




OF BEASTS BRAVE & TRUE



MIKE BRODU & JAMES M. SPAHN



BRG-006

A decorative border with a repeating scroll pattern surrounds the text.

OF BEASTS BRAVE & TRUE

optional Animal Lineages and Rules
FOR THE HERO'S JOURNEY, Second Edition

MIKE BRODU & JAMES M. SPAHN

OF BEASTS BRAVE & TRUE

Author: Mike Brodu & James M. Spahn

Interior Art: Nicolás Giacondino
(except p.20: Mike Brodu)

Cover Art: Mike Brodu

Editor: James M. Spahn

Book Design: Mike Brodu

Publishing: Alan Bahr

For the The Hero's Journey Second Edition

Published under permission and license
by Gallant Knight Games, 2020

The Hero's Journey and the Barrel Rider Games logo are trademarks of Barrel Rider Games. ©2020 by Barrel Rider Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden.

Gallant Knight Games, GKG, and the Gallant Knight Games logos are trademarks of Gallant Knight Games.

Gallant Knight Games, Layton UT 84404



www.gallantknightgames.com

TABLE OF CONTENTS

INTRODUCTION 5

CHAPTER ONE

ANIMAL LINEAGES 6

Animal Lineages

and Movement 6

Destrier 7

Destrier Lineage Abilities 10

Alternate Destrier

Lineage: Unicorn 11

Prowler 12

Prowler Lineage Abilities 14

Alternate Prowler Lineages 15

Windkin 16

Windkin Lineage Abilities 18

Alternate Windkin

Lineage: Phoenix 20

Professions 21

CHAPTER TWO

HEIRLOOMS 22

Destrier Heirlooms 22

Adornment of the Dawn 22

Kelpie Saddle 22

Lucky Horseshoe 23

Nain's Mechanical Wings 23

Scales of the Qilin 24

Zephyr's Flute 24

Prowler Heirlooms 24

Catswort Wand 24

Collar of Nine Lives 25

Disappearing Mantle 25

Infinite Ball of Yarn 26

Leather Boots of

Eustache the Eloquent 26

Signet of the Fearless Feline 26

Windkin Heirlooms 28

Fiery Phoenix's Mark 28

Golden Egg 28

Mirror of the Prince's Pride 28

Mother Goose's Warning 29

Ring of Murders 29

Sparrow Charm 29

CHAPTER THREE

WILD BEASTS 31

Bird of Prey 31

Boar 32

Cat (Small) 33

Cat (Large) 33

Dog 34

Fowl 34

Hare/Rabbit 35

Ox/Buffalo 35

CHAPTER FOUR

NEW PROFESSIONS 37

Big Game Hunter 37

Falconer 37

Kennel Master 38

Livestock Farmer 38

Shepherd 38

CHAPTER FIVE

EQUIPMENT 39

Livestock Descriptions 39

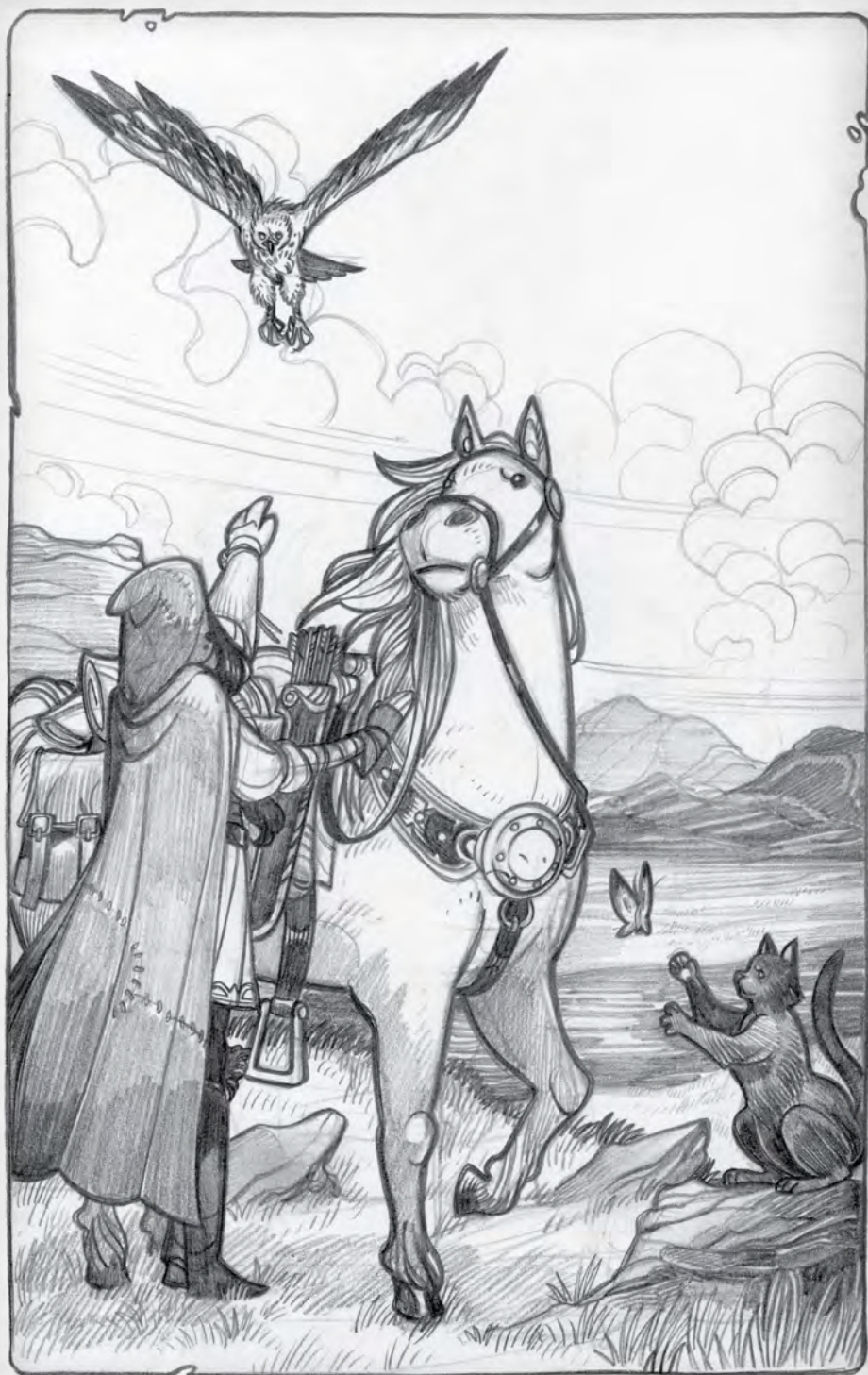
Animal Feed Descriptions 42

Animal Equipment

Descriptions 43

APPENDIX 45

Pugilist (Swordsman variant) 45



INTRODUCTION

This short supplement is for use with *The Hero's Journey, Second Edition* and introduces three new Lineages that allow players to take up the mantle of sentient animal, similar to the Rover Lineage found in *The Hero's Companion*. Here, you will find rules to play stalwart horses, mischievous cats, and inquisitive birds, known respectively as the Destrier, the Prowler, and the Windkin. But affection for our furry and feathered friends doesn't end there! You'll also find new heirlooms tied to these Lineages, as well as a collection of new beasts to add to your menagerie. There's even expanded occupations for more traditional two-legged heroes!

All material found in this book is considered optional and should only be taken with permission from your Narrator.

Though this product makes reference to a few rules introduced in *The Hero's Companion*, it is not necessary to own that product to make use of this book.

Fantastic Animals Everywhere!

It should be noted that playing a party composed solely of animal characters would be quite a challenge for both the players and the Narrator, as almost all interactions with the humanoid races would be non-verbal. This can severely limit the range of possible adventures. Instead, Narrators should consider mandating that at least 1 or 2 characters per party be humanoid to lead this "traveling zoo" and handle all the everyday challenges and common tasks that come with living in a world dominated by humanoid Lineages.

That's not to say that a campaign can't be built around a company of animal players! Only that such a game would be very different in both style and theme than a more traditional legendarium. As always, players should discuss the Lineage options available for their legendarium with the Narrator, as they have final approval over which Lineages are appropriate for their legendarium.

chapter one

ANIMAL LINEAGES

✦ ANIMAL LINEAGES AND MOVEMENT

Traditional rules for a character's ability to carry a heavy load and remain mobile as presented in *The Hero's Journey, Second Edition* are designed with humanoid characters in mind. As such, it may seem inappropriate for a character the size of a bird to somehow be able to lift a suit of plate mail or a mighty steed having trouble bearing even a single rider. As such, Table 1-1: Movement Rates shows an altered expression of the original Movement Rates found in *The Hero's Journey*. The Narrator should feel free to use these rules as a guideline for what is and is not appropriate for these new animal Lineages in terms of carrying capacity and their ability to travel.

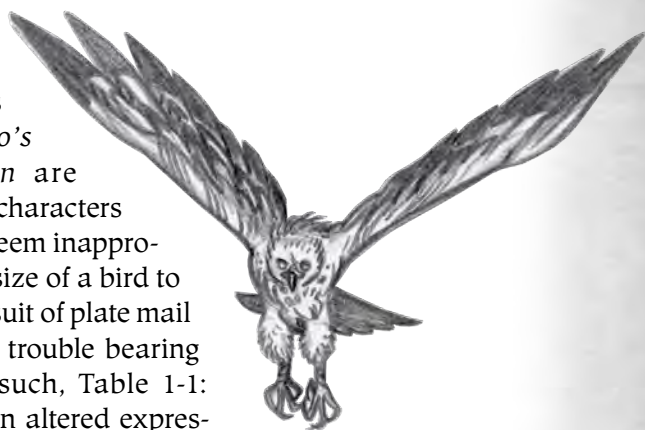


Table 1-1: Animal Lineage Movement Rates

Items Carried	Destrier*	Prowler	Windkin**
Up to Might Attribute	6	4	1 (Fly 5)
Up to 1.5 times Might Attribute	5	3	1 (Can't fly)
Up to twice Might Attribute	4	2	1 (Can't fly)

*The destrier's Might Attribute is considered 4 points higher for the purpose of determining their carrying capacity.

** The windkin's Might Attribute is considered 4 points lower (minimum 1) for the purpose of determining their carrying capacity.

House Rule: Unmatched Speed

The standard rule for Running Movement, as detailed on page 72 of *The Hero's Journey Second Edition*, states that a character can run, in 1 round, a distance equal to twice their normal movement rate. However, for some particularly fast creatures such as a galloping horse or a fast flying bird, the Narrator may wish to change this multiplier to triple or even quadruple the normal rate, under the condition that the animal is not carrying more significant items than its Might Attribute (appropriately modified for destriers and windkins).

✠ DESTRIER

Great heroes of legend are often recalled holding their treasured weapons aloft, wielding ancient family heirlooms in battle, or clad in shining armor as they achieve the immortality that comes from living forever in song. However, in some rare cases, a hero finds their courage bolstered and their legend retold alongside a stalwart steed whose courage and prowess is as renowned as the rider. These fantastic horses are known as Destriers and forge a bond with their riding companion as deep as familial blood. Horse and rider are one, bound together in soul and spirit, and able to face any danger they may find upon the roads of adventure. Where one goes, the other inevitably follows, for their fates are forever entwined.

Destriers appear to be magnificent riding horses. Among the company of heroes they have joined, their loyalty is first and foremost to their rider. That is not to say the other members are less valued or appreciated, as destriers can develop strong affection for the rest of their traveling companions. But the destrier's relationship with their rider will always remain most paramount. The bond between them is so strong as to appear almost supernatural at times, as if they can understand one another without ever exchanging words or even gestures. A destrier's rider is irreplaceable and should their beloved companion ever be slain then the majestic steed is likely to be consumed with sorrow and never take up a new boon companion. However, in rare instances, a destrier sometimes finds another humanoid that is a kindred spirit and that spark is reborn again.

Destriers typically weigh between 1000 to 1200 pounds. Their manes and coats are as myriad in color as any normal horse. Their

magical nature is so subtle as to be almost undetectable to most casual observers. Yet anyone who gazes upon these noble creatures wouldn't dare call them ordinary beasts. Hardly a week goes by when their riders don't have to politely (but firmly) decline offers to purchase the destrier - and there is a painful surprise waiting for any would-be thief!

Table 1-2: Destrier Attributes	
Attribute	Dice Pool
Might	1d6+12
Finesse	2d6+1
Resolve	2d6+6
Insight	3d6
Bearing	2d6+6
Weal	3d6

*For your convenience, the Pugilist rules are reprinted in this book, on page 45.

Table 1-3: Destrier Archetypes	
Archetype	Level Limit
Bard	-
Burglar	-
Knight	-
Ranger	7
Swordsman (Pugilist* only)	5
Warrior	10
Wayfarer	-
Wizard	-
Yeoman	7



Destriers and Load Limits

The riding gear, of which the saddle is by far the biggest and heaviest component, counts as 2 significant items. A typical human-sized rider counts as 6 significant items, while smaller characters, like dwarves or halflings, count as 5. The weight of the rider's armor, equipment and belongings must be added on top of this, as well as the weight of the destrier's barding (if any), to know how many significant item slots are left that the destrier can carry comfortably.

On the challenges of playing a Destrier

Destriers are large creatures. Unlike the other animal Lineages, they usually won't be allowed (or easily smuggled) inside the hall of a lord, find a table for them at a tavern, or a quiet corner of a library. In fact, other than a stable, most civilized locations simply have no place for them! Ladders and even some steep stairs will be impassable to them. Keep this in mind when choosing to play a destrier character. On the other hand, they will be able to jump across wider gaps than most characters, cross small rivers with ease, and can run much faster than humanoids and smaller animals.

Consideration must also be given to the nature of the rider. Will they be another player character, or a supporting character? If they are a supporting character, then will they be controlled by the Narrator or the destrier's player? All these points need to be discussed with the Narrator and are left to their discretion. It is advised that, for simplicity and convenience of play, the rider be another player character in the party. Alternatively, the destrier can be riderless, in which case their *Of One Mind* ability may target anyone in the party as the Yeoman's *Promise* ability would, but none of the player characters can benefit from the psychic link.

In combat, rider and destrier share the same Initiative when the rider is mounted. If the rider is a player character, the rider and the destrier must discuss among themselves and agree on who exactly will roll initiative at the beginning of each combat round.

Destrier Lineage Abilities

Beast of Burden and Battle: Destriers cannot use shields or weapons, but they can wear barding to protect themselves. Their Might Attribute is considered to be 4 points higher for the purpose of determining the number of significant items they can carry. Finally, their starting Endurance is increased by +1 at 1st level, an additional +1 to their Endurance when they reach 2nd level and again at 3rd level.

Born to Run: Destriers can cover a lot of ground in a short time if needed. Their Normal Movement is 6. See Table 1-1: Animal Lineage Movement Rates page 6 for more information.

Hooves of Iron: Because they have no hands, destriers cannot perform many tasks normally available to other Lineages (as determined by the Narrator). They are incapable of using any weapons regardless of what is permitted by their Archetype. However, they do not really need them, as they can attack quite effectively on their own: a bite does 1d4 points of damage, a trampling attack with their forelegs does 1d6 points of damage, and a kick from their hind legs does 1d8 points of damage. When kicking, unless the target is not moving (such as a door), the attack roll is made with Disadvantage. This is considered a melee attack, and is considered to be both Blessed and Cold Iron for purposes of which creatures can be damaged by the destrier's attacks. Because these are melee attacks, destriers add their Might modifier to all attack and damage rolls they make.

Keen Instincts: Destriers naturally sense the presence of magic and creatures from Fairie, 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. This is not considered an action and is instinctive to the destrier.

Of One Mind: The bond between rider and mount touches upon the supernatural. Destrier characters begin the game with one rider, with whom the bond is already established (see the sidebar for some considerations about who the rider is, and who will play them). The destrier and their rider can share their feelings and emotions telepathically, as long as they can see each other or, if they cannot see each other, as long as they are no further away than 60 feet. Fear, pain, stress, hunger, relief, or contentment are all examples of such shareable emotional states. At 3rd level, the range of this ability increases to 120 feet, at 6th level to 240 feet, and at 9th level it is unlimited.

Furthermore, the destrier considers their rider as their charge, as per the yeoman Archetype's *Promise* ability. It functions and evolves as the character levels up exactly the same way as that ability, except that the destrier automatically chooses their rider as their charge everyday. If the destrier has chosen yeoman as their Archetype they may choose a second person as their charge to grant them the +1 bonus, or grant an additional +1 bonus to their rider's Defense instead (for a total of +2, up to a maximum of +4). This means that a 1st level destrier yeoman would grant the benefits of the *Promise* ability to their rider due to their Lineage and could choose to apply the use of the *Promise* ability from their Lineage to either their rider or another character.

Should the rider perish, this unique connection is lost. The destrier automatically suffers effects equivalent to failing a Fallen Allies Despair Saving Throw (see *The Hero's Journey, Second Edition*, page 79). With the Narrator's approval, and after significant adventures together, a new character can become the destrier's rider. But both the new rider and the destrier must invest a Myth Point to establish the bond.

Vigilance of the Herd: Destriers are always on the lookout for trouble. Their wariness and alert nature grant them Advantage on all Initiative rolls and that means they can normally only be surprised on a roll of 1 on the first round of combat.

Languages: Destriers are able to speak the language of horses, permitting them to talk to other beasts of burden such as other horses or donkeys, and to some extent, to cows and oxen as well. They can understand the common tongue, but can neither speak it nor the lineage specific languages of humanoids.

Alternate Destrier Lineage: Unicorn

With the Narrator's approval, a destrier player character can choose to play a unicorn instead of a standard horse. This comes with a few conditions and changes. First of all, the unicorn is not assumed to have a rider, and in fact, most never will. If there is no rider, the *Of One Mind* ability will target any member of the party that the unicorn character deems worthy of their protection (without the psychic link component). If the unicorn has a rider, she must be female, and of perfect virtue (or at least, always striving to do good). Secondly, the unicorn character must abide by a moral code to be defined with the Narrator. That code

will almost always include tenets such as “I will not do evil, nor tolerate its presence,” “I shall always help the helpless and the downtrodden,” and “violence must always be the last resort.” The unicorn demands that their rider follow a similar code.

Additionally, unicorns differ from a standard destrier as shown below:

- Unicorns cannot choose the Swordsman or Warrior Archetypes, but they can choose the Wizard Archetype with a level limit of 10.
- Unicorns do not have the *Beast of Burden and Battle* ability. They still cannot use shields or barding, but they have a natural Reduction Value of 3.
- *Graceful Haste*: A unicorn's Normal Movement is 8 and they can pass through wild terrain without any hindrance from naturally growing obstructions. When encumbered (at up to 1.5 times their Might Attribute), the unicorn's Normal Movement becomes 7. At up to twice their Might Attribute, their Normal Movement is 6. This replaces the *Born to Run* Lineage ability.
- Unicorns can attack with their horn for 1d8 damage. The horn is considered as a weapon with the Blessed Aspect.
- Unicorns grant Advantage to their rider's Despair Saving Throw against Overwhelming Evil.
- Unicorns can sense the presence of evil beings to a range of 240 feet. However, these foul creatures make unicorns uneasy and the unicorn must make a Despair Saving Throw when in the presence of anything which would trigger this ability.

✠ PROWLER

Most cats would rather do anything but go on grand adventures. A warm spot perched by the hearth, a bowl of fresh milk, and the occasional mouse for dinner are all they need to be content. But fate often has other plans. Whether it appears in the guise of a witch searching for a familiar or a fey noble punishing a foolish feline that dared to take a swat at a hard working brownie, such unlucky cats find themselves thrust into adventure. Now known as prowlers, they can no longer suffer a domestic life and invariably escape to the wilds. Despite their immeasurable ego, they understand that surviving on their own is quite the challenge, and thus they seek groups of like-minded wanderers. Soon the thrills of exploration and mayhem make them wonder how they could ever have been truly happy in their boring old life.



Prowlers, like all cats, have a selfish streak, but they are still quite capable of affection. Though their instinct is to put their needs and desires first, they soon come to rely on their companions, regardless of how endearingly clumsy and slow-witted the poor creatures are. Through these shared misadventures, prowlers develop strong bonds of love and loyalty to their oafish allies. They are the prowler's family, and from now on, family comes first... most of the time. Surprisingly enough, their companions rarely acknowledge the prowler as the natural leader of the band. But as long as the helpless brutes pay their tribute of milk and meat the prowler is magnanimous enough to lend its assistance.

Prowlers are standard house cats, typically between ten and twenty pounds, that have taken upon themselves to aid a chosen group of adventurers. With a cunning intellect, graceful poise, and an often flexible morality, they bring a unique collection of talents (and trouble) to whatever wandering travelers that happen to be graced with their presence.

Prowlers appear to the mundane observer to be normal cats. Just like any other cat, they possess a natural aura of innocuous magic around them which thoroughly conceals their peculiar and enchanted nature. Hiding in plain sight is the quintessential gift of any cat.

**Table 1-4:
Prowler Attributes**

Attribute	Dice Pool
Might	1d6+2
Finesse	1d6+12
Resolve	2d6+1
Insight	3d6
Bearing	3d6
Weal	2d6+6

*For your convenience, the Pugilist rules are reprinted in this book, on page 45.

**Table 1-5:
Prowler Archetypes**

Archetype	Level Limit
Bard	-
Burglar	10
Knight	-
Ranger	7
Swordsman (Pugilist* only)	5
Warrior	3
Wayfarer	-
Wizard	7
Yeoman	-

Prowler Lineage Abilities

Cunning Feline: All prowlers, regardless of Archetype, can use the Thievery ability with a rating of 2, as if they were a 1st level burglar. At 4th level their Thievery ability increases to 3, and at 8th it increases to 4. A prowler whose Archetype is burglar receives a +1 bonus to their Thievery ability, though this can never increase that ability above 5.

Fang and Claw: Prowlers are incapable of using any weapons regardless of what is permitted by their Archetype. Fortunately their surprisingly sharp scratch does 1d6 points of damage, plus their Might modifier. This is considered an Agile melee attack, thus allowing the prowler to add their Finesse modifier to any attack roll made with their claws. This attack can damage any creatures normally immune to damage from mundane weapons. Prowlers are small and swift creatures, expertly dodging attacks and always evading danger: as a result, their Defense is increased by +4. This serves them well as they cannot wear armor or use shields. They also receive a +1 to all attack rolls when combating foes which are man-sized or larger.

Keen Instincts: Prowlers naturally sense the presence of magic and creatures from Fairie, 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. This is not considered an action and is instinctive to the prowler.

Nine Lives: Whenever a Prowler makes a Saving Throw of any kind, they add their Weal modifier to the roll in addition to any other modifiers. This means that in certain circumstances they may add their Weal modifier twice, such as when making a Weal-based Attribute Saving Throw.

One with the Night: Prowlers can see as easily in starlight or other low light as they can in daylight. Their keen sense of smell, uncanny hearing, and alert nature grants them Advantage on all Initiative rolls and means they can normally only be surprised on a roll of 1 on the first round of combat.

On the Prowl: Prowlers are quick little creatures and have the same movement rate as humans and elves. Because they have no opposable digits, they cannot perform many tasks normally available to other Lineages (as determined by the Narrator). Prowler burglars, however, dedicate much of their time to learning to use a Tool Kit with their paws and teeth to pick locks and disarm traps. In a pinch, their tiny claws can be used to pick locks and disarm traps, but in these cases their Thievery ability is reduced by 1 point.

Languages: Prowlers are able to speak the language of felines, permitting them to talk to other cats, small or large. They can also communicate, though not as eloquently, with other small carnivorous predators such as weasels, ferrets, raccoons, minks, foxes and the like. Strangely, they can also talk to mice and rats, but that's invariably with the intent to taunt or mock them, as those lesser creatures could never be treated as equals. They can understand the common tongue, but can neither speak it nor the lineage specific languages of humanoids. Finally, prowlers can understand the language of rovers and other canine beasts, but would never sink so low as to speak such a base language.

Alternate Prowler Lineages

With the Narrator's permission, the rules governing the prowler Lineage can be used to play a fox, raccoon, weasel, or any other small carnivorous mammal without any modification.

✧ WINDKIN

Windkins are a varied group of enchanted birds. They are most commonly found among ravens, eagles, or owls. Altered by any number of strange encounters, whether that be a witch's curse or sipping from enchanted waters, they are keener and sharper than their already clever kin. In rare cases, some windkins were simply born this way. Perhaps they come from magical or mythological progenitors or come from a bloodline of birds that existed in an age long forgotten. Regardless of their origins, they seek companions who will treat them as equals, and who share their love of freedom and the great outdoors under the endless expanse of the open sky.

Windkins appear as medium-sized birds of their respective species, weighing between one to fifteen pounds. They typically ally themselves with a group of companions in their travels and adventures to provide mutual assistance and protection. With their wisdom, their razor-sharp talons, and a watchful eye in the sky, these flying friends provide a unique vantage point to whatever company of wandering travelers they join.

The windkins' appearance varies greatly from one individual to another. Some seem to be normal birds, their strange nature completely



hidden. Others reveal their arcane origins to even the most mundane of observers. Signs of this include plumage painted in bright colors or unusual patterns, shiny golden eyes, or an invisible yet palpable aura of magic that inspires awe and wonder.

Table 1-6: Windkin Attributes

Attribute	Raven, Owl, Parrot, or Falcon Dice Pool	Eagle or Hawk Dice Pool
Might	1d6+2	2d6+1
Finesse	2d6+6	2d6+1
Resolve	2d6+1	3d6
Insight	2d6+6	3d6
Bearing	3d6	2d6+6
Weal	2d6+6	2d6+6

Table 1-7: Windkin Archetypes

Archetype	Raven, Owl, Parrot, or Falcon Level Limit	Eagle or Hawk Level Limit
Bard	-	-
Burglar	7	5
Knight	-	-
Ranger	10	7
Swordsman (Pugilist* only)	-	5
Warrior	5	10
Wayfarer	-	-
Wizard	7	-
Yeoman	7	7

*For your convenience, the Pugilist rules are reprinted on page 45.

House Rule: Parrot's Song and Eagle's Wisdom

The Narrator should feel free to allow a bit more diversity among the windkin if it suits their legendarium. This could include allowing Parrots to advance to 7th level as a Bard or Eagles to 5th level as a Wizard, depending on the nature of their individual legendarium.



windkin Lineage Abilities

Beak and Talons: Windkins are incapable of using any weapons regardless of what is permitted by their Archetype. Fortunately their surprisingly sharp beak and talons do 1d6 points of damage, plus their Might modifier. This is considered an Agile melee attack, and it can damage any creatures normally immune to damage from mundane weapons. Because it is an Agile attack, windkins add their Finesse modifier to any attack rolls made with their beak and talons. Additionally, if they are flying and move a distance equal to their Normal Movement before making an attack, the attack roll gains a +4 bonus.

Eye in the Sky: The windkin's sharp eyes grant them Advantage on all Saving Throws made to spot a target, identify something from afar, or similar long distance sight related situations. In addition, owl windkins can see as easily in starlight or other low light as they can in daylight. The windkins' ability to maintain focus, uncanny hearing, and generally alert nature grant them Advantage on all Initiative rolls and that means they can normally only be surprised on a roll of 1 on the first round of combat.

Feathered Hunter (Owl, Falcon, Hawk and Eagle only): All owl, falcon, hawk and eagle windkins, regardless of Archetype, can use the Forestry ability with a rating of 2, as if they were a 1st level ranger. At 4th level their Forestry ability increases to 3, and at 8th it increases to 4. Such a windkin whose Archetype is ranger receives a +1 bonus to their Forestry ability, though this can never increase that ability above 5.

Feathered Thief (Raven and Parrot only): All raven and parrot windkins, regardless of Archetype, can use the Thievery ability with a rating of 2, as if they were a 1st level burglar. At 4th level their Thievery ability increases to 3, and at 8th it increases to 4. Such a windkin whose Archetype is burglar receives a +1 bonus to their Thievery ability, though this can never increase that ability above 5. Because they have only 2 clawed feet and no hands, windkins

cannot perform many tasks normally available to other Lineages (as determined by the Narrator).

Windkin burglars, regardless of their species, dedicate much of their time to learning to use a Tool Kit with their claws and beak to pick locks and disarm traps. In a pinch, their talons and beak can be used to pick locks and disarm traps, but in these cases their Thievery ability is reduced by 1 point.

Gust and Gale: Windkins are fast flying creatures and have a Movement of 5. When landlocked and unable to fly the windkin's Movement is only 1. See Table 1-1: Animal Lineage Movement Rates page 6 for more information.

Hollow Bones: Windkins are relatively fragile creatures. When rolling to determine their Endurance at 2nd and 3rd level, Windkin of all variants suffer Disadvantage. Additionally, for the purpose of determining how many significant items a windkin can carry, their Might Attribute is considered 4 points lower (to a minimum of 1). They can no longer fly if their load exceeds this modified Might Attribute.

Keen Instincts: Windkins naturally sense the presence of magic and creatures from Fairie, 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. This is not considered an action and is instinctive to the windkin.

Swift as the Wind: Windkins can dive and soar in an eyeblink, making them very hard to target while they are in flight: as a result, their base Defense is increased by +4. If they performed a Running Movement during their last turn, this bonus is +6 instead. Additionally, their uncanny ability to dodge incoming attacks can turn powerful hits into glancing blows. This effectively grants them a Reduction Value of 2 while in flight. This serves them well as they cannot wear armor or use shields. This Defense bonus and Reduction Value are both lost while they are not flying.

Languages: Windkins are able to speak the language of birds, permitting them to talk to other feathered animals, mundane or supernatural. They can understand the common tongue, but can neither speak it nor the lineage specific languages of humanoids. Raven and parrot windkins are the exception, as they can communicate in the common tongue, even though their vocabulary is limited to 10 words (which are chosen at character creation). Every time they

gain a level, ravens and parrots gain a number of new words equal to their Insight modifier, plus 1d6. At the Narrator's discretion, other species of windkins (such as the eagles) may also have this hidden ability, or possess an expanded speech ability (as the ravens do), though this fact is usually kept secret from non-windkin creatures.

Alternate windkin Lineage: Phoenix

With the Narrator's approval, a windkin character can choose to play a phoenix instead of a standard bird. This comes with a few changes as detailed below:

- ♦ A phoenix player character's attributes are determined as if they were a raven, and they can only choose the wizard archetype, with a level limit of 10.



- ♦ Phoenix player characters lose the *Eye in the Sky*, *Feathered Hunter* and *Feathered Thief* abilities.
- ♦ *Fiery Aura*: Phoenixes have a fiery aura that is normally as warm and as bright as a torch. This aura will ignite any flammable material it touches in the same manner a torch would. They can dim the illumination (down to that of a candle) and brighten it (up to the intensity of a bonfire) at will as an action. It can never be fully extinguished and will always be a fire risk as well as a beacon in darkness. But it can also be used in melee combat to inflict 1d6 points of fire-based damage.
- ♦ Phoenix characters can learn and cast the *Fire Both Bright & Sacred* spell as if it were an Apprentice level spell.
- ♦ *Blazing Immortality*: Whenever a phoenix character is slain, the player character may make a Weal-based Attribute Saving Throw at Disadvantage. If this Saving Throw is successful, the phoenix character bursts into flame upon their death, and is reborn from their ashes at the next sunrise with a number of Endurance points equal to their Weal Attribute (this may not exceed their maximum Endurance).

✠ PROFESSIONS

Due to their unique nature, destriers, prowlers, and windkins have a limited selection in regards to their profession and should roll on Table 1-8: Professions by Lineage as shown below. This profession is not a literal one, and they do not make a living in their chosen profession. Instead it represents an area of knowledge or expertise the character has learned first hand and through direct experience.

Table 1-8: Professions by Lineage

Profession	Destrier	Prowler	Windkin
Forester	01-21	01-20	01-19
Groom	22-51	-	-
Hunter	52-72	21-46	20-46
Navigator	-	47-60	47-73
Unskilled	73-93	61-79	74-89
Urchin	94-100	80-100	90-100

chapter Two

HEIRLOOMS

Described below is a collection of new heirlooms associated with the new Lineages introduced in this book. The Narrator should feel free to include them in their legendarium as they see fit, but should remember that destriers, prowlers, and windkin characters are unlikely to be able to make use of most heirlooms outside of those associated with their Lineage and it is strongly recommended that they be included in any legendarium in which a player character chooses one of the new Lineages introduced in this book.

✠ DESTRIER HEIRLOOMS

Adornment of the Dawn: This spiraling spike of pearl is fitted on a harness that rests across a horse's brow. It is nearly a foot long and unblemished by time and age. Legends say it came into being when the first unicorn walked the fair fields of earth under the first sunrise of the world, a being born of light that shall blaze forever against the darkness. Whenever naturally evil creatures (such as demons, dragons or undead) are within 240 feet, it emits a radiant golden glow to a distance of 60 feet. The destrier can also use it as a Blessed melee weapon which inflicts 1d8 damage in melee combat. If the destrier has charged in a straight line toward the enemy for at least 30 feet, the damage is doubled and if that enemy is naturally evil (as described above) they must make a Saving Throw or be blinded until after their next action as the horn flares with a blazing light. **Cost:** 5 Myth Points.

Kelpie Saddle: This saddle has the color and gleam (and smell!) of wet seaweed and is said to have been made in the depths of the ocean by ancient seafaring steeds known as the Kelpie. It grants the horse equipped with it the ability to walk on water as if it were solid ground. Alternatively, the horse (along with its rider) can walk into any body of water and move across the bottom as if the water were normal air. Both horse and rider can breathe normally while

underwater and feel the tides of the sea as if they were currents of wind. **Cost:** 3 Myth Points.

Lucky Horseshoe: This battered iron horseshoe has a soft golden hue when closely examined and even the most uneducated farmer has heard the ubiquitous tale of the Lucky Horseshoe and its near infinite origin stories. If worn by a destrier, once per day either they or their rider (if the destrier player allows it) receive Advantage on any roll of their choice. Additionally, the Lucky Horseshoe grants Advantage to anyone carrying it when they engage in games of chance. **Cost:** 2 Myth Points.



Nain's Noble Wings: Ancient tales speak of a gnome called Nain. Though a gifted craftsman, he held a deep love for the grand and mighty steeds he saw ridden by humans and elves. He dreamed that he might bring such creatures to even greater grandeur by setting them to fly as do eagles and other noble beasts. To this end, he created a pair of large brass wings that can be mounted on a harness and strapped about the body of a horse. When worn by a horse, the wings come alive and act as a natural extension of the steed's body, granting them the ability to fly. The horse can fly at the same

Movement rate they can walk or run. However, if the number of significant items the horse carries exceeds their Might attribute, the weight is too great and flight becomes impossible. If targeted for attack, Nain's Noble Wings are very fragile. They have a Defense of 16, a Reduction Value of 3 and Endurance of 10 per wing. If either Wing is destroyed, flight is impossible. **Cost:** 6 Myth Points.

Scales of the Qilin: This suit of warhorse armor was crafted in a distant land far to the east and is empowered with the essence of the elusive and strange Qilin. It is primarily composed of iridescent green-blue scales, with gold and scarlet fringes that seem forever in motion, as if some ghostly flame. This magical barding counts as a single significant item, even though it offers a Reduction Value of 5. Additionally, fire or heat damage (whether magical or mundane) inflicted upon both horse and rider is always halved. **Cost:** 5 Myth Points.

Zephyr's Flute: This strangely shaped steel flute is carved with a wind motif and seems to produce no sound at all, save for the song that bonds horse and rider that is heard only by them. When the destrier's rider is reduced to one-half or less than their maximum Endurance the rider can play the Flute as an action, calling for desperate aid from their boon companion. The destrier will emerge one round later from behind anything large enough to have concealed it, as if it had always been waiting there. This could be a nearby thicket, the corner of a building, the emptiness just beyond the horizon (up to ½ mile away), or any other location the Narrator considers appropriate. If there is no such concealment available nearby, the melody has no effect. **Cost:** 3 Myth Points.

✠ PROWLER HEIRLOOMS

Catswort Wand: This short dried catswort stem has been imbued with the power of petty mischief. It is said that the cantankerous old tom cat simply known as Puck crafted the first Catnip Wand just to torment his "owner." To non-prowlers it is most often mistaken for a strange little stick. But, a number of times per day equal to a their level, a prowler can shake the Wand in the direction of a target object or grouping of small objects, no further than 120 feet away. These objects or singular object can weigh no more than a single significant item. The target or targets are magically moved up to 12 inches away, in a direction of the prowler's choice. Prowlers particularly enjoy pushing things off shelves with this wand, creating a commotion,

and irritating oafish humanoids with this merry creation. But it also has more practical applications, such as plucking a key from a nail in the wall or making a valuable bauble jump out of its target's pocket.

On any night in which a new moon hangs in the sky, the owner (whether prowler or otherwise) can point it skyward and let out a whispering meow to summon forth 3d6+2 mundane cats (see page 33), who will arrive one-by-one over the course of an equal number of rounds. Until dawn of the following morning they will remain in loyal service to the summoner as if under the effects of a *Befriend the Fool* spell. **Cost:** 3 Myth Points.

Collar of Nine Lives: This beautiful leather collar is adorned with eight hollow silver studs, each fitted with a small heart-shaped ruby. Each prowler has heard of the Collar of Nine Lives, and each will tell you their own tale of how it came to be. Whenever the prowler wearing the collar suffers grave or mortal injury from any cause beyond their control (such as an accidental fall, a random illness, an undetected trap or sniper, etc.), they can opt to miraculously escape their fate and come out of the predicament completely unscathed. The only permanent mark of this near-miss is on the collar: one of the heart-shaped ruby studs cracks and turns to dust. When the last ruby is spent, the collar falls off the prowler, signifying there are no more second chances, and they are now using their ninth and final life. Death or injury from combat does not normally fall under the collar's protection, as more often than not the battle is the direct result of deliberate actions by the prowler character. The collar offers no protection to a prowler prone to such foolish and risky behavior and what constitutes a random death or serious injury is left to the Narrator's discretion. Unfortunately, the luck of the Collar is fickle and should a rover (see *The Hero's Companion*, page 11-13) ever wear a Collar of Nine Lives, they suffer a -2 penalty on all Weal-based Attribute Saving Throw. The Collar offers no benefit (or penalty) to other Lineages. **Cost:** 5 Myth Points.

Disappearing Mantle: The beloved stage magician Roublard had a pet cat which begrudgingly aided him in his most dazzling prestidigitations and misdirections. The cat, whose name has been lost to history, did not enjoy the experience much, and unfortunately Roublard was not a particularly loving master. Tales say that after another grueling performance that culminated in a disappearing act on the part of the ill-treated feline, the cat truly vanished and Roublard never saw it again. This impish feline wore a tiny purple

cape during this final performance, embroidered with golden stars and silver moons. Each day, for a number of minutes equal to the prowler's level, this cape grants the prowler wearing it the ability to turn invisible, entirely or only parts of themselves. These minutes can be split up into single minute intervals to allow for multiple uses of the Mantle in the same day. The wearer becomes visible immediately if they attack, cast a spell, or perform other obvious and overt action. The cape itself can be rendered invisible at will for as long as the wearer desires, thus concealing its presence unless the wearer wills it to be revealed. If worn by other small animals, the Disappearing Mantle grants no benefit. **Cost:** 3 Myth Points.

Infinite Ball of Yarn: This ball of seemingly normal yarn can be untwined indefinitely. Not only is it endless, but it also has the strength and resistance of a thick rope. It can also become as thin or thick as required as it is being unfurled, from a fishing line to thick hemp rope often found aboard sailing vessels. Once no longer in use, it instantly reforms itself into a ball. If a section of the yarn is cut from the ball, the orphan thread immediately disintegrates. **Cost:** 2 Myth Points.

Leather Boots of Eustache the Eloquent: This small pair of boots would not fit even a child, but was tailor-made for an enterprising and cunning prowler named Eustache. The boots demonstrate expert craftsmanship but are deliberately plain looking. When a prowler puts on the boots, two things happen. First of all, the prowler can now stand and walk on their hind legs as a human would, and seems to fancy wearing fine vests and feathered hats, believing themselves more human than cat. Secondly, the prowler can now speak the common tongue, and no one appears to find it extraordinary in any way. Not only can they speak, they do so skillfully, so much so that they are very gifted at getting their way and manipulating others with their silver tongue. Once per day, the prowler can use *Befriend the Fool*, as per the *Breathed in Silver* spell on a single target able to hear their voice. **Cost:** 6 Myth Points.

Signet of the Fearless Feline: The signet is a coin-sized platinum disk engraved with a skull on one side, and a flaming broadsword on the other. Though its origins are shrouded in myth, the most common legend says it was given to a young prince in a long lost kingdom who dearly loved his loyal, but fearful pet feline. Once per day, any ally within thirty feet of the prowler may brandish the signet, pointing the sword side at the prowler, and utter the words of power inscribed on

the skull side. The prowler will begin their next turn enlarged and transformed into a powerful and colorful tiger. While transformed, the prowler loses their *Fang and Claw* ability, which is replaced by the *Roar of the Tiger* ability (see the sidebar below). This transformation lasts three rounds per level of the prowler. **Cost:** 6 Myth Points.



ROAR OF THE TIGER

Prowlers, even enlarged, are still incapable of using any weapons regardless of what is permitted by their Archetype. But they can attack with their powerful bite and claws in a single combat round for a total of two attacks. Each of these attacks inflicts 1d8 points of damage. These are considered melee attacks, and the prowler adds their Might modifier to any attack and damage rolls made with their bite and claws. These attacks can damage any creatures normally immune to mundane weapons, and does double damage against undead creatures. The enlarged prowler adds +10 to their Might attribute (maximum 18) and gains a natural Reduction Value of 2.



✧ WINDKIN HEIRLOOMS

Fiery Phoenix's Mark: The mark is a phoenix feather that somehow came loose but was never consumed in its own fire. Once it touches the windkin, it becomes part of their plumage, but it still remains very obviously out of place due to its radiant, flaming colors. The next time the windkin dies, their body erupts in a ball of flame, leaving behind a small egg-shaped glowing ember among the ashes and all non-flammable items they were carrying. On the sunrise of the next day, the windkin hatches out of the ember, fully healed, but the mark is gone. **Cost:** 3 Myth Points.

Golden Egg: This small egg is made of pure solid gold. Once per day, when rubbed against a gold coin, the egg creates a number of exact duplicates equal to half the owner's level (rounded up). On the next first day of Spring, the egg hatches and a golden canary flies away. **Cost:** 1 Myth Point.

Mirror of the Prince's Pride: Long ago, a vainglorious young prince was turned into a swan by an evil witch for his all-consuming vanity. After many trials, his beloved found a way to break the curse and return him to his human form. All that was left of this ordeal was a small fragment of a silver mirror which, depending on the angle it is looked at, reveals the ghostly image of either a person or a bird. Once per day, the windkin can appear as a person of the age,

gender, and lineage of their choice simply by gazing into the Mirror. However, upon the very first time they gazed into the Mirror, that combination of age, gender, and lineage becomes locked and will remain unchanged for the owner. This is an intangible illusion, but it appears solid as long as no one tries to touch it. It can speak and create sounds, thus completing the illusion. The illusion surrounds and moves with the windkin. Thus, if they are flying too high, then the humanoid appears to be flying as well (or rather, floating and hovering mid air). Additionally, the illusion hides their body, giving them a +4 bonus to their Defense. However, the first touch or attack directed at them disrupts the false persona and ends the effect. This illusion can be maintained for up to 10 minutes each time a windkin gazes into the mirror. **Cost:** 3 Myth Points.

Mother Goose's Warning: This small silver pendant, no larger than a pebble, depicts a goose sheltering her goslings under her wide wings. As long as it is worn, and they are asleep, the windkin immediately knows when one or more creatures or beings with hostile intentions approach them within a 120 feet range. This knowledge instantly wakes up the windkin, and they are completely alert and ready to act. **Cost:** 2 Myth Points.

Ring of Murders: This tiny ebony ring can be worn by most humanoids or fit around the thin leg of a windkin as an anklet. Legend says it was given by the Raven King to an ancient dwarvish king as a sign of the eternal friendship between their people. It marks whoever wears the ring as a friend of the ravens. Any ravens that encounter the bearer of this ring will always share whatever information or advice they have to offer. Once per day, if the bearer is a windkin, they can magically summon 1 raven per level, which will perform one command until it is completed (or for a maximum of 1 hour per level) before flying away. If the ravens are called to attack, each raven will automatically inflict one point of damage for a single round and then disperse instead of remaining for their non-combat duration. That damage ignores up to 3 points of Reduction, as they target exposed flesh in a flurry of black wings and talons. Each raven can be directed to attack a different target, split into groups, or all swarm a single target. **Cost:** 5 Myth Points.

Sparrow Charm: This small brass figure is shaped after a flying sparrow once worn on a thin leather cord by a lonely sailor who always longed to join the birds and fly to shore and his home. Sea stories tell that he got his wish, but was never again able to

return to human form. Once per day, a windkin wearing the Sparrow Charm can turn a number of willing allies up to the windkin's level into sparrows. All the equipment they are carrying on their person is folded into the transformation, undamaged, but unavailable for as long as they are sparrows. This effect lasts until the next sunset or sunrise, whichever comes first. It cannot be ended prematurely, except with a *Sorcery Shall be Sundered* effect from the *Hope Unbowed Before Evil* spell (the charm's effect is considered to be a Journeyman strength spell). While they are sparrows, they are limited to only actions a sparrow could perform. They can fly, obviously, and escape through tiny spaces or spy upon unsuspecting parties. Though they still understand the common tongue, they cannot speak it. However, they can understand and speak the language of birds. The transformed sparrows are unable to carry anything heavier than a twig or pebble or to attack anyone. While in sparrow form, they are so small and quick that their Defense is 19, regardless of other modifiers. Fortunately, while transformed their Endurance remains unchanged.

Cost: 4 Myth Points.



Chapter Three

WILD BEASTS

Presented below are additional mundane animals to populate the homesteads and wild lands of a Narrator's legendarium. With the Narrator's approval, they can also be used as animal companions for the Ranger, Wizard, and Yeoman, as described in "Forging an Alliance" in *The Hero's Companion*, page 54-55.

✧ BIRD OF PREY

Defense: 17 **Endurance:** 2 (4 for Eagles) **Reduction Value:** 0

Attack Modifier: +2 **Attacks:** Talons and Beak (1d4)

Special: Flight, Keen Eye

Move: 1 (Fly: 5) **Saving Throw:** 19 **Despair Rating:** 0

The bird of prey is a generic name that describes several species of mundane predatory birds, either diurnal (hawk, harrier, kite, falcon, eagle, osprey, etc.) or nocturnal (owl). Their hunting technique varies: some fly high above the ground in search of preys, while others zoom just a few feet above it. But they all snatch their prey in their sharp talons with a lightning fast attack, and fly away to devour it in a secluded or elevated spot. It is not uncommon for some lords to capture and train them as hunting companions and a statement of wealth.

The birds of prey's keen eyes grant them Advantage on Initiative rolls and on any roll that tests their long range sight. It also allows them to target vulnerable areas such as the face and hands, and thus ignore up to 2 points worth of Reduction provided to the defender by any worn armor.

Birds of prey are usually solitary, but they can sometimes be found in pairs, especially during mating season.

Note: Parrots use the same statistics as the raven (see *The Hero's Journey, Second Edition*, page 125)

❖ BOAR

Defense: 13

Endurance: 16

Reduction Value: 2

Attack Modifier: +3

Attacks: Bite (1d6), Tusks (1d8+2)

Special: Keen Senses, Charge

Move: 5

Saving Throw: 16

Despair Rating: 2

Boars are among the most dangerous natural denizens of the woods, along with the mighty bears and regal stags, and as such have the respect of all hunters and rangers. Bringing wild boar meat on the table of a lord is always seen as a demonstration of courage and prowess. These omnivore creatures can be found in small herds of 2 to 12 individuals (2d6), half of which are usually juveniles fiercely protected by the adults.

The boars' keen senses grant them Advantage on Initiative rolls and on any roll that tests their senses of smell and hearing.

When provoked, a boar will charge at its target and attempt to gore them on its massive tusks. If a boar moves at least 20 feet in a straight line toward its target and attacks it gains Advantage on both the attack and damage rolls.

Note: Domesticated pigs have the same statistics as wild boars, with the differences that they can't charge, have no tusks (and thus, no tusk attack), an Attack Modifier of +0, and a Despair Rating of 0.



✧ CAT (SMALL)

Defense: 16

Endurance: 3

Reduction Value: 0

Attack Modifier: +1

Attacks: Bite and Claws (1d4)

Special: Keen Senses, Peer through the Veil

Move: 4

Saving Throw: 14

Despair Rating: 0

House cats (and their feral cousins) are a common sight all across the land. Kept as a pet, or used as a mouser, cats can be found in the houses of lords and peasants alike.

A cat's keen senses grant them Advantage on Initiative rolls and on any roll that tests their senses of sight and hearing. It also allows them to target vulnerable areas such as the face and hands, and thus ignore up to 1 point worth of Reduction provided to the defender by their armor.

Cats are innately magical creatures that live simultaneously in both the Mortal Realm and the supernatural world of spirits and monsters. As a result, they can sense and see those creatures as clearly as if such a creature were an ordinary person or animal, even when they are invisible to others.

Note: The cat's statistics can be used for any other small carnivorous mammal, such as the fox, weasel, ferret, raccoon, mink, etc. However, only cats can perceive invisible supernatural creatures.

✧ CAT (LARGE)

Defense: 14

Endurance: 12

Reduction Value: 2

Attack Modifier: +2

Attacks: Bite and Claws (1d8)

Special: Keen Senses, Pack Tactics (Lion only), Fleet Footed (Cheetah only)

Move: 6

Saving Throw: 17

Despair Rating: 2

Large felines are solitary hunters such as the tiger, cougar, cheetah, lynx or leopard. Lions are the exception, living and hunting in prides of 6 to 24 individuals (6d4).

The large cats' keen senses grant them Advantage on Initiative rolls and on any roll that tests their senses of sight and hearing. It also allows them to target vulnerable areas such as the face and hands, and thus ignore up to 1 point worth of Reduction provided to the defender by their armor.

Lion prides hit their targets in well coordinated group attacks, and as a result, when 2 or more lions attack the same target in the same combat round, all these attackers receive a +2 bonus on their attack roll.

The fleet-footed cheetah is capable of incredible feats of speed. Their Running Movement is 4 times their Move, for a total of 24.

✠ DOG

Defense: 14

Endurance: 5

Reduction Value: 1

Attack Modifier: +1

Attacks: Bite (1d6)

Special: Keen Senses, Pack Tactics (Hunting dogs only), Steadfast and Loyal

Move: 4

Saving Throw: 17

Despair Rating: 0

Man's best friend can be found wherever their masters are settled. Sitting beside kings in their courts, hunting with the nobles, or shepherding in the pastures, dogs are everywhere, performing their duties loyally and tirelessly. When encountered, the number of dogs varies greatly depending on their function: shepherd dogs are usually solitary, while most households keep 1 to 4 dogs (1d4), and hunting packs can be as small as 4 and as large as 10 (2D4+2).

The dogs' keen senses grant them Advantage on Initiative rolls and on any roll that tests their senses of smell and hearing. Trained attack dogs are taught to target vulnerable areas such as the face, throat, and hands, and thus ignore up to 1 point worth of Reduction provided to the defender by their armor.

Hunting dogs are trained to attack their prey from all angles, as a pack, and as a result, when 2 or more hunting dogs attack the same target in the same combat round, all these attackers receive a +1 bonus on both their attack and damage rolls.

When defending their homes or masters against aggressors, steadfast and loyal dogs receive a +2 bonus to their Defense, and +2 on all attack rolls, damage rolls, and Despair Saving Throws.

✠ FOWL

Defense: 17

Endurance: 2 to 4 (see below)

Reduction Value: 0

Attack Modifier: +0

Attacks: Peck (1 point)

Special: Cowardly (except geese, turkeys, and swans)

Move: 1 (fly 4)

Saving Throw: 18

Despair Rating: 0

The statistics presented here for the fowl can be used for all small and medium-sized game birds and domesticated poultry, such as chicken, ducks, geese, turkeys, pheasants, partridges, grouses, swans and peacocks.

These birds are often omnivores, feeding off whatever they can find by scratching the soil or digging in the silt of ponds and rivers. They are gregarious, and often found in large flocks of 6 to 36 individuals (6d6). All fowl have 2 points of Endurance, except the turkeys and peacocks which have 3, and the geese and swans which have 4.

Easily startled, fowl have Advantage on all initiative rolls. Their cowardly nature serves them well in protecting them from predators, but it makes them very reluctant to fight. If they are cornered, fowl will defend themselves, but will suffer Disadvantage on all their attack rolls (except the notoriously aggressive geese, turkeys, and swans which suffer no such penalty).

☒ HARE/RABBIT

Defense: 18

Endurance: 2

Reduction Value: 0

Attack Modifier: +0

Attacks: Bite (1 Point)

Special: Cowardly

Move: 5

Saving Throw: 19

Despair Rating: 0

Hares often end up on the menu of hunters and travelers, as they are very common in the woods and prairies of the world. And although they are less widespread in Blighted Lands, they can even be found there on rare occasions.

Easily startled, hares have Advantage on all initiative rolls, as well as any roll testing their hearing. Their cowardly nature serves them well in protecting them from predators, but it makes them very reluctant to fight. If they are cornered, hares will defend themselves, but will suffer Disadvantage on all their attack rolls.

☒ OX/BUFFALO

Defense: 13

Endurance: 22

Reduction Value: 3

Attack Modifier: +2

Attacks: Charge (1d8), Trample (Special)

Special: Irritable, Stampede

Move: 4

Saving Throw: 17

Despair Rating: 1



Oxen and cows can be found in most farms, where they are kept for their milk, their meat, and to aid in plowing fields or pulling carts. Wild buffaloes graze in the vast plains, woods, and wetlands of the world, where they can be found in herds ranging in size from 10 to 55 individuals (5d10+5).

These large animals are normally placid, content to graze and be left alone. But if they are attacked or provoked, they can easily turn aggressive (especially the males) and attack with their large horns. When enraged, a bull will charge at its enemy, and if it is able to move at least 30 feet in a straight line toward its target in the same round as the attack, it gains Advantage on both the attack and damage rolls.

When a herd is startled, it may panic and collectively flee in a random direction. Unfortunate bystanders often find themselves trampled to death when that happens. For every ten oxen or buffaloes in a stampede, 1d10 points of damage is inflicted to anyone caught in their path. This damage ignores Reduction from armor. If a character failed to find shelter from a stampede, they must make a Finesse-based Attribute Saving Throw with Disadvantage. A successful Saving Throw halves the stampede damage, and a character who rolled a total of 20 or higher has managed to steer clear of the stampede entirely.

Chapter Four

NEW PROFESSIONS

The new professions described below offer more choices to players when creating a character. They can be plugged into Table 1-2: Professions (*The Hero's Journey 2nd Edition*, page 14) with an additional roll, as shown on the table below, if the player rolled the linked profession. For example, if the player's Profession roll gave them the Hunter, they roll a d10 on the table below to find whether their profession is indeed Hunter, or a linked profession such as Falconer.

Table 4-1: New Professions

Rolled Profession	d10	Final Profession
Farmer	1-4	Farmer
	5-7	Livestock Farmer
	8-10	Shepherd
Hunter	1-3	Hunter
	4-6	Big Game Hunter
	7-8	Falconer
	9-10	Kennel Master

Big Game Hunter: You're a fearless hunter of big game, such as boars and bears, and can identify their recent passage, their presence, or even their unusual absence. *Starting Gear:* Spear, Long Bow, 20 Arrows, 3d6 x 10 gold pieces.

Falconer: You know how to train birds of prey, how to tend to them, and how to hunt with them. You know everything there is to know about avian wildlife, can easily identify each breed, and are knowledgeable regarding their basic patterns of behavior. *Starting Gear:* Trained Falcon, Falconer's Glove, Falconer's Training Kit, 2d6 x 10 gold pieces.



Kennel Master: You know all the nuances of dog training and how to tend to them. You can turn groups of dogs into coordinated hunting packs and you know how to lead them in a hunt. You can determine their general state of health and mood. *Starting Gear:* Hunting Dog, Dog Whistle, Bag of Training Treats (with 10 treats), 2d6 x 10 gold pieces.

Livestock Farmer: You know how to raise and tend to livestock, including poultry, rabbits, goats, pigs, and cows, in order to sell their bounty and meat. You know how to milk and butcher such animals as is appropriate. You can determine their general state of health and market value. *Starting Gear:* Walking Stick (damage as quarterstaff), 2d6 x 10 gold pieces.

Shepherd: You know how to raise and tend to sheep for their milk and meat, as well as shearing them for their wool. You can determine their general state of health and market value. You know how to train and work with a shepherding dog. *Starting Gear:* Shepherd Dog, Sling, Bag of Stones (20), Walking Stick (damage as quarterstaff), 2d6 x 10 gold pieces.

chapter Five

EQUIPMENT

This chapter includes equipment that is associated with the new Lineages introduced in this book. In addition, several pieces of equipment from *The Hero's Journey, Second Edition* have been reprinted for ease of reference. All costs are measured in gold pieces, but in the case of livestock prices can fluctuate drastically depending on the season and current agricultural conditions.

Table 5-1: Livestock

Animal	Cost (gp)	Animal	Cost (gp)
Cat (small)	3	Horse (medium warhorse)	100
Dog (hunting)	10	Horse (riding)	50
Dog (shepherd)	8	Pig	7
Dog (untrained)	5	Poultry	1
Donkey or Mule	20	Owl (trained)	120
Eagle (trained)	150	Ox or Cow	25
Falcon or Hawk (trained)	100	Rabbit	1
Goat	10	Raven or Parrot (trained)	80
Horse (draft)	30	Sheep	5
Horse (heavy warhorse)	200		

✠ LIVESTOCK DESCRIPTIONS

Cat (small): This is a common house cat. They typically weigh around eight pounds. They are commonly found in castles and homesteads where they serve as resident mousers.

Dog (hunting): These are typically terriers, spaniels, beagles, and bassets used to hunt or retrieve hares, fowl, and small game. They can also be used to hunt larger game, by harassing the hunters' prey and cornering it for the kill. They are considered to be small

dogs. Larger dogs can be purchased to protect livestock or property and are most often alaunts, wolfhounds, or other robust breeds. They cost twice the listed price. A hunting dog knows the following commands: sit, stay, come, fetch, and attack.

Dog (shepherd): These large dogs come in a variety of breeds and serve as companions and aids to shepherds. They are trained in the following commands: sit, stay, speak, return, and gather.

Dog (untrained): This is a common untrained dog. Based on the size and breed of the dog, prices may vary.

Donkey or Mule: 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.

Eagle (trained): Larger and more aggressive than falcons, eagles can still be trained to fly and return to their owners, as well as hunt for game as large as a coney or hare.

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

Goat: These cloven-hoofed beasts are known to be skittish and flighty, but when domesticated they are valued for their fur and milk. When slaughtered their horns and meat can fetch a good price.



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

Horse (heavy warhorse): Unlike riding horses and draft horses, warhorses do not easily spook in chaotic situations like combat. Due to their training at bearing a rider in armor they have a Might of 22 for purposes of their carrying capacity.

Horse (medium warhorse): Medium warhorses, like their heavy warhorse cousins, do not spook in battle or other traumatic situations. They are not, however, typically trained to carry as great a burden and are slightly more agile. They have a Might of 18 for purposes of their carrying capacity.

Horse (riding): Riding horses are lighter and faster than draft horses, trained for speed and agility as well as the ability to follow commands given by a rider. They have a Might of 15 for purposes of their carrying capacity.

Pig: Common farm swine, typically raised for their meat. Sows (female pigs) are sometimes more expensive due to the fact that they can be bred.

Poultry: Hens, pheasants, geese and ducks all fall into this category and are commonly kept on farms. Most often it is their ability to lay eggs that provides the most value to a farmer and they are rarely butchered by commoners for their meat.

Owl (trained): Prized for their keen nocturnal senses, trained owls were sometimes used to hunt mice and other rodents on large estates or well-to-do farms.

Ox or Cow: These beasts of burden are most often found on farms. Oxen are valued for their tireless strength, while cows produce milk and can be butchered for leather, meat, and bone. Oxen have a Might of 18 for purposes of their carrying capacity.

Rabbit: The easily bred domesticated cousin of the wild hare is commonly raised by farmers both for its meat and fur.

Raven or Parrot (trained): In spite of the vast differences between the breeds in both appearance and preferred climate, both can be trained in the art of mimicry, to repeat certain phrases, or even to pilfer shiny objects in their agile beaks.

Sheep: A great many farmers make their living tending flocks of sheep, whose wool and milk can be sold. Though sheep can be slaughtered and carved up for mutton, this is rarely done except by rich merchants and lavish nobles.

Table 5-2: Animal Feed

Food	Cost (gp)	Food	Cost (gp)
Bag of Training Treats (10)	2	Catswort (1 bunch)	1
Bird Feed (1 week)	1	Horse Feed (1 week)	3
Carnivorous Feed (1 week)	2		

✦ ANIMAL FEED DESCRIPTIONS

Bag of Training Treats: Typically composed of small pieces of meat soaked in marrow gravy and then dried, they are used to aid in the training of dogs, owls, falcons, eagles, and hawks. Typically sold in small bags of 10 treats.

Bird Feed: Little more than dried nuts and seeds, bird feed is commonly used to feed non-carnivorous birds.

Carnivorous Feed: This catch-all term is used to describe the meat-based food used to feed dogs, cats, and birds of prey like eagles, hawks, and falcons.

Catswort: Also known as catmint or catnip, it is sold in bunches. Most cats are attracted to catswort, as they enjoy the effects it has on them when chewed to induce a calming effect or when its aroma is inhaled to serve as a stimulant.

Horse Feed: These large sacks of oats and grain are used to feed horses of all kinds.

Table 5-3: Animal Equipment

Animal Equipment	Cost (gp)	Animal Equipment	Cost (gp)
Animal Grooming Kit	5	Dog Whistle	2
Animal Toy	1	Falconry Training Kit	35
Barding (horse)	320	Falconer's Glove	5
Bird Cage	4	Horseshoes (4, includes fitting)	10
Cart	80	Saddle	10
Collar and Leash (chain)	5	Saddle Bags	25
Collar and Leash (leather)	3	Wagon	160

House Rule: Catswort and Prowlers

With Narrator permission, when a prowler character spends an action chewing fresh catswort it acts as a calming agent, reducing anxiety and granting that character a +2 bonus on all Saving Throws made to resist fear and fear-based effects, including Despair Saving Throws against Overwhelming Evil. This effect lasts for ten rounds, but during that time the prowler suffers Disadvantage on all Initiative rolls. Alternatively, the scent of catswort can be deeply inhaled by a prowler character, imbuing them with a brief boost of energy and awareness at the cost of making them jittery and edgy in the process. After spending an action deeply inhaling the scent of fresh catswort a prowler character receives Advantage on all Initiative rolls, but suffers a -2 penalty on all Saving Throws to resist all of the above described fear-based effects. Catswort remains fresh for purposes of consumption or inhaling its scent for one week after being purchased, but grants no benefit to non-feline characters. A bunch of catswort contains a dozen uses when chewed.

❖ ANIMAL EQUIPMENT DESCRIPTIONS

Animal Grooming Kit: This is a general term for the collection of tools necessary to maintain an animal's fur, feathers, hooves, and health. When purchasing an animal grooming kit, the buyer must decide what type of animal grooming kit they are purchasing: avian, canine, equestrian, or feline.

Animal Toy: This is a general term for the myriad of toys many animals use to entertain themselves. This could include a ball of yarn with a shiny bit of metal on the end for a cat, to a dog's beloved chewing bone, to a simple ball for playing fetch.

Barding (horse): 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.

Bird Cage: This iron cage is large enough to house one bird of prey (like an eagle or hawk) or two smaller birds (like ravens or parrots). It has a small bar which is used to close the cage door, but does not have a lock.

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.

Collar and Leash (chain): Consisting of a length of relatively thin chain which can be connected to a collar of the same, this collar and leash is typically used for large dogs. The leash is ten feet long and can be detached from the collar.

Collar and Leash (leather): Consisting of a length of strong leather that is ten feet in length and a similarly crafted collar, this collar is typically worn by small dogs. The leash is ten feet long and can be detached from the collar.

Dog Whistle: This small metal whistle that can only be heard by dogs and cats when blown. They hear a shrill noise that carries for a distance of 1200 feet.

Falconry Training Kit: This elaborate kit includes a perch, bells, anklets, leashes, hoods, jesses, and other basic tools necessary to properly train a hunting bird to follow commands.

Falconer's Glove: This thick leather glove runs nearly to the elbow and offers fine protection from the sharp talons and beak of a falcon or other bird. It can even serve as minor protection in combat and if a character is wearing a Falconer's Glove on a hand not otherwise occupied by a shield or through the use of a two-handed weapon, that character receives a +1 bonus to their Defense.

Horseshoes (4, includes fitting): This is the cost for four horseshoes, plus the cost of having them fitted by a farrier. Individual horseshoes can be purchased for 2 gold pieces each.

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, mule, or horse for purposes of carrying capacity.

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

APPENDIX

For your convenience, you will find below the pugilist variant as first printed in the *Hero's Companion*. Unless otherwise stated in the text below, a Pugilist has all of the abilities of the Swordsman Archetype and uses the Swordsman Advancement table on pages 40 and 41 of *The Hero's Journey, Second Edition*.

✠ PUGILIST (SWORDSMAN VARIANT)

Some combatants need no weapons. Whether they're barroom brawlers, trained grapplers, or simply street fighters who learned their craft at the school of hard knocks, they favor using fists, knees, elbows, feet, and their own body as a weapon over anything crafted by the hands of a smith. The pugilist does this with surprising skill, and because of their intense training, they are never defenseless.

Weapon/Armor Restrictions: Even more so than the traditional swordsman, the pugilist has limitations to their martial training. In combat, they can wield clubs, daggers, and quarterstaves only. They can wear jerkins and brigandine armor as a traditional swordsman, but do not use any kind of shield.

My Body is My Weapon: When fighting unarmed, a pugilist receives +2 to their attack and damage rolls. In addition, a pugilist's unarmed attacks inflict damage as a club (1d6 before the application of any modifiers). Upon reaching 4th level, a pugilist's unarmed attacks are considered to have both the Blessed and Cold Iron Aspects for purposes of damaging magical creatures. This replaces the swordsman's *Master Swordsman* ability.

Fists, Feet, Elbows, and Knees (Prerequisite Ability): A pugilist with a Finesse of 15 or higher may make two attacks each combat round when they are fighting without a weapon. This replaces the swordsman's *Florentine Style* ability.

OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License (OGL).

Designation Of Product Identity

This regular text of this work not previously defined is designated as Open Game Content under the OGL, with the exception of the trademarks and logos associated with "Gallant Knight Games," "Barrel Rider Games," "The Hero's Journey," «The Hero's Journey Fantasy Roleplaying,» «The Hero's Journey, Second Edition,» «The Hero's Journey Fantasy Roleplaying, Second Edition,» with the exception of all artwork and tables. These trademarks, tables, artwork, and the trade dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry White Box Rules, Copyright 2008, Matthew J. Finch

Gallant Knight Games logo, Copyright 2020, Alan Bahr

Barrel Rider Games logo, Copyright 2020, James M. Spahn