Mortal Realm and to appear and disappear wherever he desires—often to the confusion of mortals. If

forced into battle, he fights as a swordsman with all the abilities of that Archetype. Puck wields a silver short blade (which he conjures from the air) with frightening skill and is immune to damage from weapons that do not have either the Blessed or Cold Iron Aspects. Still, Puck loathes to fight and would instead rather enjoy the company of foolish mortals. As such, Puck can willingly reduce his Despair Rating to as low as 0 whenever he wishes and often does so. He only invokes it to delay battle so that he can make a quick escape.

Puck is always solitary and no one, not even the greatest Queens of Fairie have seen more than one at the same time, though legends persist that he has appeared in two places at the same time across vast distances.

Redcap

Defense: 14

Endurance: 35

Reduction Value: 3

Attack Modifier: +6

Attacks: Bite (1d8) and Pikestaff (1d10) and Stomp (1d6), or Thrown Stones (2d6)

Special: Ambush, Bloodrage, Immune to Mortal Strength, Iron Immunity

Move: 4

Saving Throw: 13

Despair Rating: 8

Redcaps stand a mere 4 feet tall, appearing as grizzled old men with wild blood-stained beards, needle-like teeth set into a mouth too large for their face, and glowing red eyes. They wear blood-soaked woolen caps, dyed in the blood of their enemies. Redcaps delight in hiding in ruins and crumbled castles in hopes of ambushing wayward travelers looking for refuge. They revel in bloodshed and carnage, often celebrating their victory by dipping their beards and caps in the blood of their enemies and then devouring the corpses of the slain.



Redcaps ambush their targets, increasing an opponent's chance of being surprised by +6 due to a strange combination of fey glamour and natural stealth. They sometimes conceal themselves in ruined stone mounds and can hurl rocks at opponents to a distance of up to 60 feet. However, Redcaps always prefer to fight in melee combat where they can get up close and personal. They are amazingly swift in battle, able to attack once per combat round with each of their attacks. Their favorite method of inflicting bloody wounds on their victims is through their vicious bite, though they're also quite skilled at wielding a wickedly sharp pikestaff that has been cut to their size. All the while, they strike out with a heavy stomp of their iron-shod boots in hopes of snapping bones and shattering kneecaps. If a Redcap sees fresh blood, it enters a bloodrage and receives a +2 bonus on all damage it inflicts in melee combat.

Redcaps are a true rarity among the fey in that they are not particularly vulnerable to iron and weapons with the Cold Iron Aspect. In fact, they are immune to Cold Iron weapons, though they can still be harmed by mortal weapons and are especially vulnerable to Blessed weapons. Any opponent attacking a Redcap with a Blessed weapon receives Advantage on their attack roll. Another strange defense Redcaps have is their immunity to the strength of their opponent. Anyone fighting a Redcap does *not* receive a bonus on their attack rolls due to increased Might or any enchantments or magic items that increase their Might.

Though almost always solitary, Fey Queens sometimes hire cadres of Redcap mercenaries to serve in the vanguard of their armies. Because they crave bloodshed more than anything else, Redcaps are difficult to negotiate or parlay with, and only promises of greater bloodshed against other nearby opponents are likely to save a potential target from being their next victim.

Satyr

Defense: 14

Endurance: 20

Reduction Value: 2

Attack Modifier: +4

Attacks: Hoof (1d6)

Special: Pan Pipes, Vanish in the Wild

Move: 5

Saving Throw: 15

Despair Rating: 5

Satyrs appear as ruggedly handsome men with the body and legs of a goat from the waist down and have great curling horns rolling back from their forehead. They have angular, elfin features that give them a mischievous appearance and often sport scruffy beards. Satyrs are always male.

In the realm of Fairie, Satyrs often serve as troubadours in the court of a Fey Queen, but their true joy comes in visiting the Mortal Realm. When visiting, they prefer to dwell in well-traveled forests, where they dance and play their pipes in hopes of attracting the attention of passing travelers. Those who hear the sounds of a satyr's pan pipes must make a Saving Throw or find themselves compelled to dance for as long as the music continues. Unfortunately, Satyrs have little understanding of the power of their music and mortals that spend too long dancing find that their enchanted merriment soon degenerates into lust or even debauchery. A Satyr can play endlessly and without needing to rest from dusk until dawn. Anyone who spends more than an hour under the influence of these pipes will undoubtedly engage in some very unsorted activities. Those who failed their initial Saving Throw upon first hearing the song may make a second Saving Throw before engaging in any lurid activity, though this second roll is made with Disadvantage. When the Satyr finishes playing, the enchantment slowly fades 1d6 rounds later—long enough for the Satyr to flee the scene.

Satyrs can turn invisible at will when in the forested wilderness. They need only step behind a tree, bush, or other natural obstruction. They remain invisible until they either begin playing their pipes or they attack. Like most Fey, Satyrs hate physical conflict. If forced to fight, the swift kick of their hooves from the ends of a pair of stout legs is as dangerous as any cudgel. Like other Fey, they are immune to most mortal weapons and can only be damaged by weapons with the Blessed or Cold Iron Aspects.

Though Satyrs usually act alone, they occasionally gather in groups of as many as six or more to revel.

❖ GIANT-KIN

Fir Bolg

Defense: 10	Endurance: 35	Reduction Value: 4
Attack Modifier: +7	Attacks: Punch (1d8) and Fling (3d8)	
Special: Forest Stealth, Giant Grapple, Healing Poultice		
Move: 5	Saving Throw: 13	Despair Rating: 6

Appearing as large, muscular humanoids with shaggy beards of brown and wearing rags as clothing, Fir Bolgs stand approximately 8 feet tall and weigh around 500 pounds. Fir Bolgs make their home in deep woodland areas untouched by humanity. They sow and tend to the

earth using great bags of fertile soil, helping trees grow to their full strength and spreading spores to encourage the spread of moss and lichen. They are shy of travelers, though not hostile by default. Despite their size and weight, they travel in perfect silence when in the forest and leave no trace of their passing.

When encountered, they are gentle to most travelers despite their frightening appearance and booming voice. In fact, if treated kindly they often lead lost travelers back to a nearby road or help and injured wanderer using a poultice of moss and enchanted mud. This ointment heals 2d6 points of Endurance and most Fir Bolgs carry 1d4 vials of it on them at all times. They are rarely hostile, only fighting when attacked first or when facing adversaries attempting to damage their beloved forest. In combat, Fir Bolgs attack with their great slamming fists. If they make a successful attack with their fist, a target that is man-sized or smaller must make a Might Attribute Saving Throw or immediately be grappled and then flung to the ground like a rag doll or smashed into a nearby tree for 3d8 points of damage.

Fir Bolgs are said to keep great houses of woven twigs, thatch, and leaves in the deepest parts of the woods where small villages numbering no more than ten of their kind make their home. When wandering, they are found alone or in pairs.

Fire Giant

Defense: 10

Endurance: 58

Reduction Value: 5

Attack Modifier: +11

Attacks: Flaming Long Blade (3d10+5), or
Fist (1d8+5), or Thrown Boulder (5d6)

Special: Cleave Metal, Flaming Aura, Hurl Boulders

Move: 4

Saving Throw: 9

Despair Rating: 10

Dwelling in the far southern reaches of the world on the edges of the Mortal Realm, Fire Giants (sometimes known as the Surtr) are gleefully violent monstrosities that celebrate destruction for its own sake. They stand twice the height of a man and weigh well over a thousand pounds with ashen black skin and fiery orange manes and beards. In combat, they favor massive flaming two-handed swords suited to their size. They are scalding hot to the touch and too impossibly heavy for mortals to wield in combat. Though they dwell primarily in places too dangerous for mortal beings, scouting and raiding parties do occasionally venture north and set up camps and outposts in volcanic regions or desert wastelands.

Fire Giants naturally radiate a heat so intense that any being within ten feet of one of them automatically suffers 1d6 points of heat damage unless they have some kind of resistance or immunity. Before charging into melee, Fire Giants typically lay in ambush behind massive caerns of piled stones, which they can hurl a distance of up to 360 feet to devastating effect (5d6 damage). Once in melee, their weapons can melt metal armor with ease. Each time a Fire Giant makes a successful attack with their flaming sword, if their target is wearing non-magical metal armor then that armor permanently loses a point on its Reduction Value as it begins to melt.

When traveling, Fire Giants move in raiding parties between 3 and 6 warriors (1d4+2), and rumors say that great cities of Surtr exist just beyond the southern reaches of the Mortal Realm with obsidian streets, latticed with rivers of magma, and buildings of volcanic rock.



Frost Giant

Defense: 10

Endurance: 50

Reduction Value: 5

Attack Modifier: +10

Attacks: Frozen Spear (3d6+4), or Fist (1d6+4), or Thrown Boulder (4d6)

Special: Frozen Breath, Icy Aura, Hurl Boulders

Move: 4

Saving Throw: 10

Despair Rating: 9

Existing in strange parallel to their southern cousins, Frost Giants (sometimes known as Jotunn) live in north of north, in the frozen reaches of the world. Plodding across snow-cloaked mountain passes and striding through icy wastelands, they hunt any warm-blooded

creatures they can find, from massive polar bears to wayward travelers, to slake a perpetual craving for blood. Hurling deadly spears nearly twenty feet in length and breathing frozen mist as they travel across places where that which is frozen never thaws, they live to see the steam of fresh blood rise to the sky in honor of their prowess in battle. Jotunn stand almost twelve feet tall and can weigh several thousand pounds. Their skin is icy blue and extremely cold to the touch, while their twisted faces are framed by wild, wind-swept beards the color of snow. Their love of the cold means they over travel wearing little more than a loin cloth, with a few pouches at their waist where they stash their plunder or store boulders for throwing.

When Frost Giants do engage in battle, they fight with long spears encased in ice. These spears allow them to make melee attacks with ten feet of distance between themselves and their opponents while still making melee attacks. In addition, if they roll an unmodified 20 on their attack roll, instead of inflicting damage on their opponent the Frost Giant can opt to shatter a non-magical weapon or shield their opponent is wielding. Those able to close the distance and get within 10 feet of a Frost Giant are caught in the nearly frozen air that radiates from them. Each round an individual is caught in this icy aura, they suffer 1d4 points of cold damage and must make a Saving Throw or be forced to choose between moving or performing another action. Finally, though they wield massive spears in combat, Frost Giants sometimes ambush their opponents by hurling massive boulders with a range of 240 feet which can splatter a human to pulp.

Frost Giants are nomadic, wandering in small tribes that range in size from four to twenty-four (4d6), though occasionally scouting parties of one or two go off alone. These nomadic tribes leave death and destruction in their wake, craving the bloodshed that comes from unchecked slaughter.

Ogre

Defense: 10

Endurance: 20

Reduction Value: 2

Attack Modifier: +4

Attacks: Large Cudgel (2d6+2)

Special: Staggering Blow

Move: 3

Saving Throw: 15

Despair Rating: 4

These over-muscled brutes appear similar to humans, save for their sloped foreheads, massive underbites, small, beady eyes, and greasy hair. They dress in rags and untreated, lice-infested furs. Ogres stand

around eight feet tall and weigh over 500 pounds. Their body is covered with lumps of unnaturally bulging muscles and they often carry crude cudgels in their meaty fists. Though capable of speech, Ogres are notoriously stupid and often easily fooled or deceived.

In combat, Ogres take the direct approach, attacking with large tree limbs or stones to act as cudgels. If an Ogre inflicts more than ten points of damage with a melee attack, their foe must make a Might-based Attribute Saving Throw or be staggered and suffer Disadvantage on any attack rolls made on both the current and the following round.

Ogres love to eat the flesh and uncooked meat from livestock and especially from humans. They tend to dwell in shallow caves near farmlands and other rural settlements where they can waylay local shepherds and farmers. On rare occasions, Ogres capture children or young maidens to keep for companions for a fleeting time—until they grow hungry and devour them. Ogres have no concept of wealth or material value but do enjoy shiny trinkets. They hoard wealth they find in their lairs, though they have no understanding of the value of their plunder. Ogres are usually solitary, though they sometimes dwell in larger caves as strange family units or clans of anywhere from 2 to 5 individuals (1d4+1).



sky giant

Defense: 10

Endurance: 62

Reduction Value: 6

Attack Modifier: +12

Attacks: Massive Axe (3d10+6), Fist (1d10+6)

Special: Bellowing Rhyme, Cloud Walk, Magic Beans

Move: 5

Saving Throw: 8

Despair Rating: 9

Unlike other giants, Sky Giants do not appear brutish or horrific. They are well muscled, 15 foot tall beings that appear as massive humans weighing several thousand pounds. Often, they are clad in well kept, but simple homespun clothing. They do not live in the wild places of the world, but instead above it in massive castles which float on equally large clouds high in the sky. From these grand estates, they live peaceful lives of decadence where they play the harp and feast on the finest foods. Sky Giants are capable of walking on clouds as easily as they walk on solid earth. They enjoy riddles and rhymes, often spouting strange poetry to entertain themselves.

Sky Giants are driven to terrible violence by theft and should a plunderer purloin their riches or their food, they go to obsessive (and violent) lengths to recover what has been taken. Wielding a massive battle axe, they come down from their castle by casting magic beans to the ground far below, which causes a great beanstalk to spring from the ground and rise to their airborne keep. They become equally aggressive if uninvited guests enter their homes. When forced into battle, Sky Giants often let out a bellowing rhyme to scare their opponents. Anyone within 360 feet who hears this macabre poem must immediately make a Despair Saving Throw. Once in battle, they attack with their massive battle axe or meaty fist.

Should one manage to defeat or pick the pocket of a Sky Giant, they find a bag containing 1d4+1 magic beans. These beans can be planted in any soil and overnight a great stalk as wide across as an oak tree springs forth, rising hundreds of feet into the sky. If such a bean is used in a stew or other method of food preparation, the meal magically regenerates itself for a day and can provide three hundred meals. These beans are highly sought after by halfling chefs, odd wizards, and other giants.

Stone Giant

Defense: 10

Endurance: 45

Reduction Value: 7

Attack Modifier: +9

Attacks: Stone Fist (2d6+5) or Thrown Boulder (5d6)

Special: Blend with Stone, Hurl Boulders, Natural Climber

Move: 4

Saving Throw: 11

Despair Rating: 8

Stone Giants are ten-foot-tall monstrosities of living stone given a vaguely humanoid form. Unlike most other giants, they are not hostile to small beings. In fact, they are often benevolent and surprisingly gentle. Their big, booming voices echo across the mountain tops and rocky canyons in song and mirth. Most mountain travelers pass by Stone Giants without ever seeing these huge creatures. Due to their rocky forms, Stone Giants are invisible in mountainous environments when they remain perfectly still and increase an opponent's chance of being surprised in such an environment by +6. When they do encounter outsiders, they are more interested in talking than in combat. They have a fondness for mineral deposits, which they regard as a delicacy.

When forced into battle, Stone Giants hurl massive boulders across ridiculous distances to a range of 500 feet or smash their opponents with gargantuan stony fists. In addition to the ease with which they walk across narrow stone pathways, they are also able to climb rocky environments with equal deft and speed.

Stone Giants live in small villages hidden in the highest mountain passes. These villages have up to 30 (1d20+10) residents, though small bands of them sometimes go out to scout for mineral morsels or for a nice game of boulder-catch during lightning storms.

Troll

Defense: 10

Endurance: 35

Reduction Value: 3

Attack Modifier: +6

Attacks: Claws (2, 2d6) and Rend (3d8)

Special: Ambush, Blessing of the Bridge

Move: 4

Saving Throw: 12

Despair Rating: 8

Squat, broad-shouldered, with long, muscular limbs and hideous faces, Trolls are the bane of many travelers. On rare occasions they rise to their full eight-foot height, but normally they lumber about with their knuckles dragging the ground in a perpetually stooped posture. Found most often near bridges and in hidden lairs near a crossroads, Trolls delight in ambushing wary travelers, then torturing and devouring them.

Trolls draw a strange mystical energy from bridges and crossroads. Whenever a Troll is within 120 feet of a bridge or crossroads, they receive Advantage on all attack rolls and Saving Throws. In addition, despite their size they are clever ambushers and increase an opponent's chance of being surprised by +3. Trolls are horrific in combat, attacking by sweeping each of their great clawed hands at an opponent. If both claw attacks hit a foe, the Troll immediately attempts to rend the body limb from limb in a gruesome display of power.

Some Trolls demand a "toll" be paid instead of resorting to ambushing their targets. This toll is always hard paid. Trolls usually demand a group of travelers sacrifice one of their own to serve as a meal to the terrible beast, or that they sacrifice all their worldly wealth to the beast, which it later stuffs in an alcove somewhere nearby. Like Ogres, Trolls have little use for this wealth. Instead, Trolls take joy in knowing they have taken away something dear to others. As often as not, once a Troll's ransom has been paid, it refuses to honor its agreement and attacks the travelers anyway.

Fortunately, Trolls are always solitary.

✖ GOBLINS

Goblin

Defense: 13

Endurance: 4

Reduction Value: 1

Attack Modifier: +1

Attacks: Bite (1d4) or By Weapon

Special: Cowardly, Opportunist, Overwhelm, Sunlight Hatred

Move: 4

Saving Throw: 18

Despair Rating: 1

These diminutive creatures are ubiquitous in their association with malice, petty evil, and cowardice. Standing around three feet tall and rarely weighing more than fifty pounds, Goblins have flesh of jaundiced yellow or putrid green, sharp noses, beady yellow eyes, and overly large, tooth-filled mouths. Their ears are sharply pointed, and they have a head of black, greasy hair as often as they are bald. Goblins are almost always clad in rags or piecemeal armor. In combat, they wield small, simple, but cleverly carved weapons like daggers, short swords, crossbows, and javelins.

Individually, Goblins are not dangerous. In fact, they are often seen as little more than pests when encountered alone. The true danger of Goblins is that they almost never travel or act alone. Goblins regularly travel in packs of anywhere from half a dozen to small warbands of

fifty or more. Despite their crude nature, they are possessed of a low cunning and often lay clever traps that take advantage of the fact that their opponents are often larger and heavier than they are. Befitting their cowardly nature, when forced into combat by necessity or the cries of a Goblin King, they prefer to ambush targets and overwhelm adversaries with sheer numbers.

If a Goblin can attack an opponent who is not yet aware of their presence, they ignore a target's Reduction Value when making their first attack. In addition, if a group of Goblins outnumber their adversaries more than three to one, all attacking Goblins receive +2 on their attack rolls as long as they maintain these overwhelming numbers. However, Goblins have many well documented weaknesses. If Goblins are outnumbered by their opponents by two-to-one or more, all Goblins on the battlefield suffer a -2 penalty on all attack rolls and Saving Throws. Goblins are nocturnal and subterranean by nature, loathing sunlight. They can see perfectly in natural darkness to a range of 60 feet. If a Goblin is out in the open daylight, they become fearful and cowardly, suffering Disadvantage on all Saving Throws.

Goblins almost always travel in large groups, numbering between anywhere from a dozen to almost fifty soldiers in each group (6d6+6). In rare instances a single Goblin scout may be encountered, though they always flee back to a larger warband nearby. Goblin Towns are said to exist deep underground where hundreds or even thousands of these petty tyrants live and prepare to get revenge of the surface dwellers they loathe so much.

Goblin King

Defense: 10

Endurance: 25

Reduction Value: 3

Attack Modifier: +4

Attacks: Bite (1d10) or By Weapon

Special: Goblin Song, Swallow

Move: 3

Saving Throw: 15

Despair Rating: 6

On rare occasions, a particularly cruel and vile goblinoid rises from the ranks, subjugates their lesser kin, and grows to enormous size and becomes a Goblin King. Corpulent and massive, Goblin Kings stand nearly 8 feet tall and are covered in layers of blubber that provide a surprising level of protection. Despite their enormous size and strength, they prefer to let their minions fight for them. When forced into battle, they wield the finest weapons recovered by their tribe and sing terrifying (if catchy) songs to inspire their servants and terrify

their enemies. A Goblin King can sing instead of engaging in combat, and this song grants all Goblins within 60 feet a +1 on all attack and damage rolls. In addition, enemies within 60 feet that hear the song must make a Saving Throw or suffer a -1 penalty on all their own attack roles as long as the Goblin King is singing. Sometimes a Goblin King forces his minions to join in the song. For every 10 Goblins who join in the song, the bonus attack and damage is increased by +1 and extends the range of this effect's range by an additional ten feet, to a maximum bonus of +5 and a maximum range of 100 feet.

A Goblin King can opt to attack by making a terrible bite attack with it's wicked, toothy maw. When attacking a human sized or smaller creature, the Goblin King bites off their target's arm or leg and swallows it on an unmodified 19 or 20 on their attack roll. A successful swallow attack bleeds for 1d6 rounds, inflicting an additional 1d4 damage at the beginning of each of these rounds.

Goblin Kings are always solitary, and never travel with any fewer than a dozen Goblin bodyguards—though typically they keep a much larger entourage (5d8+10). More often they are found in the heart of a Goblin Town, ruling with a jovial, yet iron fist.



Goblin Merchant

Defense: 16

Endurance: 15

Reduction Value: 3

Attack Modifier: +3

Attacks: Stolen Blade

Special: Goblin Bag, Goblin Fruit, Quick and Clever

Move: 5

Saving Throw: 16

Despair Rating: 3

Though they appear similar to other Goblins, Goblin Merchants exude a cool confidence and seem less jittery and cowardly than their more traditional cousins. All Goblin Merchants dress in patchwork long coats and a mismatch of high fashion. Unlike other Goblins, Goblin Merchants have no aversion to sunlight—though they traditionally only appear at dusk or night.

Goblin Merchants traditionally avoid combat, instead offering to make bargains with those beings they encounter. All Goblin Merchants carry anywhere between 3 and 6 (1d4+2) pieces of Goblin Fruit, which they trade for magical items or promises of a favor. Goblin Fruit never spoils and if eaten, replaces a full day's rations. They also carry a small

pouch on their belt known as a Goblin Bag. This bag always contains an item of interest or necessity to one individual within a group they encounter (though it's exact nature is determined by the Narrator), and the Goblin Merchant bargain hard to trade that item. Making a bargain with a Goblin Merchant is magically binding, and should a purchaser be foolish enough to buy something from the Merchant they are magically bound to keep up their end of the bargain—though clever tradesmen can fulfill the letter of the promise while avoiding its true intent. Those who eat the Goblin Fruit find themselves under a strange enchantment as determined by Table 8-1: Goblin Fruit.

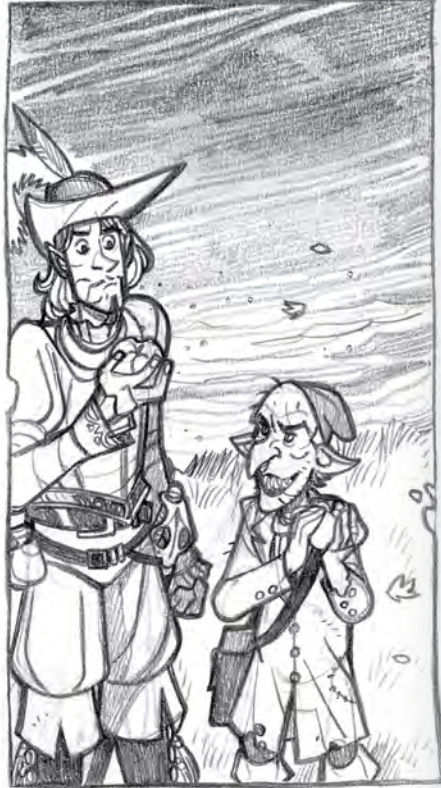


Table 8-1: Goblin Fruit

Roll (1d20)	Effect
1	Target loses 1 point of Resolve each week until they consume another piece of Goblin Fruit. After being cured, this lost Resolve returns at the rate of 1 point per day. If a victim's Resolve drops below 3, they wither and transform into a Goblin the next day.
2	Target is instantly transported to Fairie and must find their way back to the Mortal Realm.
3	Target is now literate and fluent in the Goblin language, as if it were their native language. Unfortunately, they also lose the ability to speak, read, or write their original native language.
4	The next sentient being the target meets falls deeply in love with them.
5	The target falls deeply in love with the next sentient being they meet.
6	The target is permanently transformed into a toad. They are still sentient and aware but cannot speak. This condition can be undone by eating another Goblin Fruit.
7	Cats now fear the target, hissing and running away in their presence.
8	A Fey Queen suddenly takes a keen interest in the target.
9	The target permanently has their Weal increased by 1, even if it is increased higher than 18.
10	The target permanently has their Weal decreased by 1, but never below 3.
11	The target is rendered mute, except between midnight and dawn. This condition can be undone by eating a second Goblin Fruit.
12	Flowers bloom when the target touches them.
13	The target becomes ravenously hungry and now needs to eat three times as much each day. This condition can be undone by eating a second Goblin Fruit.
14	The target is wounded whenever a willful and knowing lie is spoken in their presence, losing one point of Endurance each time this happens.
15	Small woodland creatures (such as squirrels and songbirds) happily hound the target whenever they are encountered.
16	The target's skin permanently turns a radiant shade of blue.
17	Salt becomes anathema to the target. If salted food is eaten, they suffer 1d4 points of damage and the character is incapable of crossing a line or circle of salt.
18	The target now sings with perfect pitch.
19	Once per year, the target can gaze into a mirror or still waters and receive a brief vision of the future.
20	The target suddenly becomes known as the Prince or Princess of Goblins and though no physical transformation occurs, they are regarded as goblin nobility and may be called upon to serve their new vassals at strange times.

If forced into combat, a Goblin Merchant usually spends their first action in combat to conjure a Stolen Blade, immediately teleporting one weapon carried by an attacker into their hand unless the victim makes a successful Saving Throw at Disadvantage. Because they are both quick moving and agile in combat, Goblin Merchants have an unusually high Defense and Movement for their kind.

Goblin Merchants are found alone or in pairs, traveling far and wide to be discovered in the most unlikely places. Rumors speak of a great Goblin Market, where hundreds of Goblin Merchants have set up stalls and have all manner of things for trade. Everything from lost magical swords, to priceless jewels, to lost socks, to the joy of a first kiss are available at this Goblin Market—for the right price.

✠ INSECTS & PARASITES

Fire Beetle

Defense: 11

Endurance: 8

Reduction Value: 3

Attack Modifier: +1

Attacks: Bite (1d6) or Fire Gout (2d6)

Special: Fire Immunity, Glowing Gland

Move: 4

Saving Throw: 18

Despair Rating: 2

These large insects are as big as a hunting dog and appear as massive beetles with a glowing orange carapace. They favor very warm environments and are often found deep in the earth or in the company of Fire Giants. They are carrion eaters, preferring to feed on the dead. But, if particularly hungry or aggressive, they have been known to attack men. They are immune to any heat or fire-based damage, including lava and magical fire.

Fire Beetles have a gland beneath their carapace that radiates a soft orange glow with a ten-foot radius. When cornered or feeling particularly aggressive, a Fire Beetle attempts to breath a gout of fire at its target. This gout has a range of 20 feet and requires a successful attack roll to inflict 2d6 points of fire damage on a single target. These flames ignite easily combustible materials.

Fire Beetles most often make their nests in volcanic rock. Crammed in these surprising vast networks of tunnels, one is likely to encounter anywhere from five to thirty (5d6) Fire Beetles if they disturb this nest. Occasionally a single hunter strays or even is kept as a pet by a Fire Giant.

Giant Leech

Defense: 10

Endurance: 15

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (1d6)

Special: Marshy Stealth, Suck Blood

Move: 2 (Swim: 4)

Saving Throw: 17

Despair Rating: 3

These disgusting, grey-green blobs dwell in swamps and marshes, growing as large as a horse and feed on human-sized prey that dares to wade into their putrid waters. Because of their natural coloring and malleable nature, Giant Leeches often surprise their foes when encountered in swampy environments, increasing the chance of surprise by +3. Giant Leeches perpetually crave blood and once they have made a successful bite, they latch onto their target and automatically inflict 1d6 points of damage regardless of the target's Reduction Value until either they or the target is slain.

Giant Leeches have no intelligence to speak of, and thus are immune to most illusions and mind-influencing enchantments. They float in murky waters in groups ranging in size from a single Giant Leech to as many as 4 (1d4).

Giant Rat

Defense: 13

Endurance: 4

Reduction Value: 1

Attack Modifier: +1

Attacks: Bite (1d4)

Special: Disease

Move: 4

Saving Throw: 19

Despair Rating: 1

Giant Rats are identical to their more standard counterparts, save for their larger size. They are massive, typically weighing up to 20 pounds and growing as large as lynx. They are unusually aggressive and clever, attacking their foes en masse in swarms that range in size from 10 to 60 (10d6). Individually, Giant Rats are not a threat to most heroes. It is only when encountered in large groups that they pose a true danger. Whenever a Giant Rat bites a character, they must make a Saving Throw—though with Advantage. If this Saving Throw fails, the victim has contracted a wasting disease and loses one point of Resolve every twenty-four hours. Each day, after losing this point of Resolve, the victim may make a new Saving Throw (though without Advantage) to overcome the effects of this disease. In the event that a character is reduced below a Resolve of 3, they die of this wasting disease. Those that overcome the wasting disease of the Giant Rat recover any lost Resolve at the rate of one point per week of rest.

Giant Rats are found in filthy, abandoned places. This can include the dens of ogres and goblins, abandoned sewers, or even Blighted Lands. They are often drawn to Wererats, who enchant them to serve as slaves and guardians.

Giant spider

Defense: 13

Endurance: 12

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (2d4) or Web

Special: Ambush, Dark Vision, Climbing, Venom, Web

Move: 5 (Climb: 5)

Saving Throw: 17

Despair Rating: 4

Great and terrible spiders dwell in Blighted Lands across the world. Cunning and predatory, they are as large as a horse and delight in causing terror and slowly torturing their prey. Most often, they are black in color with a hard carapace. Perhaps the most unnerving aspect of Giant Spiders is their ability to speak in long hissing words the languages of sentient beings.

Giant Spiders usually attack by ambushing their target, either striking while the victim sleeps or by dropping from treetops to surround their foes and overwhelm them. Because of their unnerving silence and remarkable dexterity, Giant Spiders increase the chance of a foe being surprised by +3. In addition, their wicked bite is quite venomous and those who fail their Saving Throw to resist that poison find their reflexes slowed, suffering Disadvantage on all attack rolls and any Saving Throws where speed and reflexes are important. Instead of



biting, Giant Spiders may choose to weave a large web, filling an area no larger than ten feet of radius in a single round. Anyone entering this web must make a Finesse-based Attribute Saving Throw or become entangled and unable to act. Though they can make a new Saving Throw each round to slip free. These webs can be cut but are remarkably resilient. A 10-foot section can be cut away after suffering 10 points of damage, but the webs themselves have a Reduction Value of 3. Giant Spiders are prodigious climbers, moving as quickly and easily on walls, through their own webs. and through tree limbs as they do on the ground. Giant Spiders can see perfectly even in magical darkness and their eyes often glow red in the dark.

Giant Spiders never operate alone and are usually found in large parties that range in size from five to twenty (5d4). Sometimes signs of their presence can be found in victims that have been hung in webbed cocoons and left to be fed upon later or to rot after being devoured.

Spider Queen

Defense: 11

Endurance: 70

Reduction Value: 7

Attack Modifier: +12

Attacks: Bite (2d8+4) and Stinger (3d10, plus Poison)

Special: Belch Darkness, Dark Vision, Climbing, Consume Light, Putrid Aura, Venom, Web

Move: 5 (Climb: 5)

Saving Throw: 7

Despair Rating: 12

Occasionally a Giant Spider grows so powerful, so corrupted, so terrible, that she becomes a Queen. Strangely enough, Spider Queens always build solitary lairs in Blighted Lands. There is even conjecture that the presence of a Spider Queen is what turns an area into a Blighted Land. Spider Queens enjoy ambushing their prey, terrorizing them, torturing them, then leaving them to hang in a cocoon for days (or even weeks) before devouring them. Strangely enough, unlike Giant Spiders, Spider Queens do not speak the common language of men. They do, however, speak the hissing tongue of spiders.

Spider Queens typically make their lairs in massive caves riddled with twisting tunnels. Each day a Spider Queen can belch forth magical darkness that fills a 30 feet radius area. This darkness is permanent and magical, though it can be dispelled through clever use of magic spells at the Narrator's discretion. A Spider Queen can see through all darkness, magical and mundane. Moreover, Spider Queens can devour light and as an action they may open their mouth to "eat" the light emanating from a single source up to 120 feet away, such as a torch,

spell, or magical sword. Mundane items that have their light devoured are forever darkened and spells that give off light are undone. Magical items have their light dimmed until the next dawn.

Despite their amazing size, for the body alone of a Spider Queen can grow to be as large as thirty feet across or more, they are remarkably agile in combat. They can attack twice each combat round, once with their terrible bite and again with their poison stinger. The stinger can even be used to attack foes that are behind the Spider Queen, and victims who fail their Saving Throw against the stinger's poison are immediately paralyzed for 1d6 hours and unable to move or speak. Like their lesser kin, Spider Queens can weave webs of great strength. A Spider Queen may choose to weave a large web, filling an area no larger than 20 feet radius in a single round. Anyone entering this web must make a Finesse-based Attribute Saving Throw or become entangled and unable to act. Though they can make a new Saving Throw each round to slip free. These webs can be cut but are remarkably resilient. Only magical weapons harm them, and even then, at a diminished effect. A ten-foot section can be cut away after suffering 15 points of damage, but the webs themselves have a Reduction Value of 4. A Spider Queen is as skilled a climber as a Giant Spider, moving as quickly and easily on walls, through their own webs. and through tree limbs as they do on the ground. Finally, all who get within 20 feet of a Spider Queen are overwhelmed by her putrid scent and must make a Saving Throw or suffer Disadvantage on their attack rolls as they wretch and gag from the scent.

Spider Queens are always solitary and are very territorial. They devour any creature that dares to intrude in their domain.

✧ LYCANTHROPE

Werebear

Defense: 10 **Endurance:** 35 **Reduction Value:** 4

Attack Modifier: +7 **Attacks:** Bite (1d10) and Claws (2, 1d8)

Special: Heal the Land, Lycanthropy, Protector of the Forest, Regenerate

Move: 4 **Saving Throw:** 12 **Despair Rating:** 7

Unlike most lycanthropes, Werebears are not inherently aggressive or predatory. Appearing in their human guise as muscular, barrel-chested humans, they live in the wild places of the world in hunting lodges

and mountain cabins. They are one of the few lycanthropes capable of controlling their transformation, able to change shape from bear to human and back again while under the night sky. By day, they must remain in human form.

Werebears are wary of outsiders, often watching them for prolonged periods to see if these strangers seek to endanger their beloved forest. Goblins and other murderous interlopers are dealt with swiftly and brutally. In bear form, Werebears can attack up to three times per round, once with their bite and twice with their claws. Werebears are extraordinarily resilient, regenerating five points of Endurance unless the injury is inflicted by a silver weapon. Savage in battle, Werebears have no qualms about brutally murdering anyone who endangers the flora and fauna of their beloved woodlands. When attacking such a foe, they receive Advantage on all such attacks.

But Werebears are more than hyper-violent protectors. They can heal the land and the beasts that dwell there. Once per day, a Werebear can cause a seed to take root, a flower to bud, a hive of honeybees to bustle or heal a wounded animal by 2d6+2 Endurance. All natural animals regard a Werebear as a friend and treat them as such.

Werebears always live solitary lives and though wary of outsiders, they offer lodging and protection to goodly folk passing through their domain—though rarely for more than a night or two. Unlike other Lycanthropes, Werebears are born as such and do not infect others.

WERERAT

Defense: 13

Endurance: 15

Reduction Value: 2

Attack Modifier: +2

Attacks: Bite (1d4)

Special: Assassin's Instincts, Infect, Lycanthropy, Regenerate

Move: 4

Saving Throw: 16

Despair Rating: 3

In their humanoid form, Wererats appear as sharp-featured, sallow eyed humans that seem to radiate a sense of uncleanness. Unlike Werewolves, Wererats change form under an empty sky where the New Moon carves a black hole against the stars. Being consummate thieves, cowards, and scavengers, Wererats rely more on their cunning than any gifts received from their disease. They are very stealthy, even in human form, remaining unseen when still with a 1 to 5 chance on 1d6 and increasing the likelihood of surprising their target by +5 when given the opportunity to ambush unsuspecting opponents. Although they are immune to injury, save from weapons made of silver, Wererats

loathe a fair fight and often overwhelm a target with large numbers or attack when a victim is unaware.

During the evenings of the New Moon, Wererats transform into a Giant Rat, though they retain all their intelligence and awareness during this transformation. The bite of a Wererat while transformed infects the victim unless that victim makes a successful Saving Throw. Once infected, a victim slowly finds their thoughts become dark and murderous until their first transformation at the next New Moon, at which point they are fully a Wererat.

Wererats sometimes find work as cutpurses and assassins, operating alone in this capacity. When gathered in groups, these rat packs range in size from 3 to 12 Wererats (3d4). Wererats cannot speak to other rodents, though other rats (and Giant Rats) typically regard them in a friendly manner.

Werewolf

Defense: 11

Endurance: 15

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (2d4) or by Weapon

Special: Infect, Lycanthropy, Predator's Senses, Regenerate

Move: 4

Saving Throw: 16

Despair Rating: 5

Werewolves were once humans who have since become infected with a strange magical disease that causes them to transform into a ravenous wolf under the light of the full moon. This infection gives them increased strength, agility, and endurance—but transforms their mind into one of a predator always seeking new prey. Even in their human form, they seem to stalk about looking for a victim they can dominate. This terrible infection turns them brutal and violent, even in human form—though the degeneration has no effect on their intellect. This can make them both cruel and cunning.

Regardless of their form, a Werewolf heals any wound not inflicted by a silver weapon, regenerating 5 points of Endurance each round. This is even the case when they are reduced to zero Endurance. They have sharp senses in all forms and can only be surprised on a 1 in 1d12. Under the light of the full moon, they transform into a ravenous wolf, desperate to consume human flesh. In addition, anyone bitten by a Werewolf must make a Saving Throw or contract lycanthropy. Infected victims have troubling dreams of running through the woods as a predatory beast until the next full moon, when the disease takes them, and they are fully transformed forever.

Werewolves are usually solitary, though occasionally a gang of infected beings gather to act as a hunting pack (1d6). This hunting pack are brutal warriors and thugs, save during the full moon when they become terrible beasts.

❖ STRANGE CREATURES

Animated weapon

Defense: 15 **Endurance:** 15 **Reduction Value:** 3
Attack Modifier: +3 **Attacks:** By Weapon Type
Special: Flight
Move: 0 (Fly: 5) **Saving Throw:** 15 **Despair Rating:** 3

In rare and strange circumstances, weapons (such as daggers, swords, and axes) may become animated through enchantment and arcane infusion. Animated Weapons appear identical to their mundane counterparts, save that they radiate a faint aura of magic if attempts to detect such things are made. Almost all Animated Weapons function to protect the domain in which they dwell.

When someone draws within 60 feet of an Animated Weapon, they rise to life and attack the intruder. This is often surprising to the individuals, and the chance to be surprised is increased by +2 unless these individuals specifically state they are keeping an eye out for such strange events. Animated Weapons are extraordinarily resilient, and thus have an increased Reduction Value and Endurance.

Animated Weapons can fly at a swift rate and attack once per round. They fight until completely destroyed but are incapable of healing because they are animated objects and not living beings. They are rarely found alone and instead usually attack in groups of anywhere from three to as many as 30—the latter being in the case of armories filled with such dangerous foes (3d10).

Gargoyle

Defense: 11 **Endurance:** 20 **Reduction Value:** 5
Attack Modifier: +4 **Attacks:** Claw (2, 1d6)
Special: Flight, Swift and Still
Move: 3 (Fly: 5) **Saving Throw:** 15 **Despair Rating:** 5

Gargoyles appear as carved stone images, typically demonic in appearance and having large, bat-like wings. They are magical sentinels and

guardians. Though not inherently evil, they are aggressive defenders of their territory. They often claim an abandoned castle or decrypted cathedral as their domain and make every effort to ambush and slay any who dare intrude on their domain. Gargoyles have no language of their own, though they understand most languages and are as intelligent as any human.

Capable of remaining still for hours or even days on end, Gargoyles surprise their foes by leaping into action with sudden and swift attacks. While remaining still in the appropriate environment, Gargoyles increase the chance of a target being surprised by +6. In addition, if striking a surprised target, Gargoyles receive Advantage on that attack roll. As aggressive as they are, Gargoyles are not foolish and if they find a foe to be above their ability to defeat, they do not hesitate to retreat.

Gargoyles are almost always found in pairs, though sometimes clusters of four or five of them can be found in old and crumbled places of the world long abandoned of light and life (1d4+1). They have a fondness for dwelling in ruins lost to Blighted Lands.

Sea Serpent

Defense: 10

Endurance: 100

Reduction Value: 7

Attack Modifier: +13

Attacks: Bite (5d10)

Special: Swallow Whole, Water Breathing

Move: 0 (Swim: 6)

Saving Throw: 5

Despair Rating: 13

These massive sea-dwelling reptiles are sometimes known as Krakens and a plethora of myths surround their nature. In truth, they are massive aquatic beasts that can be as long as sixty feet and weigh several tons. Despite their size, they move through the water with amazing speed and grace, rising to the surface to terrorize sailors and destroy their ships. Being aquatic by nature, Sea Serpents can breathe water and withstand the pressures of the ocean depths.

Sea Serpents can pluck a man from the deck of a ship and swallow them whole, if their attack roll exceeds the target's Defense by four or more. Those who are swallowed whole suffer 5d10 points of damage each round as the Sea Serpent's muscles and digestive acids break them down—armor provides no Reduction Value when a being has been swallowed whole. Though they appear to be no more intelligent than any beast, Sea Serpents seem to take extraordinary joy in devouring fearful ocean travelers and destroying their ships.

Fortunately, Sea Serpents are always solitary, and legends speak to great dens on the bottom of the ocean where these beasts slumber and hoard the treasures lost at sea from their carnage.

Serpent Man

Defense: 12

Endurance: 10

Reduction Value: 2

Attack Modifier: +2

Attacks: Bite (1d4) and Claws (2, 1d4), or by Weapon

Special: Aquatic, Hypnotizing Gaze

Move: 4 (Swim: 4)

Saving Throw: 17

Despair Rating: 4

It is said that deep in the swamps there exist small villages where strange and terrible beings dwell. Though they walk as a human, their skin is that of a snake. They have the eyes and fangs of a serpent and prey as a serpent on foolish travelers who stumble into their realm. What they call themselves in their hissing tongue is unknown, but to outsiders who speak of their legends they are known simply as Serpent Men.

Serpent Men are encountered in these strange mires scouting for prey and hunting for the flesh of men. They rarely intrude on civilization, but rumors speak of large warbands descending on small rural villages under midnight fog and leaving no survivors. In combat, they fight with speed typical of a serpent by attacking with their two clawed hands and a painful (though non-poisonous) bite. Just as often, Serpent Men carry weapons. They favor single-edged curved long blades and javelins. Once a Serpent Man draws into melee range with a target, they attempt to lock eyes with their victim and draw them into a hypnotic state. Victims caught in this gaze must make a Saving Throw or they stand in a stupor, taking no action for 1d4 rounds unless they take damage. Serpent Men also like to utilize their environment due to their ability to move freely through water and breathe when submerged.

Legends speak of a great stone city somewhere deep in the swamps where thousands of Serpent Men gather and worship their vile god. Whether or not this city actually exists remains a matter of speculation. More often, Serpent Men are encountered in small bands of no more than 7 or 8 warriors (1d6+2).

❖ WILD BEASTS

Bear

Defense: 10

Endurance: 20

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (1d8) and Claws (2, 1d6)

Special: Overwhelm

Move: 5

Saving Throw: 17

Despair Rating: 3

Bears are commonly found in heavily forested areas and typically flee when humans and other outsiders draw near. Larger bears can be found in mountainous regions or in the frozen places of the world, though most encountered by travelers have black or brown fur. Bears are most often encountered when explorers intrude on their dens and in these cases, Bears become aggressive—especially in defense of their cubs or mate.

Some hunters often seek out Bears and try to fell them with hopes to sell their fur, claws, teeth, and meat—all of which fetch a fine price. When cornered and or protecting their young, Bears attack with their bone-snapping bite and a swipe of each of their claws. In the event that a Bear successfully attacking a target with both of its claws in the same round of combat, it overwhelms the target and pushes them to the ground, where it pins them and all further attacks made by the Bear are made with Advantage until the victim can make a successful Might-based Attribute Saving Throw to regain their footing

Bears are usually solitary but may encountered in mated pairs.



Goat

Defense: 11

Endurance: 8

Reduction Value: 1

Attack Modifier: +1

Attacks: Headbutt (1d4)

Special: Faint, Skilled Climber

Move: 4

Saving Throw: 19

Despair Rating: 0

Goats are cloven-hoofed quadrupeds found in mountainous regions of the world. They are skittish and flighty when encountering humanoids. Though herbivores by nature, goats often nibble on anything they find out of curiosity. They are commonly domesticated, and their fur, horns, milk, and meat are all regularly used by farmers in various everyday chores.

Fearful of physical conflict, goats most often flee when threatened. A particularly startled Goat may opt to "faint," by falling over and playing dead for several minutes. When forced to fight, Goats attack with a surprisingly powerful charging headbutt from their horns.

When in the wild, a group of goats can number anywhere from 3 or 4 to as many as 20 or more (3d8). Domesticated goats are kept in pens by farmers and are almost never solitary, as goats are social creatures by nature.

Insect Swarm

Defense: 18

Endurance: 5

Reduction Value: 0

Attack Modifier: +3

Attacks: Annoying Sting (no damage)

Special: Distracting

Move: 0 (Fly: 4)

Saving Throw: 19

Despair Rating: 0

Swarms of insects can be found across the endless myriads of terrain in the wilderness and in rural domestic environments. They are instinctively drawn to the scents and sounds of larger beings, acting as a nuisance more than a genuine threat. A swarm of insects typically fills an area of around 100 cubic feet and cannot be dispersed or damaged by traditional weapons. Instead, only area of effect attacks (such as fire) can damage them. Thus, they are most often dispersed or defeated by magical spells or the use of a torch. Any character walking through an insect swarm is likely to be distracted by their constant buzzing and annoying stings and suffers a -2 penalty on all attack rolls and Attribute Saving Throws while in the swarm. In rare instances, an insect swarm may carry a disease, at the Narrator's discretion.

Insect swarms can be found anywhere in the world and in small pockets or large hoards. Only one insect swarm can fill an area 100 cubic feet in size.

Rat

Defense: 18 **Endurance:** 1 Point **Reduction Value:** 0

Attack Modifier: +0 **Attacks:** Bite (1 Point)

Special: Disease, Swarm

Move: 4 **Saving Throw:** 19 **Despair Rating:** 0

Rats are commonly found in urban areas and heavily populated cities. Though not a genuine physical threat, they often carry diseases. Typically, Rats are found in large groups ranging in size from 10 to 50 or more (10d6). Rats are capable of swarming over a target, with 10 Rats able to attack a single individual in one combat round. When three or more Rats swarm over a target, all the attacking Rats receive Advantage on their attack roll. Even though Rats inflict minor damage with their attacks, if a Rat rolls a natural 20 on their attack roll, the victim of the attack must make a Saving Throw or contract a wasting disease. This disease causes them to lose one point of Resolve each day until they are cured. Should the victim's Resolve ever drop below 3, they die of the disease. In addition, those who remain near the infected person may themselves be at risk and must make a Saving Throw each day or risk contracting the illness. Once infected, an individual may make a new Saving Throw each time they lose a point of Resolve to halt the disease's progression. Once an individual has recovered from the disease, they can heal 1 point of Resolve for each day they spend in complete bed rest.

Stag

Defense: 17 **Endurance:** 15 **Reduction Value:** 1

Attack Modifier: +3 **Attacks:** Charge (1d8)

Special: Blessing of the White Hart

Move: 5 **Saving Throw:** 18 **Despair Rating:** 2

Stags are commonly found in the wilderness. These cloven-hoofed quadrupeds are known for their grace, speed, and strength. Hunters typically track them, felling the beasts to make use of their antlers, fur, bones, and meat for various purposes during hunting season.

The Stag is regarded as a symbol of beauty and strength by many in the world and some believe that deep in the heart of every forest dwells the White Hart: a Stag with gleaming white fur and a pure soul. It is said that if a mortal with an equally pure heart finds the White Hart they can receive its blessing. This blessing grants that individual Advantage on all Despair Saving Throws until the next Winter Solstice. Those who would dare to attack the White Hart are instead cursed with ill luck until the next Summer Solstice and reduce their Weal by 1d6 points (to a minimum of 3) for the same amount of time. Should a mortal slay the White Hart, this loss is permanent, and it is said the death of the White Hart will cause the forest to wither and die within a year.

Stags are solitary, save during mating season, when they move in pairs across the vast, verdant woodlands that fill the world.

❧ WOLVES

Black Dog

Defense: 16

Endurance: 20

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (1d10)

Special: Howling Portent, Stealth

Move: 5

Saving Throw: 16

Despair Rating: 6

Sometimes called a Barghest, Black Dogs are only found at night. Appearing as massive black hounds with glowing eyes of red or green, they stalk after travelers they discover—often for hours on end. They rarely attack, only doing so when they themselves are threatened and have no means of escape. Instead, they let a low mournful howl carry across the night air, portending the doom of any who hear it. All who hear the Howling Portent of the Black Dog must make a Saving Throw. Those who fail, find the Reduction Value of any armor, protective spells, or magic items, to be reduced to 0 until the next noontide. Black Dogs move silently, and their black coats make them all but invisible under the night sky. Those attempting to spot a Black Dog, even when it howls, must make a successful Insight-based Attribute Saving Throw to spot these beasts when they have any kind of concealment or darkness to veil their passage.

If forced to fight, Black Dogs have a fearsome bite and can make leaps to a distance of up to thirty feet before attacking. Once engaged in battle, Black Dogs are extremely hard to strike due to their indiscernible features and surprising speed. Any who are bitten by a Black Dog must make a Saving Throw as if they have heard its terrible Howling Portent.

Black Dogs are always solitary and are known to frequent lonely roadways, town square gallows, graveyards, and battlefields where corpses are still laying in rot.

Frost Fang

Defense: 12

Endurance: 25

Reduction Value: 2

Attack Modifier: +5

Attacks: Bite (1d8)

Special: Cold Immunity, Numbing Bite, Pack Tactics, Tundra Stealth

Move: 4

Saving Throw: 14

Despair Rating: 6

Known also as Winter Wolves, Frost Fangs dwell in the coldest places in the world. They appear as normal wolves, save that they are larger with white fur and icy blue eyes that gleam with predatory intelligence. They are sometimes kept as pets by Frost Giants, though if they are not fed regularly on a diet of fresh meat Frost Fangs can turn on their "masters."

Frost Fangs often stalk their prey for extended periods, going unnoticed as they blend into their snowy surroundings. Anyone attempting to notice that a pack of Frost Fangs is tracking them must make a successful Insight-based Attribute Saving Throw, though a ranger's Forestry skill can be used instead. Once a Frost Fang has decided to make their move, they surround their targets, striking from all sides. Whenever two or more Frost Fangs attack the same target in the same combat round, both attackers receive a +2 bonus on their attack roll. Those who are bitten by a Frost Fang find their body wracked with a terrible numbness as if ice were freezing their veins. They must make a Saving Throw or suffer Disadvantage on any attack rolls they make for the next 1d6 rounds. As is to be expected, Frost Fangs are immune to all damage from icy or frozen sources.

Frost Fangs always hunt in packs. These packs range in size from as small as 6, to as large as 15 (1d10+5). Frost Fangs occasionally make their dens in frozen caverns in the canyons and frozen peaks on the edge of the world.

Hell Hound

Defense: 12

Endurance: 20

Reduction Value: 2

Attack Modifier: +4

Attacks: Bite (1d8)

Special: Breathe Fire, Dark Vision, Fire Immunity

Move: 4

Saving Throw: 15

Despair Rating: 5

Appearing as heavily muscled, hyena-like canine creatures with blazing red eyes and mottled fur of orange and brown, Hell Hounds are known to frequent extremely arid regions. Whether living far to the south, or hunting in packs across volcanic wastelands, they are swift and brutal creatures that take predatory glee in ripping their prey limb from limb and devouring flesh from the bone even while the target is still alive and screaming.

Hell Hounds are not patient hunters, tracking their prey mostly by sight. They have keen vision and their glowing red eyes allow them to see perfectly in complete darkness, regardless of whether it is magical or mundane, to a distance of 240 feet. However, once they lock eyes upon a target they rarely retreat unless the odds become overwhelming. As their name implies, Hell Hounds are immune to damage from all forms of heat. Everything from mundane fires to flowing magma

Animals and Language

In many legends and fairy tales, mundane animals have their own language as complex and nuanced as the languages of mortals. The Narrator should decide if this is the case in their own legendarium. If animals do have their own language, then Avians, Equines, Spiders (both Giant and Queen), and Wolves each share a collective language. These languages can, with Narrator permission, be learned by player characters. In most cases, elves, rangers, and wizards are the ones capable of speaking such tongues with some basic exposure or instruction. It takes these Archetypes 2d4 weeks of regular interaction with such a creature to learn its language. If an elf, ranger, or wizard wishes to teach an animal language to another character it requires 2d4+7 weeks of instruction.

Intelligent animals can (and often do!) learn to understand the languages of mortal beings, most often the tongues of elves and humans. Whether or not they are capable of speaking these languages is to be determined by the Narrator.

to the fiery breath of an Elder Wyrms has no effect on them. Moreover, Hell Hounds can spit a gout of fire from their mouth that comes out in a flaming line that is ten feet wide and thirty feet long. Any poor creature caught in these flames suffers 3d8 points of damage unless they make a Saving Throw. If the Saving Throw is successful, this damage is reduced by one-half. In melee combat, Hell Hounds attack with their powerful bite. Working as a pack to take down their foes one at a time. Whenever two or more Hell Hounds attack the same target in the same combat round, both attackers receive a +2 bonus on their attack roll. Many Hell Hound packs work together, using their fiery breath to create a "net" of lancing fire to entrap their prey.

Hell Hounds are always found in packs. These packs range in size from as small as 3, to over a dozen (1d12+2). Hell Hounds keep no dens and are nomadic. In rare instances, Fire Giants domesticate a pack of Hell Hounds to keep as pets or hunting beasts.

WARG

Defense: 13

Endurance: 18

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (1d8+2)

Special: Pack Tactics, Tireless Trackers, Warg-Speech

Move: 5

Saving Throw: 16

Despair Rating: 4

Wargs appear as massive, heavily muscled wolves covered in wild and matted fur. Their long, oversized muzzles are filled with elongated fangs and their black eyes glint with a malevolent human cunning. They delight in hunting and wearing their prey out before moving in for the kill, relishing in knowledge of the fact that their prey is terrified in the moments before death. Wargs, like other wolf creatures, hunt in packs. Unlike other wolves, are as intelligent as humans and capable of complex tactical maneuvers as well as the ability to speak both their own guttural language of Warg-Speech and the Common Tongue.

Wargs hunt for pure cruelty and sport as often as for food. Once a Warg catches sight and scent of their prey, they can track it with a 1-5 on 1d6 chance of success each day. They often engage in hit and run tactics, charging in as a pack to overwhelm and injure their prey before retreating and beginning the hunt anew the next evening. They prefer to hunt at night but have no particular aversion to daylight. Indeed, once they have caught a prey's scent, they need only 4 hours of rest each day to remain invigorated. Once they move in for the kill, Wargs communicate with one another through their Warg-Speech and

intermingle it with taunts and threats at their prey in the Common Tongue. Whenever two or more Wargs attack the same target in the same combat round, both attackers receive a +2 bonus on their attack roll.

These cruel beasts often lair in shallow caves and other shadowy places. They can be found in many wild places, from mountain ranges to thick forests and are a near ubiquitous threat to those who venture in the untamed places of the world. In rare instances, Wargs sometimes ally with goblin tribes and agree to act as mounts for goblin cavalry. These alliances are thin at best and Wargs expect to be treated with respect by their supposed "masters," lest goblin become their next chosen prey.

wolf

Defense: 11

Endurance: 6

Reduction Value: 1

Attack Modifier: +1

Attacks: Bite (1d6)

Special: Pack Tactics

Move: 5

Saving Throw: 18

Despair Rating: 1

Wolves are responsible for many woes that befall shepherds and farmers who maintain livestock. Typically, they prey on small game, but occasionally encroach on farms to procure food by slaying sheep, pigs, chickens, and other small livestock. They are not aggressive by nature, save during mating season or when protecting their young. More often than not, Wolves flee when confronted by humans or other civilizing beings they encounter. Still, if starved or cornered, Wolves can become a genuine threat to unsuspecting travelers. Most rural folk regard them as a dangerous nuisance to be slain when encountered. Their fur is often valued for winter cloaks and other cold weather protections.

Wolves are, by nature, pack hunters. Should a Wolf be found alone it has almost certainly been cast out of its pack for either being overly aggressive or too weak to be accepted. In most cases, Wolves attack as a pack unit and are keenly adept at doing so. Whenever two or more Wolves attack the same target in the same combat round, both attackers receive a +2 bonus on their attack roll. However, Wolves are not given to reckless action when fighting and flee if there is any sign that their lives are at stake.

A Wolf pack ranges in size from 6 to as many as 15 (1d10+5). They make their dens in the slopes of hills, often near streams or other large

bodies of water. It is here that they keep their cubs and they cast aside all sense of self-preservation when protecting their mates and their young. Some particularly bold or enterprising woodsmen and rangers have even taken to taking a Wolf cub and training it up to serve as a companion in the wild, though this takes months of dedicated training and is not always successful.

✠ UNDEAD

Banshee

Defense: 13

Endurance: 20

Reduction Value: 4

Attack Modifier: +4

Attacks: Claw (1d4)

Special: Keening

Move: 4

Saving Throw: 15

Despair Rating: 7

A Banshee is said to be one of the rare Fey undead. It appears as a diminutive, decrepit woman standing no more than 4 feet in height, clad in gray rags with ragged, red hair. She rests upon the rolling hills and mounds under the evening sky, weeping and wailing as she sings her endless lament. Though not malicious by intent, her keening is nevertheless a portent of death. It is said that those who hear her song will die before the next moon rise, doomed by the sadness of her song.

When first encountered, a Banshee typically beckons mortals who draw near to come closer as if she is pleading for closeness and comfort in her time of weeping. Once potential victims are within 60 feet of the Banshee, she lets out her terrible Keening. All who hear it must make a Saving Throw or find themselves suddenly afflicted by a growing pain. Initially, these victims suffer 1d6 points of damage which ignores the victim's Reduction Value. Every hour thereafter, the victim suffers another 1d6 points of damage until the next moon rises. Those that succeed in their Saving Throw are not cursed by the Keening.

Banshees do not typically engage in physical conflict, though they are quite resilient. Banshees suffer no damage from most weapons and can only be harmed by weapons with Blessed or Silver Aspects. They can strike out once per round with their claw-like fingers, but more often they attempt to flee physical confrontation only to reappear to their attacker the next night to afflict them with their Keening.

Banshees are always solitary and never encountered in groups. They linger most often around rolling hills, burial mounds, and graveyards.



Death Knight

Defense: 14

Endurance: 75

Reduction Value: 5

Attack Modifier: +12

Attacks: Grievous Long Blade (1d10+3)

Special: Empower Undead, Slaying Battle cry, Mundane Immunity

Move: 4

Saving Throw: 6

Despair Rating: 13

Knights are seen as paragons of all that is good and true in this world, the very embodiment of nobility. The Code of Chivalry is not easy to follow, and more than one knight has fallen short of their oath. Yet there are some knights who have so completely forsaken their vows that they have been driven to sacrifice their very soul in the name of power. Whether making a deal with a terrible demonic entity or enacting a foul rite of sorcery, they have surrendered all that once gave them hope and become a true horror to behold: a Death Knight.

Death Knights appear as dark and twisted versions of what they once were, clad in black armor that is often twisted and ruined or burned to an ashen color. They never lift their helm to reveal their faces, but red eyes burn like flames beneath their visors. They stride into battle with great two-handed swords, cleaving as they go and slaying with but a word. Often Death Knights command entire armies of lesser undead, like Skeletons or Zombies. A few have even bargained with more powerful undead creatures and legend speaks of one Death Knight who kept a Banshee as a lover.

The mere sight of a Death Knight is enough to drive even the most hardened warrior screaming from the battlefield. Whether by dark magic or because they simply have no true physical or spiritual essence anymore, spells cannot damage a Death Knight. In battle they wield terrible Grievous Long Blades with remarkable skill. Any undead within 30 feet of a Death Knight are driven to new hatred for the living and inflict an additional two points of damage every time they attack. Finally, a Death Knight can let out a terrible battle cry once per day that can kill any mortal within 60 feet who hears it unless the potential victim makes a successful Despair Saving Throw. Death Knights are immune to all mundane weapons and any such weapon that strikes them shatters instantly. They can only be damaged by Blessed Weapons.

Death Knights are always solitary, though they often make alliances with servants of other creatures and if left unchecked they amass great armies. As they gain power it is possible for a Death Knight to lay such waste to a land that it becomes a Blighted Land.

skeleton

Defense: 9

Endurance: 6

Reduction Value: 2

Attack Modifier: +1

Attacks: Claw (1d4) or By Weapon

Special: Risen Bones

Move: 4

Saving Throw: 18

Despair Rating: 2

Skeletons are humanoid bones that have been reanimated by dark magic to act malevolently towards living beings. They are mindless and as such, immune to Despair, mind-influencing effects, and illusion magic. Skeletons are most often returned to serve as rank-and-file to powerful undead beings or even necromancers. They most often appear as a complete collection of human bones, though in some cases, they may be missing a rib or two, a foot, or other ancillary bone. They mindlessly shamle towards the nearest living being and attack without tactical thought or fear. Skeletons do not need to eat, sleep, or breathe. They have no natural biology and are immune to poisons as well.

In combat, Skeletons attack with either sharp claw-like bone fingers or with simple hand weapons they may have once wielded in life or that have been provided to them by their creator. They are not individually a threat, but they are rarely solitary. Instead, they often appear in hordes that can range in size from half a dozen to as many as 50 or

more (6d10). The true danger of Skeleton foes is that 2d10 rounds after being reduced to an Endurance of 0 their remnants rise and reanimate as if they were uninjured and resume the fight. The only true way to destroy a Skeleton is to either reduce it to 0 Endurance under the full light of the sun or to destroy it with magical weapons or spells.

Skeleton hordes are most often found in the vanguard of undead armies or lingering in corrupted tombs and abandoned castles. They have no intelligence and are incapable of speaking or understanding spoken words.

Specter

Defense: 16

Endurance: 20

Reduction Value: 0

Attack Modifier: +6

Attacks: Spectral Claw (See Below) or
Throw Object (See Below)

Special: Ambush, Ghostly Swiftess, Invisible, Spectral Claw, Throw Object

Move: 0 (Fly: 5)

Saving Throw: 13

Despair Rating: 8

Specters are incorporeal spirits, fragments of mortal souls that linger beyond death and are driven to malevolence by terrible tragedies experienced in life or exposure to dark magic. They appear most often as wisps of cloud or lengths of ragged shadow, both in vaguely humanoid form—when they choose to become visible at all. Silent, save for almost incoherent whispers or terrible ear-splitting screams, their existence between the realm of the living and the land of the dead has driven them to loathe the vibrant energy of all living beings. Most often, they seek to destroy any living beings they encounter out of this maddening hatred, though in a scant few cases, Specters linger on in hopes of finishing some uncompleted task or righting a terrible wrong associated with their demise.

When Specters do attack, they remain invisible until the moment before their initial strike, imposing a +6 chance of surprising their opponent. Moreover, instead of attacking during a combat round a Specter can choose to return to its invisible state. Specters are immune to mundane weapons because they have no physical presence and can only be damaged by magic spells and magical weapons. They are amazingly quick and deft in their movements, receiving a +3 bonus on their Initiative rolls and because of their natural ability to sense the presence of mortals, they cannot be surprised. The incorporeal rip of a Specter's ghostly claw does no damage to a victim's Endurance.

Instead, targets suffer a loss of 2d4 points from their Resolve Attribute, unless they make a successful Saving Throw. If the Saving Throw is successful, the target suffers only one-half of this loss (rounded down). If a player character has their Resolve reduced below 3, they are slain and rise as a Specter on the next new moon unless their corpse is laid to rest on Blessed Lands. Lost Resolve otherwise recovers at the rate of one point per day of complete bed rest. In addition, Specters can focus their malice to throw any physical object weighing no more than 200 lbs. that is within 120 feet of them instead of attacking. Throwing a single object in this fashion requires a successful ranged attack roll and inflicts 1d4 points of damage per 10 lbs. of the object thrown. This object, regardless of size, has a range of 120 feet, and a Specter does not have to become visible to use this ability.

Specters are often solitary, though occasionally do appear in small groups (1d6). Fortunately, all Specters are bound to a location that they cannot leave. This can range in size from a single room to an entire castle estate, to a whole town. If characters attempt to communicate with a Specter and find out what is causing its unrest, the Narrator can decide whether the individual Specter can be set to rest by righting the wrong that holds it to the Mortal Realm. Not all Specters can be helped in this fashion and whether this option is available should be determined by the Narrator on a case-by-case basis.

Vampire

Defense: 16

Endurance: 75

Reduction Value: 5

Attack Modifier: +12

Attacks: Bite (2d6) or By Weapon

Special: Aura of Terror, Beguiling Presence, Children of the Night, Drain Blood, Transform, Unnatural Strength

Move: 5

Saving Throw: 6

Despair Rating: 12

Vampires are incredibly powerful and ancient princes of darkness. No one knows how they came into being, only that they are powerful beyond comprehension and that they can easily masquerade as humans, most often appearing as nobles and aristocrats. They subside by feeding on the blood of sentient beings, revealing their true nature when feeding as their teeth elongate into fangs and they their features sharpen to that of an apex predator on the hunt. They often live for centuries and hone their abilities to terrifying perfection. Reclusive and rare, they usually keep an army of servants at their disposal. The living, the dead, and even the very animals who prowl the wilds call the Vampire their master.

Vampires regenerate five Endurance per round. They are masters of transformation. Vampires can turn into a Giant Bat, a horde of 1d4 x 10 Giant Rats, or a Warg at will. They can summon a flight of 3d4 Giant Bats, 5d6+5 Wolves, or 2d6 x 10 Giant Rats once per night that will arrive in 1d4+1 rounds. The Vampire also radiates an aura of fear affecting those with a lower maximum Endurance than the Vampire's maximum Endurance, causing all who see them in their dark majesty—and realize them for what they are—to suffer Disadvantage on their Despair Saving Throw. Instead of being fearsome, the Vampire can choose to radiate an aura of beguiling. Any being who would normally be required to make a Despair Saving Throw must instead make a normal Saving Throw or fall under the effects of a *Befriend the Fool* spell as if it were cast by the Vampire. They cannot be both fearsome and beguiling at the same time.

The Vampire's bite drains 3 points of Resolve from the victim and inflicts 2d6 points of damage. Targets can make a Saving Throw to avoid losing Resolve, but still suffer damage. If a victim is reduced to a Resolve of 2 or lower, they are slain. Some Vampires fight in melee combat using weapons and receive +2 to melee damage due to their unnatural strength and most who choose to fight in melee combat typically arm themselves with powerful magical weapons of dark enchantment.

Despite what some legends say, Vampires can walk beneath the light of the sun in most instances, though with only limited use of their abilities. They cannot use their bite attack during the day and may not radiate their fearful aura while the sun is out. They are also prohibited from changing form during the day. Finally, they are only able to regenerate a single point of Endurance each round when walking about under the sun.

Many traditional weaknesses do impact a Vampire, though not as deeply as myth and legend would have most believe. Vampires are not repulsed by garlic or holy symbols, though they are irritated by these things, and suffer a -1 to all attack rolls when within 60 feet of them. They do not flee when forced to gaze upon a mirror, though they cast no reflection.

It is notoriously difficult to permanently slay a Vampire. If reduced to 0 Endurance or less, the Vampire immediately turns to mist and that mist flies back to a hidden coffin. This coffin is filled with soil from their homeland and there they regenerate at the rate of 5 Endurance per round. Once they have returned to their full Endurance total, they are

able to again take physical form once more. If a coffin with the earth of their homeland cannot be reached by the Vampire before sunrise, then they are permanently destroyed.

Driving a stake through the heart of a Vampire is not enough to destroy them, though it does impose extraordinary penalties on them. Staking a Vampire requires either an attacker to either inflict a Grievous Wound or to make a successful attack against the Vampire with Disadvantage—both while wielding a wooden stake. A Vampire who has been staked must remain in humanoid form (even when reduced to zero Endurance), suffers Disadvantage on all attack rolls, and is unable to radiate their terrifying or beguiling aura. They are also prohibited regenerating any damage they have suffered while staked. Once a Vampire has been staked, they must be decapitated, their mouth must be stuffed with garlic, and both the head and body must be left in the sun, where they disintegrate to ash.

wight

Defense: 14

Endurance: 10

Reduction Value: 3

Attack Modifier: +3

Attacks: By Weapon

Special: Wound the Spirit

Move: 4

Saving Throw: 16

Despair Rating: 5

The battlefield is a place of horror and carnage, where the worst of mortal impulses and abilities play out as men slaughter men with gleeful abandon. There are some who fight for nobility, for honor, and to protect those who cannot protect themselves. But some give more than their blood on the battlefield, they give their very soul to the horrors of warfare and become inhuman creatures still walking in human shells. When they inevitably die in battle, they rise again under the power of their own hatred for the living to become Wights. Murderers beyond death, they exist now only as vessels of hate to destroy all that once lived.

Wights are fearless in combat, immune to any Despair effects, mind-influencing magic, and illusions. They fight mercilessly until destroyed and once they have encountered a living being they hunt it relentlessly. The wounds from a Wight's weapon cleave the very soul of those struck, and unless the victim makes a Saving Throw they permanently lose a point of Resolve as their very soul is wounded. Should a victim have their Resolve reduced below 3 or be slain by a Wight, they themselves rise as a Wight to further the carnage.

Wights are most often found in corrupted places or war-torn locales. They shamble across blighted battlefields, wander castle halls where once noble lords betrayed and murdered their people, or shamble across graveyards where evil mortals are entombed.

zombie

Defense: 10

Endurance: 10

Reduction Value: 4

Attack Modifier: +2

Attacks: Bite (1d4)

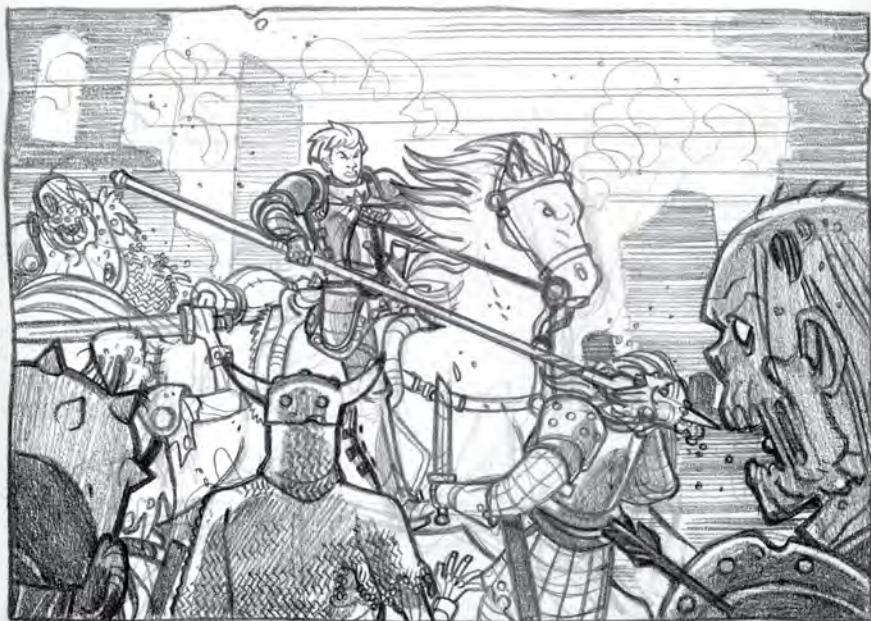
Special: Overwhelm, Slow

Move: 3

Saving Throw: 17

Despair Rating: 3

Zombies are shambling, reanimated corpses that have risen to life through some strange illness or dark magic. Slow and lumbering, these husks of humanity are driven solely by their need to consume the flesh of the living. They do not speak beyond a low, lilting moan and do not appear to be capable of anything more than rudimentary intelligence. Unfortunately, they are often found in large groups and have extremely sharp hearing which allows them to easily detect potential prey when it draws close. Once a Zombie has detected sounds of a living being, they shamble tirelessly towards their prey. They do not need to eat, drink, or rest and are immune to all forms of Despair, mind-influencing magic, and illusions. The hunger is all that drives them.



Because of their plodding movements, Zombies suffer a -3 penalty on their Initiative roll, though they are incapable of being surprised. What makes them truly deadly is the overwhelming numbers. Up to eight Zombies can surround a single individual and any time a character is facing more than one Zombie in melee combat *all* Zombies attacking that character receive a +1 bonus on all attack and damage rolls for *each* Zombie surrounding the character. Thus, if four Zombies were attacking the same character, all those Zombies would receive a +4 bonus on all attack and damage rolls. Because Zombies almost always travel in large groups, this means that despite their slowness and lack of intelligence, they can be deadly foes.

Zombies are almost always found in large groups that can range in size from anywhere between half a dozen to nearly 80 or more (6d12). They are most often found in Blighted Lands, graveyards, or abandoned ruins - though sometimes they rise from caverns or sewers beneath towns to plague civilized communities.

✧ WANDERING MONSTERS

The Hero's Journey does not use the traditional "random encounter" system found in many other fantasy roleplaying games. When a Narrator is running a session of *The Hero's Journey*, they are telling a larger story and random encounters can often feel jarring or out of place in a themed narrative if not handled appropriately. That's not to say that wilderness or dungeon encounters shouldn't occur or that there isn't a chance that the characters might stumble upon a strange creature here and there; but these encounters should be used to add tension and theme to an adventure and not an arbitrary or seemingly out-of-place combat, even if they are part of a wilderness encounter.

If the Narrator wants to determine whether the characters encounter wandering monsters, they should decide how often such rolls are made based on the area and distance from civilization as described in Wilderness Exploration and Hex Crawling in *Chapter Five: Playing the Game* on page 85.

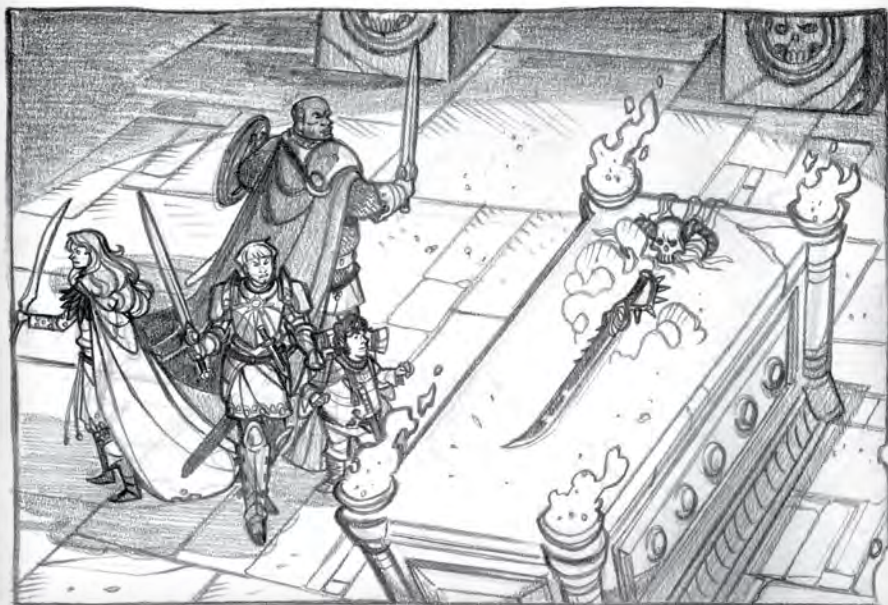
For example, if the Narrator is running an adventure where the players are traveling through goblin-infested woodlands, then if a wandering monster is encountered it should be goblins since this shows that the woods are, in fact, goblin-infested in a real and active way at the table.

Chapter Nine

TREASURE & MAGICAL ITEMS

Riches uncounted and arcane artifacts with power beyond imagination lay waiting for heroes and fortune seekers brave (or foolhardy) enough to travel into the dangerous places of the world. Treasure is non-magical coinage, jewels and other valuables. Some dangerous creatures and strange monsters hoard treasure in their lairs or carry valuables with them— typically spoils taken during raids.

Monsters have usually accumulated an equivalent of 1 gold piece per point of Endurance. This is not necessarily a literal gold piece, but is usually a combination of coins, valuable items, jewels, art objects, and other items of some worth. Most monsters carry 25% of their accumulated wealth on their person and stash the rest away in a lair of one sort or another – whether a keep they've taken over, the largest cave in a network of caverns, or a hillside burrow where they can hide from the light of the sun. Often these hoards are hidden behind secret



or concealed doors and particularly clever monsters may set traps to protect their hoard. This generalization can vary vastly based on the individual monster. Zombies, for example, are unlikely to carry any wealth while an Elder Wyrm may have a hoard of riches that rivals all the gold in the entire history of a noble dynasty.

In the end, *The Hero's Journey* is not a game about “killing the monster and taking its stuff.” There is less emphasis placed on accumulating gold and monetary valuables. As such, money serves as a resource to be managed when purchasing equipment, assisting those in need, or saving for a larger expense. It is not a major emphasis of the game.

✧ MAGICAL ITEMS AND MYTH POINTS

Though it is possible to craft a magic item whole cloth from mundane resources, most weapons, suits of armor, shields, and miscellaneous magic items come into existence because of the heroic (or villainous) deeds surrounding their use. It is the story of these items and that of their wielder that more often empowers them than some arcane ritual.

Each time a player character gains a level, they receive a single Myth Point. This represents the natural growth in their reputation as a hero and how the magic associated with their growing legend is beginning to infuse the gear they carry. In addition, each character can earn up to one additional Myth Point each time they gain a level if that character has performed some great deed of heroism that is both worthy of being remembered and was done in such a fashion that tale of it may spread far and wide. In most circumstances, a character cannot earn more than two Myth Points total over the course of gaining a single level.

Myth Points may be spent between sessions to grant mundane items permanent magical abilities. This represents the growing legends surrounding that item and its bearer. Both are, quite literally, becoming legendary. However, when spending Myth Points, the player should always consider what heroic or noteworthy deeds have been performed with the item and spend those Myth Points in a way that is thematically appropriate to those actions.

In most cases, Myth Points are spent to empower weapons, armor, and shields. They can be spent to purchase Aspects, which are magical properties permanently associated with one of the item types mentioned above. Alternatively, a character can choose to craft an Heirloom, which is a magical item tied to a character's Lineage. Each of

the Lineages of the world have their own unique culture and their own unique perception into the nature of magic and what matters through the generations. Heirlooms are reflections of those values, as well as objects which are held in high regard, by a Lineage. As such they have gained certain magical properties. Aspects and Heirlooms are detailed below.

✧ ASPECTS

As mentioned above, Aspects are magical properties permanently associated with an object—most often a weapon, suit of armor, or shield. Each Aspect grants a weapon certain benefits described below and costs a specific number of Myth Points to apply. No item may have more than 3 Aspects.

Adding an Aspect to an item is more than a transaction. Simply spending Myth Points and gaining a benefit is not enough. The Narrator and the player should work together to develop a reason why an item has developed a newly present Aspect. Perhaps their sword has been re-forged by a dwarven ally and gained the Dwarf-Forged Aspect, or they've slain a powerful Lord of Flame and Shadow and now their weapon has the Demon-Bane Aspect. Aspects do not appear whole cloth and must have a reason to be present that fits within the narrative of the game.

The cost listed for each Aspects is for a single application of that Aspect to a single weapon, one set of armor, or one shield. An individual Aspect can only be applied once to a given item.

Balanced: Weapons, armor, and shields with the Balanced Aspect are remarkably well-crafted and easy to use. Balanced Weapons grant the wielder a +2 bonus on all attack rolls. Balanced armor weighs half as much as normal. A Balanced Shield grants the wielder a +1 bonus to their Defense. **Cost:** 2 Myth Points.

Bane: This Aspect represents a magical item which has been crafted to defeat a specific kind of foe. All Bane items are associated with a specific creature type (Dragon-Bane, Undead-Bane, etc.). Weapons with this Aspect automatically inflict maximum damage against their specific Bane and ignore that specific Bane's Reduction Value. Armor has its Reduction Value increased by +2 against their specific Bane. Shields increase the wielder's Defense by +2 against their specific Bane. All forms of this item glow softly when the Bane type is within 120 feet. **Cost:** 4 Myth Points.

Blessed: This Aspect represents an item that has been hallowed by the Celestial Realm. Many powerful creatures can only be injured by Blessed weapons. Armor that has the Blessed Aspect grants the wearer +2 bonus on all Despair Saving Throws. A shield with the Blessed Aspect grants all who can see the shield (except the wielder) a +2 bonus on their Despair Saving Throws. **Cost:** 3 *Myth Points*.

Cold Iron: Cold Iron is the anathema of the Fey. Cold Iron weapons always inflict maximum damage against Fey beings. Cold Iron armor *doubles* its Reduction Value against attacks from weapons wielded by Fey opponents. Cold Iron shields grant Advantage on all Saving Throws made to resist Fey magic and resist Despair generated by Fey. **Cost:** 3 *Myth Points*.



Damned: Damned arms and armor grant amazing benefits to their wielder, but also have a terrible cost. Damned Weapons always inflict maximum damage on any attack made with them but impose Disadvantage on all Saving Throws made while the wielder carries such a weapon. Damned armor doubles its Reduction Value, but the wearer cannot heal any wounds they suffer while they own the armor. Damned shields double their Defense bonus for the user but cause all successful attacks to inflict maximum damage on the shield bearer. **Cost:** 2 *Myth Points*.

Dwarf-Forged: Crafted by the dwarves, weapons, armor, and shields that are Dwarf-Forged cannot be broken, damaged, or destroyed by any mundane means. **Cost:** 2 *Myth Points*.

Elvencraft: Crafted from Elvish Steel, a strange metallic alloy known only to the elves, these items are remarkably light as to feel almost weightless. Elvencraft weapons are remarkably fast and when wielding one, a character receives +2 on all Initiative rolls. Elvencraft

armor and shields never weigh more than 5 pounds regardless of what type of armor or shield is being crafted and are each considered to only be a single significant item. **Cost:** 4 *Myth Points*.

Enflamed: Enflamed items have been enchanted to always be wreathed in a magical fire. All Enflamed items radiate light as a torch. The magical fire of an Enflamed weapon can be used to set flammable objects ablaze and inflict maximum damage against creatures strongly associated with frost or cold. Enflamed armor leaps and dances with fire; any time the wearer is struck by a melee attack, the attacker suffers 1d4 points of fire damage as a gout of fire and embers sparks off the armor. An enflamed shield is a well-lit target for ranged attacks and the bearer has a +2 to Defense against ranged attacks when carrying one. **Cost:** 3 *Myth Points*.

Feycraft: The arms and armor of the Fey are mercurial and strange. Feycraft weapons sing a low, melodious tune when used and offer the wielder a +2 bonus to their Defense against melee attacks that somehow seem easier to parry. Feycraft Armor is enchanted with a glamour and can appear as a suit of normal clothing of the wearer's desire after a single round of concentration. Feycraft Shields can shift and melt into silver bracers at the mental command of the wielder. **Cost:** 4 *Myth Points*.

Grievous: Grievous items are empowered by a sinister reputation and are known for their horrible abilities. Wounds from a Grievous weapon cannot be naturally healed and must be restored via magical means unless the victim is resting in Blessed Lands. Anyone wearing Grievous Armor is particularly fearsome to behold and receives a +2 to their Despair Rating. Those without a Despair Rating gain a Despair Rating of 6. Grievous Shields cause all non-magical weapons that strike them to shatter unless the attacker makes a successful Saving Throw. **Cost:** 6 *Myth Points*.

Renowned: Renowned items have a well-known reputation and their exploits are remembered far and wide across the land. Regardless of whether a Renowned item is a weapon, suit of armor, or shield, the user is granted a +2 bonus to their Renown Checks to be recognized. **Cost:** 1 *Myth Point*.

Starforged: Crafted from a strange metal found only in meteorites, all Starforged items radiate a soft purple glow. Starforged weapons inflict their maximum damage on incorporeal targets, while Starforged armor and shields offer full protection against incorporeal attacks. **Cost:** 3 *Myth Points*.

Valiant: Arms and armor with the Valiant Aspect inspire those on the battlefield to new heights of glory. Such weapons allow the wielder to Rally the Company as if they were a warrior equal to their own level once per day. If the wielder is a warrior, they may Rally the Company twice in a single battle, though the effects do not stack. Valiant Armor allows the wearer to ignore 1 Grievous Wound during a battle and are instead simply reduced to a single point of Endurance. The wielder of a Valiant Shield can opt to add the Defense bonus of their shield to an adjacent ally once per battle instead of receiving it themselves. **Cost:** 4 Myth Points.

Winter-Kissed: Winter-Kissed arms and armor are glazed in a magical frost. Weapons with this Aspect inflict maximum damage against creatures strongly associated with flames and fire. Winter-Kissed armor makes the wearer immune to all the effects of mundane and magical cold. Any flame-based attack that strikes a Winter-Kissed shield is immediately and completely snuffed out, with no effect. **Cost:** 3 Myth Points.

✧ HEIRLOOMS

Heirlooms are magical items created by and tied to the culture and values of a specific Lineage. They can be created by any character of the Lineage to which they are tied through time, effort, and the expenditure of Myth Points. Generally speaking, to craft an Heirloom, a character must be of the appropriate Lineage and spend at least one season in a community of their Lineage (or at least in a place of comfort for people of their Lineage) and have the necessary components to craft an item. The Narrator determines the components for each individual Heirloom and should be thematically appropriate to the associated Lineage and applications of the item being crafted. At the Narrator's discretion, there may also be specialized components necessary to craft the Heirloom which must be acquired—most often through questing for them or braving dangerous places. These rules for creating an Heirloom are intentionally both broad and vague to allow the Narrator and the player the freedom to create Heirlooms that suit the individual legendariums.

In addition, Heirlooms can be discovered while adventuring and are rare and valuable resources to any company of adventurers. They are typically treated with respect and reverence, even by those outside the Lineage that crafted them.

It is important to note that changelings and half-elves can craft Heirlooms associated with both aspects of their Lineage. Changelings can craft Fey and Human Heirlooms and half-elves can craft Elf, Half-Elf, and Human Heirlooms. Crafting an Heirloom costs the listed number of Myth Points, though if a character undertakes a specific quest to recover components or perform heroic deeds in order to further the creation of an Heirloom they may reduce the number of Myth Points required by 1 point per quest—to a minimum cost of a single Myth Point to create an item. They may undertake multiple quests in order to reduce the Myth Point cost of an item, but no more than one quest at a time and they earn no Experience Points from such a quest. The exact nature of these quests are determined by the Narrator and should always be both long and dangerous, requiring at least one session of play to complete, if not more.

Example Heirlooms are listed below for each of the Lineages found in *Chapter Two: Lineage*. They can be included directly in your legendarium and should be used as both a guideline and inspiration for new and original Heirlooms for your own legendariums.

changeling heirlooms

Book of Nightmares: It is said that some wicked Fey record the nightmares of children in great black books to store the unfiltered fear of the innocent to be unleashed later. A Book of Nightmares is such a chronicle. Its dark and terrible stories can be unleashed on unsuspecting minds. Once per evening (between sunset and sunrise), a character can read a passage from the Book of Nightmares aloud. Regardless of the words read, everyone within 120 feet of the reader hears a story about their own personal worst nightmare. They must immediately make a Despair Saving Throw. Those who fail, flee in terror from the deeply personal horrors recited. **Cost:** 4 Myth Points.

Fairie Dust: This thin, twinkling dust is gathered from the wings of fairies as they fly and stored in a bag woven from the stuff dreams are made of. When sprinkled over an individual, they gain the ability to Fly at a Movement of 6, though only if they can think happy thoughts. When first sprinkled with the Fairie Dust the target must make a Saving Throw with Advantage to do so. The ability to fly remains until the next sunrise, though if the wearer suffers any damage or fails a Despair Saving Throw, the effects of the Fairie Dust end immediately. A bag of Fairie Dust has thirteen uses. **Cost:** 2 Myth Points.

Mask of Courtly Intrigue: Sprinkled with the dust of a Pixie and blessed by a Fey Queen, these masks are most often worn by the courtiers of Fairie. Their beauty is beyond reproach and they are as fragile as butterfly wings. Once per day, the wearer can activate the mask. For 1 hour, any conversations the wearer has are difficult for others to recall beyond a vague sense that an actual conversation occurred. The wearer remembers their conversations perfectly, but all who engaged in conversation with the wearer must make a Saving Throw or they are unable to recall any details of what was discussed.

Cost: 4 Myth Points.

Spinster's Cloak: This strange cloak appears to be a patch-covered garment, tattered and ripped from years of use and abuse. In truth, it is woven using the needle of a blind spinster and the tragedy of the colors she will never see again are woven into the garment. This cloak allows the wearer to fade into a large crowd or urban environment with near invisibility. They are undetectable unless specifically being sought for, and even then, only if the searcher makes an Insight Attribute-based Attribute Saving Throw. **Cost:** 3 Myth Points.

Traceless Gloves: These ragged, fingerless cloth gloves appear to be the kind worn by a beggar or vagabond. They are infused with the lost dreams of wealth denied the wretched and the poor. They possess a powerful magic that gives the wearer a Thievery of 5, though only when performing acts of sleight of hand, regardless of their level or Archetype. **Cost:** 3 Myth Points.

Truthseeker's Spectacles: Rose-tinted lenses set into delicate wire frames, the Truthseeker's Spectacles allow the wearer to see into the heart of anyone they meet. Three times per day, the wearer may gaze at a single target for one minute. The target must then make a Saving Throw. If that Saving Throw fails, then the wearer knows the target's deepest desire. **Cost:** 4 Myth Points.

Dwarf Heirlooms

Craftmaster's Glass: This telescoping brass monocle made by ancient dwarvish jewelers whose gifts of craftsmanship have been lost to time and tragedy. It has a thin leather strap, allowing it to be buckled on to keep both of the user's hands free. While it is worn, the user gains several benefits. They can accurately identify the value of any gems, jewelry, or precious metals they encounter after only a minute of examination. This includes everything from cut gemstones to veins of raw ore. The wearer can instantly identify whether any object that

is primarily crafted from metal is magical or not, though they cannot identify the specific magical properties of that item. Burglars making use of a Craftsman's Glass while attempting to pick a lock or disable a trap receive Advantage on all Thievery checks. Unfortunately, the Craftsman's Glass is very fragile and can be easily broken if dropped or impacted against a solid object. **Cost:** 4 Myth Points.

Dwarvish Brew: Dwarves are renowned for their skill at brewing ale and beer, with the rarest of their creations known simply as Dwarvish Brew. It is made using subterranean mushrooms that have never been exposed to sunlight and each cask of Dwarvish Brew must ferment for a year and a day before becoming potable. Reserved for festivals and other grand celebrations, it is said to empower the drinker with an uncanny and dangerous level of courage. This has led more than one dwarf to open many of their tall tales and legends with the phrase "It all began over a brew..."

Consuming a pint of Dwarvish Brew causes the imbiber to automatically succeed on all Despair Saving Throws for the next 3 hours. Unfortunately, Dwarvish Brew is considered a poison and unless the imbiber succeeds on a Saving Throw to resist this poison, they suffer 1d6 points of damage and become intoxicated. This intoxication lasts for 6 hours and causes the imbiber to suffer Disadvantage on all ranged attack rolls and Finesse-based Attribute Saving Throws. A single batch of Dwarvish Brew produces a dozen gut-shaking pints.

Cost: 2 Myth Points.

Fireworks: Dwarves are master craftsmen and intrepid miners willing to delve into places other Lineages will not go in search of the riches of the earth. One of their strange concoctions is something they simply called "powder." It is explosive and far too dangerous to be truly used as a weapon. Instead, Dwarves have learned to mix powder with secret alchemical agents to create handheld devices that explode when an attached fuse is lit. This explosion does no damage, but instead produces a flash of bright color. This color is determined when these strange Fireworks are crafted. With little combat application, Dwarves most often sell Fireworks to other species who then make use of them in celebration by launching these handheld explosive devices into the air and marvel at the magnificent colors that fill the night sky for an instant.

More enterprising individuals sometimes make use of these Fireworks in battle by lighting them and tossing them into groups of on-coming adversaries. A fist-sized sphere of Fireworks has a range

of 60 feet. It must be lit before it is thrown, which requires a flame. To both light and throw Fireworks, a character may take no other actions during a round—assuming they already have access to an open flame.

The Fireworks then explode after being tossed, forcing everyone within 30 feet of the explosion to make a Saving Throw or be affected as if a *Blinding Flash* spell had targeted them. Note that because this is not a magical effect, it can be used on creatures normally immune to magic spells. Fireworks are crafted in bundles of a dozen. **Cost:** 2 *Myth Points*.

Forgesight Crystal: These strange purple crystals are found deep within the earth. Unlike most other precious gems, they do not glitter or refract light—even when expertly prepared and polished. Yet through some strange enchantment born of dwarven smithcraft, they allow any being within 60 feet of a Forgemaster Crystal to see perfectly in absolute darkness provided that these beings already possess some form of low-light vision or dark vision, such as an elf's Star Sight or dwarf's Dark Vision. **Cost:** 3 *Myth Points*.

Golden Ring of Andvari: This golden band is etched with dwarvish runes and is said to have been crafted by Andvari, a legendary dwarvish goldsmith. Though he was renowned for his skill both at the forge and in battle, Andvari was also stricken with Dragon-Avarice that eventually drove him mad. Those who come into the possession of his Golden Ring find themselves blessed with seemingly endless wealth. At dawn each day 2d6 gold pieces appear in the hand that wears the Golden Ring. However, the ring bearer will inevitably become consumed with greed. Each week that the Golden Ring is worn requires the wearer to make a Saving Throw or fall under the effects of Dragon-Avarice as detailed on page 139. The wearer never recognizes themselves as under the Golden Ring's influence, but if it is removed the Dragon-Avarice fades after one week. **Cost:** 1 *Myth Point*.

Helm of Forgotten Kings: Said to have been worn by ancient warrior-kings from long forgotten dwarvish empires now buried deep beneath the earth, this fearsome battle helm is sized specifically for dwarves and cannot be worn by other Lineages. The wearer of the Helm of Forgotten Kings is almost fearless in battle, receiving Advantage on all Despair Saving Throws. In addition, the image carved upon the face of the Helm of Forgotten Kings is so terrifying to a dwarf's foe that once per day the wearer may force a single opponent that can see them wearing the helm to make a Despair Saving Throw or flee

the battlefield in terror. Finally, the wearer of the Helm of Forgotten Kings is well-protected from potentially deadly wounds and may, once per day, automatically succeed on a Grievous Wound Saving Throw. **Cost:** 5 Myth Points.

Elf Heirlooms

Dreamstone: This small white jewel is typically set into a necklace of sparkling white gold and is laid with enchantments of peace and hope. While the wearer sleeps, they always get a peaceful night's rest and awaken with a renewed sense of hope. As long as the jewel is worn and the wearer slept the previous night, they receive Advantage on the first Despair Saving Throw they must make that day. **Cost:** 2 Myth Points.

Elvish Cordial: This light, golden liquid lifts the heart and restores the body. It is crafted from fruit plucked on the Spring Equinox in secret elvish groves. A single dram of the cordial restores 1d6+4 Endurance to anyone who drinks it. It is typically carried in wineskins that carry six doses. **Cost:** 2 Myth Points.

Forestwalker Cloak: Woven of leaves and vines from the oldest trees that have been tended to by the elvish people for a thousand years or more, a Forestwalker Cloak protects the wearer from enemy eyes while they travel the wild places of the world. The wearer leaves no traces of their passage across natural terrain - not bent or broken branch, nor footprint, nor scent. In addition, the wearer gains a Forestry of 4, though only in matters of wilderness stealth. **Cost:** 3 Myth Points.

Infinite Quiver: Woven of the finest leather and set with swirling runes inlaid with glistening elf hair, this quiver contains a single arrow suitable for use with a short bow or long bow. That arrow always reappears in the quiver after being shot, regardless of whether the shot missed or hit—and even if the arrow was destroyed. **Cost:** 3 Myth Points.

Harp of Memories: Elvish bards and scholars value these small silver harps. Crafted from enchanted silver and strung with hair from the mane of a unicorn, when an elf, half-elf, or bard plays this harp, they begin to sing a song unknown to themselves (and possibly in a language they do not even know). This song recalls the most emotionally powerful deed that happened at the location where the performer is playing the Harp of Memories. The musician has

an unclouded vision of the event in question, complete with sights, smells, noises, and emotions. This vision lasts for the duration of a song (1d4+3 minutes) before the musician is drawn back to their senses with full recall of what they experienced. Visions created by the Harp of Memories can only occur once per week. **Cost:** 4 Myth Points.

Starglass Phial: Starglass Phials are beautifully crafted crystalline bottles that have captured the light of the stars in a strange alchemical liquid. This is done through an ancient elvish magic and legend says that it can only be done under the New Moon of a Summer Equinox. This starlight glows out to a radius of thirty feet and drives back both mundane and magical darkness. In addition, once per day, a bearer of a Starglass Phial can draw upon its ceaseless light to stand fast against the darkness. For the next 1d4 rounds all Demons, Dragons, and Undead have Disadvantage on any attacks made against the bearer. In addition, for that duration the bearer has Advantage on all Despair Saving Throws. **Cost:** 6 Myth Points.

Half-Elf Heirlooms

Dabbler's Trinket: A strange bracelet cobbled together from leather straps, tiny slivers from countless gems, and a handful of other oddities, this patchwork Heirloom is said to have been carried by a half-elf adventurer whose name has been lost to time. Taking a small gift from everyone they helped in their adventures, the wanderer crafted a bracelet that gave them a touch of talent right when they needed it. Once per day, the wearer of this bracelet can make a Thievery, Forestry, or Lore ability check as if they had 2 in the ability—even if their Archetype does not normally allow for it. The Dabbler's Trinket grants no bonus if the character already possesses the ability they are attempting to draw upon from the bracelet. **Cost:** 2 Myth Points.

Diplomat's Mantle: This royal blue mantle is gilded in silver and is said to have been worn by some of the greatest ambassadors and envoys in history. It has a simple, but extremely useful enchantment set upon it that allows the wearer to speak and understand the native language of whomever they are currently conversing with to absolute perfection, but only for the duration of their conversation. It can only translate a single language at a given time and if the wearer is being verbally accosted by several languages at once it all comes to their

ears as a garbled, incoherent mess of sounds and syllables. **Cost:** 3 Myth Points.

Ring of the Silver Tongue: This unassuming silver band has no etching, jewels, or other adornment. The magic infused within it grows over time because of the natural charm and charisma of the wearer. Years of smooth moves and fast talking have infused the ring with a lingering magic that enhances the natural presence of anyone who wears it. While worn, this ring increases the wearer's Bearing by +2, to a maximum of 18. In addition, the wearer is less receptive to being manipulated or charmed and receives Advantage on any Saving Throws made to resist Beguile the Fool or similar effects. **Cost:** 3 Myth Points.

Compass of the Seafarer: Legends speak of a great half-elf seafarer. Some say she was a privateer. Some say he was a pirate. Some claim the half-elf was a wealthy merchant. None know for sure. What is rumored, though, is that this seafarer carried a wooden compass that always guided them home. This compass does not point north, but instead always points towards the holder's homeland, as long as the character is still in the Mortal Realm. In addition, the character always knows the general time of day, the season, and the year. **Cost:** 3 Myth Points.

Shadowed Sheath: This simple scabbard of black leather holds a narrow, needle-sharp dagger and has straps to wear it on the ankle or wrist. Legend says it is crafted from the shadow of a murder whose crime went unpunished. As long as the dagger is in its sheath and strapped to the wearer's ankle or wrist, both weapon and sheath are invisible and undetectable. Once drawn, the dagger becomes visible—though not the sheath. If the dagger is lost, broken, or thrown it reappears in the sheath 1d6 days later. **Cost:** 3 Myth Points.

Wanderer's Lute: Carved of fine hardwood and polished to a perfect shine, a Wanderer's Lute is said to come into being when a traveling minstrel earns the applause of mortal and fey, peasant and prince—all after traveling a thousand miles. Whenever a bard or other skilled performer carries the Wanderer's Lute, every three days while traveling overland they can make a Weal-based Attribute Saving Throw. If successful, the owner of the Lute encounters a friendly and, in some way, (whether great or small) helpful traveler. The details and exact nature of the traveler encountered are determined by the Narrator. **Cost:** 2 Myth Points.

Halfling Heirlooms

Bingo's Book of Rhymes and Riddles: This well-worn journal was kept by reluctant adventurer turned master treasure hunter, Bingo Bindlestick. In addition to being filled with anecdotes and poems about his own adventures, Bingo has also included several riddles and rhymes of lore that are surprisingly useful to young would-be heroes. Once per day, a character who makes a successful Insight-based Attribute Saving Throw can find a useful passage in Bingo's Book relevant to their current circumstances. This is rarely a direct answer to a riddle or difficulty, but instead a hint or small piece of insight. Since originally being written, several copies have been made over the years. **Cost:** 2 Myth Points.

Briaroak Pipe: Briaroak Pipes are treasured by tobacco loving halflings and smoking enthusiasts. They are delicately carved and expertly cured. Whenever a character who smokes makes use of a Briaroak Pipe while Relaxing by the Campfire, they receive Advantage on their Saving Throw as relaxation comes just a little bit easier with the scents of home. **Cost:** 1 Myth Point.

Fortunefoot's Map of Forgotten Findings: Bandoras Fortunefoot was a halfling swashbuckler and unabashed gloryhound. Legend says he gathered all manner of trinkets and riches during his years as an adventurer and hid them in a secret realm within Fairie. To find these treasures, he crafted a map, though his cartography was flawed. Instead of revealing the location of Fortunefoot's treasure, the landscape and notations of this map molt and shift to reveal a path to the thing the reader desires most. Unfortunately, the path revealed is always riddled with danger and meanders into unexpected troubles. **Cost:** 2 Myth Points.

Rabbit's Foot: Halflings firmly believe in luck and are themselves known for their uncanny luck. A tradition among many halfling families is to pass down the cured foot of a coney, which is believed to carry each individual halfling's luck down to the next generation. After almost a century, these family heirlooms become infused with a strange kismet



that seems to offer unexpected benefits at key moments. The Weal modifier of a bearer of a Rabbit's Foot is increased by +1, even if their Weal is already 18. **Cost:** 5 Myth Points.

Rugged Cooking Pan: Feasting is a sign of strength and community among halflings and they place more value on food and good cheer than other Lineages. Kitchenware is often held as sacrosanct by halflings and often those halflings that choose to become adventurers take their beloved cookware with them. After returning home, they pass this down to the next generation. A Rugged Cooking Pan is empowered by this love of good food and can feed six people in a single use and using only the resources for a single meal. In addition, the Rugged Cooking Pan is a dangerous weapon, functioning as a Dwarf-Forged Club when used in combat. **Cost:** 3 Myth Points.

Gnarled Walking Stick: Though not typically driven to adventure, halflings do enjoy a good nature walk. Wooden walking sticks are commonly used by many halflings, both those who adventure and those who do not. The love of the trail infuses these natural wooden poles, offering the bearer sure footing even when traversing dangerous paths. In addition to functioning as a Balanced Quarterstaff, any character carrying a Gnarled Walking Stick receives Advantage on any Saving Throws made to resist or avoid Natural Hazards. **Cost:** 3 Myth Points.

Human Heirlooms

Extraordinary Tome: Humans are dynamic and ambitious. They are also short-lived and as such, libraries of insight and lore can be found in many places humanity once thrived. In exceptionally rare circumstances, a human of truly superb ability chronicles in detail the secrets of their talents. These Extraordinary Tomes can be studied by future generations in hopes of capturing a fragment of that magnificence. Each Extraordinary Tome is associated with 1 of the 6 Attributes (as determined by the Narrator) and when a month of dedicated study is given over to its content, the reader may permanently increase that associated Attribute by one point. This can increase an Attribute above 18. A character can never benefit from more than one Extraordinary Tome in their life. **Cost:** 7 Myth Points.

Inspiring Banner: Human empires rise to power swiftly, both glorious and mighty. Many of these empires raise banners to the majesty of their kingdoms to inspire soldiers in its service. After several generations, these banners can take on an almost hallowed status and can

inspire all who can see it to new heights of valor. When an Inspiring Banner is raised, all who are loyal to its cause receive Advantage on all Despair Saving Throws. **Cost:** 4 Myth Points.

Porter's Pouch: Adventurers often hire servants and porters to aid them in recovering riches and resources that are recovered. More than one laborer or porter has made quite a keen living delving into dungeons, carrying out vast riches, and never having to raise a blade against some foul evil. These hirelings keep a small purse that eventually develops a tiny enchantment. A Porter's Pouch can produce a single gold coin once per day. **Cost:** 2 Myth Points.

Resounding Horn: Armies let their warhorns wind in battle to rally troops, declare their presence, and announce victory. In rare cases, a dragon horn is bound in silver and given as a gift to a famous captain that can place fear in the hearts of their enemies simply from its sound. All who stand against the character blowing the horn that have a lower maximum Endurance than that character must immediately make a Despair Saving Throw. The Resounding Horn can only be blown to this effect once per day. **Cost:** 3 Myth Points.

Steadfast Rider's Saddle: Humans are sometimes known in songs as the masters of horses and it's by their skill with these magnificent beasts that many of their empires have flourished in scant few generations. Astride the saddle, heroes stand tall and proud, defiant against dark armies and dangerous foes. The bond between a horseman and their mount is strong, and they are united by the saddle. A few riders form such strong bonds with their steeds that neither knows fear while they are together. When a rider is atop a horse with a Steadfast Rider's Saddle they receive Advantage on all Despair Saving Throws and the horse is incapable of knowing fear regardless of the dangers it faces. **Cost:** 3 Myth Points.

Traveler's Boots: In their short lives humans have traveled to realms undiscovered by other Lineages and braved lands previously untouched by civilization. The intrepid nature of human explorers sometimes seeps into the soil from countless lands that touches their boots. On rare occasions these become true Traveler's Boots that allow the wearer to travel farther, explore deeper, and reach the lands just beyond the horizon. While wearing a pair of Traveler's Boots, a character can move faster across the wilderness, adding +4 to the number of miles traveled each day—regardless of the terrain being traversed. **Cost:** 3 Myth Points.

APPENDIX

✧ INSPIRATIONS

The Hero's Journey, Second Edition was inspired by many books and films, which are near and dear to the author. They were beloved to him as a child and remain so well into adulthood. Listed below are just a few of those inspirations that might help fire your imagination and give you a sense of the kinds of stories you can tell using this humble rules set.

LITERATURE

Bullfinch, Thomas

- ♦ *Age of Chivalry* (1858)
- ♦ *Age of Fable* (1867)

Eddings, David

- ♦ *Pawn of Prophecy* (1982)
- ♦ *Queen of Sorcery* (1982)
- ♦ *Magician's Gambit* (1983)
- ♦ *Castle of Wizardry* (1984)
- ♦ *Enchanters' End Game* (1984)

Ende, Michael

- ♦ *The Neverending Story* (1979)

Feist, Raymond E.

- ♦ *Magician: Apprentice* (1996)
- ♦ *Magician: Master* (1996)
- ♦ *Silverthorn* (1985)
- ♦ *A Darkness at Sethanon* (1986)
- ♦ *Prince of the Blood* (1989)
- ♦ *The King's Buccaneer* (1992)

Gaiman, Neil

- ♦ *Stardust* (1997)
- ♦ *Odd and The Frost Giants* (2008)

Goldman, William

- ♦ *The Princess Bride* (1973)

Grimm, Jakob & Wilhelm

- ♦ *Children's and Household Tales* (1857)

Hickman, Tracy & Weis, Margaret

- ♦ *Dragons of Autumn Twilight* (1984)
- ♦ *Dragons of Winter Night* (1985)
- ♦ *Dragons of Spring Dawning* (1985)
- ♦ *Time of the Twins* (1986)
- ♦ *War of the Twins* (1986)
- ♦ *Test of the Twins* (1986)
- ♦ *Second Generation* (1995)
- ♦ *Dragons of Summer Flame* (1995)

Jones, Gwyn & Jones, Thomas

- ♦ *The Mabinogion* (1948)

Mallory, Thomas

- ♦ *Le Morte d'Arthur* (1485)

Tolkien, J.R.R.

- ♦ *The Hobbit* (1937)
- ♦ *On Fairy Stories* (1947)
- ♦ *Farmer Giles of Ham* (1949)
- ♦ *The Fellowship of the Ring* (1954)
- ♦ *The Two Towers* (1954)
- ♦ *The Return of the King* (1955)
- ♦ *The Silmarillion* (1977)
- ♦ *Unfinished Tales* (1980)
- ♦ *The Children of Hurin* (2007)
- ♦ *The Legend of Sigurd & Gudrún* (2009)
- ♦ *Beren & Luthien* (2017)
- ♦ *The Fall of Gondolin* (2018)

Films

Bakshi, Ralph

- ♦ *The Lord of the Rings* (1978)

Boorman, John

- ♦ *Excalibur* (1981)

Howard, Ron

- ♦ *Willow* (1988)

Jackson, Peter

- ♦ *The Lord of the Rings: The Fellowship of the Ring* (2001)
- ♦ *The Lord of the Rings: The Two Towers* (2002)
- ♦ *The Lord of the Rings: The Return of the King* (2003)
- ♦ *The Hobbit: An Unexpected Journey* (2012)
- ♦ *The Hobbit: The Desolation of Smaug* (2013)
- ♦ *The Hobbit: The Battle of Five Armies* (2014)

Peterson, Wolfgang

- ♦ *The Neverending Story* (1984)

Rankin, Arthur & Bass, Jules

- ♦ *The Hobbit* (1977)

Reiner, Rob

- ♦ *The Princess Bride* (1987)

Scott, Ridley

- ♦ *Legend* (1985)

Roleplaying Games

Chaosium

- ♦ *King Arthur Pendragon: Edition 5.2* (2016)

Cubicle 7 Entertainment

- ♦ *The One Ring Roleplaying Game* (2014)

Fantasy Flight Games

- ♦ *Grimm* (2007)

Flatland Games

- ♦ *Beyond the Wall and Other Adventures* (2013)

Mythmere Games

- ♦ *Swords & Wizardry White Box* (2011)

White Wolf Publishing

- ♦ *Changeling: The Dreaming* (1995)
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Wizards of the Coast

- ♦ *Dungeons & Dragons, 5th Edition* (2014)



second Edition

CHARACTER SHEET

ARCHETYPE:_____ **PROFESSION:**_____

WEAL: _____

MYTH POINTS:_____

ASPECTS

ASPECTS

EQUIPMENT

[illegible]

→ _____

→ _____

[illegible]

WEALTH

SPELLS KNOWN: _____

OTHER TREASURE:

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