

PRINT WEAVER

N.L. MORRISON



Print Weaver uses your fingerprints to create a unique character in a foreboding world. Print Weaver is inclusive of all fingerprints and hands.

This handbook is a set of rules for running and playing Print Weaver. There is some expectation of familiarity with concepts from role-playing games and tabletop games in general, but it's your game at the end of the day.

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Your lantern cuts through the dark
mists. The forest path twists as you see
your own blood leading into the brush.
You're hopelessly lost and wounded.

As the forest floor gives way to rough
stone, the walls of an abandoned castle
becoming quickly apparent, your
lantern flickers out. You struggle to
light it, as you feel sharp claws pierce
your flesh once more. Your vision fills
with inky darkness and you awaken
again, safe within the walls of a Shrine.

This is the third time you have died.



0. Preface

In the downtrodden enclaves of human civilization, a few survivors lead paranoid and weary lives. Rarely does someone venture outside the walls of a SAFE HAVEN. That is, apart from a select group of chosen individuals, the immortal wanderers, the TRAVELERS (Players).

You know a Traveler by the fated patterns on their fingers known as PRINT MARKS. As fortune would have it, these marks imbue their wielders with abilities exceeding the common folk and more importantly, everlasting life through resurrection. Some are knights, others powerful mages, and some even daring thieves.

Whatever a Traveler's fate, for most folk it's better that the Travelers die in the misty wilderness rather than themselves. After all, travelers get to try again.

When a Traveler is born, their guardians bereft or swelling with pride, take them to a PRINT WEAVER. These enigmatic women watch over Shrines to PROVIDENCE—that which foresees and provides. From their humble Shrines, Print Weavers facilitate REVIVAL, and predict the role of newborn Travelers like yourself. In her hobbled Shrine, with its long scrolls and phylacteries full of precious INK, she reads your fate.

1. Determined by Fate



1.1 The Print Marks

The Print Weaver, seldom of words, takes your hand and presses each finger into a pool of Ink—the same Ink that courses through monstrous veins. With each print placed, there is a sense of apprehension and relief. Print Marks define specific traits and abilities of their owners. There are three marks of Providence: the Loop, the Arch, and the Whorl.

First Mark, the Loop

The Loop represents Strength, those strong in the Loop make powerful fighters, knights, and barbarians. This is the most common of the Print Marks and embodies the perseverance of the human soul.

Second Mark, the Arch

The Arch represents Willpower, being the rarest of the Print Marks, those blessed with Arches are often curious and clever. Armed with knowledge, they are leaders, sorcerers, scholars, and charlatans.

Third Mark, the Whorl

The Whorl represents Dexterity, those belonging to the Whorl are often quick. Sometimes using their luck for mischievous ends, they take chances few others are willing to. Light on their feet, they are rangers and rogues.

1.2 Attribute Scores

Travelers have three core attribute scores: Strength (STR), Willpower (WIL), and Dexterity (DEX).

Count the total marks you have in each attribute (Loop, Arch, and Whorl). Be sure to record which finger has which mark. For example, if you have 6 Loops, 4 Arches, and 0 Whorls then you have 6 STR, 4 WIL, 0 DEX.

You also have a derived attribute score, VITALITY (VIT). Vitality is a measure of your general toughness, a combination of fortitude and grit. Roll 1d10 then add your Strength and half your Dexterity to the result. For example, if you roll 5, and have 6 STR and 2 DEX, your Vitality is 12.

Some people have more or less than ten fingers. An O represents an accidental, scarred, calloused, or missing Print Mark. The ? represents any other finger in the pair. Those with more Print Marks gain additional attribute scores, but no more items.

1.3 Starting Equipment

Before you, the Print Weaver lays gifts you need if you are to fulfill your fated role. They are one of a kind, much like yourself.

Compare each digit individually, left to right (thumb to thumb, ring to ring, little to little etc.) and record the Print Mark pairs. For each pair, consult the relevant Gifts table (1.4–1.7) and note the corresponding equipment.

For example, if your left thumb is an Arch (A), and your right thumb is a Loop (L), then your thumb Print Mark pair is an Arch-Loop (AL). In this case, your thumb's (AL) Print Mark pair gets you the Animal Pelt.

All Travelers also receive the following in addition to their Gifts:

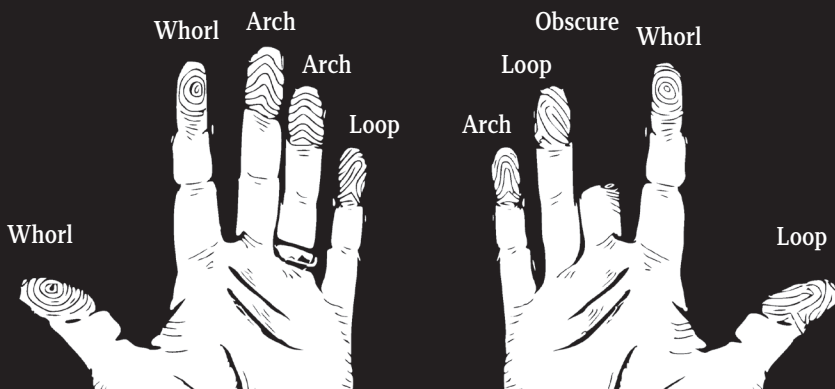
- ◆ A glass vial containing 100 drops of Ink.
- ◆ Five torches. After an encounter, roll a Chance Die (3.3) on a success, the torch goes out.
- ◆ A sleeping roll.



The Loop

The Arch

The Whorl



STR | 3
WIL | 3
DEX | 3

Vitality
(1d10)

10

OB
(Enforced Shroud)

3

Finger	Left	Right	Pair	Gift Recieved
Thumb	Whorl	Loop	WL	Enforced Shroud (as Medium Armor)
Pointer	Whorl	Whorl	WW	Short Sword (as Medium Weapon)
Middle	Arch	Obscure	AO	1,000 drops of Ink
Ring	Arch	Loop	AL	Ring of Path
Little	Loop	Arch	LA	Sacred Lantern

1.4 Gifts of the Loop

Laid before you are objects of great strength.



KNIGHT
LL



CLERIC
LA



RANGER
LW

Thumb - Plate Mail
(as Heavy Armor).

Pointer - Long Sword
(as Heavy Weapon).

Middle - Metal Shield,
+1 OB when in hand (if
stowed in your pack, +1 OB
but only for back attacks).

Ring - Ring of Strong,
two-handed weapons and
tomes only require one
hand to wield.

Little - Silver Chalice,
tarnishes when in the
presence of monsters.

Thumb - Holy Cuirass
(as Heavy Armor).

Pointer - Stone Mace
(as Light Weapon).

Middle - A random Scroll.

Ring - Ring of Martyrdom,
may spend WIL Points to
heal an equal amount of an
ally's VIT.

Little - Sacred Lantern,
produces a soft cleansing
light that cannot be blown
out by mundane means.

Thumb - Chain Mail
(as Heavy Armor).

Pointer - Short Bow
(as Medium Ranged).

Middle - Forest Pouch,
grants 2 additional pack slots.

Ring - Ring of Animal,
summons a phantom animal
companion. It has 3 points
in your highest attribute
and half your Vitality
(should it perish, it returns
after a long rest).

Little - Globe Compass,
reveals cardinal directions
and elevation.

1.5 Gifts of the Arch

Laid before you are objects of magic potential.



DRUID
AL

Thumb - Animal Pelt
(as Light Armor).

Pointer - Wooden Staff
(Heavy Weapon).

Middle - Book containing
3 random Scrolls.

Ring - Ring of Path,
grants Advantage on all
pathfinding related checks.

Little - Dowsing Rod,
locate a familiar object, or
make a WIL check for an
unfamiliar one.



MAGE
AA

Thumb - Silk Robes
(as Light Armor).

Pointer - Boomerang
(as Light Weapon), returns
to its wielder.

Middle - Tome containing
5 random Scrolls.

Ring - Ring of Arcane, acts
as 1 Scroll of your choice.

Little - Pipe Root,
lights small fires without
fail. Touching it to a dead
body incinerates it, leaving
only its possessions.



WARLOCK
AW

Thumb - Hexed Mantle
(as Light Armor).

Pointer - Iron Spear
(as Medium Weapon).

Middle - Book containing
3 random Scrolls.

Ring - Ring of Deal,
grants Advantage on checks
to communicate with hostile
or monstrous creatures.

Little - Cursed Mirror,
allows you to see through
an ally's eyes for 1d10
rounds. Your eyes do not
work while using the mirror.

1.6 Gifts of the Whorl

Laid before you are objects of exquisite skill.



ASSASSIN
WL

Thumb - Enforced Shroud
(as Medium Armor).

Pointer - Long Bow
(as Heavy Ranged).

Middle - Hidden Dagger
(as Light Weapon, cannot be found through conventional, mundane means).

Ring - Ring of Sight,
discern fine detail at any
distance, Advantage to find
invisible things.

Little - Telling Stone,
whisper to any creature
within sight.



BARD
WA

Thumb - Quilted Jacket
(as Medium Armor).

Pointer - Ornate Sickle
(as Light Weapon).

Middle - A random Scroll.

Ring - Ring of Song,
While singing, you grant
Advantage on all checks to
allies in earshot.

Little - A musical
instrument of your choice.



THIEF
WW

Thumb - Leather Tunic
(as Medium Armor).

Pointer - Short Sword
(as Medium Weapon).

Middle - Mimic Cloak,
grants Advantage on
stealthy DEX checks.

Ring - Ring of Secret,
you step silently.

Little - Bird Hook, a metal
claw attached to 15 meters
of rope.

1.7 Gifts of the Obscure

Laid before you are blessings of unknown power.



PHANTOM
O?

Thumb - Pitch Blessing (as Ink Armor), +3 OB against DEX damage.

Pointer - Midnight Axe (as Ink Weapon), deals Dark damage.

Middle - 1,000 drops of Ink.

Ring - Ring of Old, take and deal double damage.

Little - Dark Orb, creates up to 30 meters of pitch black shadow that Blinds all within, recharges at sunrise.



FIREBORN
OO

Thumb - Flame Blessing (as Ink Armor), +3 OB against STR damage.

Pointer - Fire Halberd (as Ink Weapon), deals Fire damage.

Middle - 1,000 drops of Ink.

Ring - Ring of Answer, once per day, you may ask any question and have it (vaguely) answered.

Little - Fire Orb, generates a 30 meter field of firelight that reveals illusions, recharges at midnight.



SERAPH
?O

Thumb - Radiant Blessing (as Ink Armor), +3 OB against WIL damage.

Pointer - Sunlight Blade (as Ink Weapon), deals Light damage.

Middle - 1,000 drops of Ink.

Ring - Ring of Holy, take and deal half damage.

Little - Light Orb, generates a 30 meter area of light that eliminates all shadows, recharges at sunset.

2. Inventory

The world is a dangerous place. Travel light and take only what is necessary to survive.

2.1 Weapons & Armor

Weapons and armor are divided into four categories: Light, Medium, Heavy and Ink. When you get a weapon or armor, consult the chart below. Weapons have a damage value expressed as an attribute+d10 and a hand requirement (one or two). Ranged weapons have a shooting range (Close or Distant) depending on their category (Light, Medium, Heavy) unless noted otherwise. Mark what is in your hand slots on your character sheet.

Armor has an Obstacle number (OB) and an amount of slots it takes up in your inventory. The difference between weapons and armor within the same category is narrative only. For instance, Plate Mail and a Holy Cuirass are both Heavy Armor, but their differences in weight matter a great deal if you were drowning.

Armor

Light	OB 1
Medium	OB 2, 2 pack slots
Heavy	OB 3, 4 pack slots
Ink [†]	OB 1 or 3

Weapons

Light	DEX+1d10
Medium	STR or DEX+2d10
Heavy [†]	STR+3d10
Ink ^{††}	STR, WIL, or DEX+4d10

Ranged

Light	Close
Medium	Distant
Heavy ^{††}	Distant

[†]Heavy Weapons are two-handed.

^{††}Heavy Ranged cannot move and shoot on the same turn.

[†]Ink Armor is OB 3 if resisting its noted damage type.

^{††}Ink weapons may be used in place of a missing limb.

2.2 Slots & Item Sizes

Ring Slots

You have two ring slots. Rings stay with you after death, and may define your role in a group. You may never have more than two active rings.

Pack Slots

Packs have 10 slots. To remove an item from your pack in a hurry, roll 1d10. You successfully retrieve the item if you roll above or equal to the slot the item takes up. If you need something quickly, be sure to pack it on top.

Remember, armor takes up a number of slots depending on its category (Light and Ink = 0, Medium = 2, Heavy = 4).

Items may vary wildly in size, but always take up an amount of space. You may, for instance, decide that stacks of ammunition and a toolkit take up one slot together. Use your best judgment.



2.3 Ink

Though gold and gems still hold value among humans, one resource is valued more than any other—Ink. Unfortunately, it's quite a bit different than the regular dyes used in old books—being that Ink comes directly from the blood of monsters. Monsters can be harvested for Ink, but it takes a number of days equal to the combined VIT dice of the monsters and the right equipment (10.2). Bigger, more dangerous monsters often have more Ink.

Ink is used as both a currency and a valuable tool of protection. A single drop of Ink is comparable to a gold coin found in the old ruins of the world, but when used to ward a village or camp it blinds monsters to their presence. **Worse, weapons without Ink have little to no effect on Ink-sodden creatures. All starting weapons (Gifts) are already imbued with Ink.**

Ink also functions as a curative tonic. For every 100 drops of Ink consumed, you regain 1 VIT. Ink builds up in the body over time. If you cumulatively consume 1,000 drops of Ink, you drop to 0 Vitality and fall unconscious. Your body cleanses itself of Ink and the cumulative total resets after a long or full rest.

3. How to Play

3.1 Attribute Checks

Completing tasks is usually no problem for a skilled Traveler, but if the situation is risky in any way (time, danger, etc.), you roll dice to see what happens.

3.2 Check Phases

1. Declaring Intent

First, explain what you would like to do, such as “stop a stone door from closing in on my companions.” Then, select a relevant attribute based on what you did. In this case, you try to hold the heavy door open and roll STR, but if you jam a pipe into the door mechanism at the last second, you roll DEX instead.

The GM tells you the possible risks, in this case, “the door traps your allies on the other side.”

2. Obstacle and Rolling

Once you accept the risks, there is no turning back. Roll a number of d10s [DICE] equal to your attribute score. Count the number of dice showing 6 or higher (6–10), this is the amount of successes [SUCCESS] you rolled.

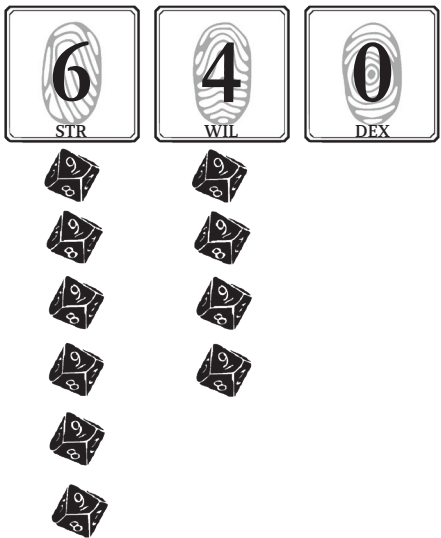
Compare your successes to the Obstacle number (OB) set by the GM. This is the number of successes (6–10) you need to pass the check. OB ranges from 1 to 10.

Relatively easy tasks that present a minor risk might only be OB 1–3, but trying to pick a lock while a Golem swats at you, might be OB 8–10 or simply impossible without changing the circumstance. Use the following table for guidance:

2	Easy
4	Moderate
6	Difficult
8	Heroic
10	Nigh impossible

3. Resolution

If the number of successes rolled equals or succeeds the OB, you succeed. If you fail then the agreed upon risk occurs.



3.3 Mitigating Rolls

Advantage and Disadvantage

Sometimes factors align that help or harm your chances. If you use your action to help an ally complete a task, they make their next check with Advantage.

When a roll is made with Advantage, your success range changes to 5–10. If rolling with Disadvantage, your success range changes to 7–10.

Chance Dice

If you are forced to make a check with zero dice, you may instead roll 1d10 with Disadvantage, as Providence favors the bold. If you roll a 10 on a Chance Die, roll another Chance Die. There is no limit to the number of Chance Dice you get from rolling 10s.

3.4 Attribute Points

Each attribute score (STR, WIL, DEX) has an equal number of attribute points. Before or after rolling a check, you may spend any amount of STR, WIL, or DEX points to add an equal amount of dice to your STR, WIL, or DEX check respectively. For example, if you have 4 STR, you also have a 4 STR pool available to boost STR rolls. Attribute points fluctuate frequently from damage (4.5) or aid in this way, but your attribute score remains unchanged.

3.5 Contested Checks

Contested checks compare the number of Successes between two separate rolls. If both sides roll an equal number of successes, each side rolls 1d10, highest result wins. If necessary, keep rolling until one side prevails.

Example: Grappling

You decide you don't want to kill the Ink-sodden goblin, just Restrain him while someone gets a rope. You make a check rolling STR and the wiggly little goblin makes a check rolling DEX. The GM decides you have Advantage (he is very drunk), and you roll 4 successes to the goblin's 1. The goblin is no match for your iron grip and gains the Restrained condition.

This example doesn't cover every case, so if a new ruling arises, make sure to take note of it and use it going forward.

4. Combat

4.1 Initiative

Not every conflict becomes a fight, but when they do, it's best to strike first. When combat begins, everyone makes a DEX check and counts the total successes for their side. If you roll 2 successes, and your fellow Traveler gets 3 successes, your side's initiative total is 5. If you have 0 DEX and are asked to make an Initiative check, roll a Chance Die (3.3) instead. The side with the most total successes moves first.

If a creature or creatures are caught by surprise, the aggressors get a free turn, then initiative is rolled normally.

Combat Time

Combat is divided into turns and rounds. When your side goes in the initiative order, each member takes a turn to perform an action, then they resolve their actions in the order chosen.

For example, your team of three is up in the initiative order. One of your team is gravely wounded, so two of you decide to attack the enemy for your respective turns, while the wounded comrade sprints to cover for their turn.

Once everyone in combat takes their turn, the round ends and a new round begins. Turns last a few seconds and rounds last a minute.

4.2 Actions & Movement

Actions and Free Actions

During your turn you may take one action and move, in any order. Actions are anything you could reasonably do in a few seconds. If something requires a check, it takes at least one action. Things like speaking or dropping an item are free actions.

Movement

Movement is handled as what is reasonable in a given moment. If you want to move far and fast, it likely takes your action to do it. If you play on a grid, creatures move a number of tiles equal to their DEX score plus 3.

Sample Initiative Order

Allies – TOWNSFOLK (9 successes)
Enemies – GOLEM (4 successes)
Players – TRAVELERS (3 successes)

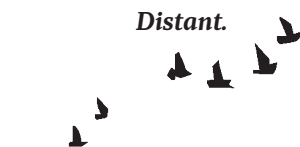
4.3 Enemy Distance

When in combat, the distance between you and an enemy is either Engaged (hand-to-hand, swords), Close (across the room, kiting an enemy) or Distant (across a field, volleying ranged weapons).

4.4 Opportunity

If you are Engaged with an enemy moving or doing anything other than a melee combat grants the Engaged enemy an Action of Opportunity—an out-of-turn action targeting you, such as attacking or casting a Scroll.

Should the creature take damage before their Action of Opportunity (during the same turn), it is unable to take Actions of Opportunity until the start of its next turn.



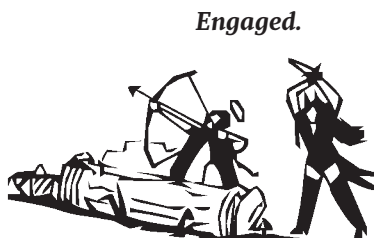
4.5 Attack & Damage

Attacking is like any other check. First, state what you want to attack, and with what. Then, roll the attribute check associated with the weapon plus the dice pool bonus from the weapon (e.g. 4 STR+3d10 for Heavy Weapons = 7d10.) Dual-wielding weapons grants you two attacks on one target, in a single action, but rolls with Disadvantage.

The number of successes above the target's Obstacle is the amount of damage you deal.

Unless otherwise noted, all damage is Physical damage and is dealt directly to your STR points. When your STR points are reduced below 0, any subsequent damage is dealt directly to Vitality. Some types of damage reduce WIL or DEX instead of Strength.

When your Vitality is reduced below 0, you are rendered unconscious. If an ally does not take an action to stabilize you by the end of the next round, you die.



4.6 Critical Hits

If the dice pool of an attack has an amount of 10s equal to or higher than the Obstacle of the target, you inflict a Critical Hit.

If a Critical Hit effect asks the target to make a check, the OB is equal to the amount of [SUCCESS] rolled in the attack.

4.7 Damage Types

There are many types of damage in the world. While Physical damage—like that from traditional swords—lowers your STR points, exotic types of damage may hurt you in other ways.

4.8 Ink-imbuement

Mundane weapons may be brought to a Print Weaver for Ink-imbuement. They closely guard the process and only agree in exchange for an important favor. Ink-imbued weapons exude a monstrous tincture.

4.9 Mundane Attacks

When attacking Monsters unarmed or with a mundane weapon, you may use STR or DEX, but only deal 1 damage, no matter the successes rolled.

Alternatively, magic may be channeled into unarmed attacks, using WIL. In that case, damage is calculated normally, but costs WIL points as if casting a Scroll (7.1).

Damage	Attribute Targeted	Critical Hit Effect
Physical	Strength (STR)	Double damage inflicted.
Light	Dexterity (DEX)	Double damage inflicted.
Dark	Willpower (WIL)	Double damage inflicted.
Fire	Strength (STR)	Target succeeds a STR check or suffers Exhaustion.
Cold	Dexterity (DEX)	Target succeeds a DEX check or suffers Restrained.
Lightning	Dexterity (DEX)	Target succeeds a DEX check or suffers Blinded.
Thunder	Strength (STR)	Target succeeds a STR check or suffers Deafened.
Poison	Strength (STR)	Target succeeds a STR check or suffers Poisoned.
Psychic	Willpower (WIL)	Target succeeds a WIL check or suffers Confused.
Ghost	Willpower (WIL)	Target succeeds a WIL check or suffers Cursed.

4.10 Parrying

If your attack successes equal a creature's OB exactly, you deal no damage. Instead, the defending creature gains an Action of Opportunity, parrying the attack.

However, if a creature fails their parry attack, they fall Prone.

4.11 Skilled Actions

DEX points may be spent at any point during your turn to trigger a single Skilled Action. This action is in addition to your regular action during a turn. Should a Skilled Action require a check (such as an attack), it is guaranteed an amount of successes equal to the amount of DEX points spent.

4.12 Status Conditions

Few make it through this world unscathed. You remove one status condition per short rest, with the exception of Prone, which only requires your movement for the turn. All status conditions end upon death, apart from Blindness and Deafness, barring temporary conditions such as those caused by Scrolls.

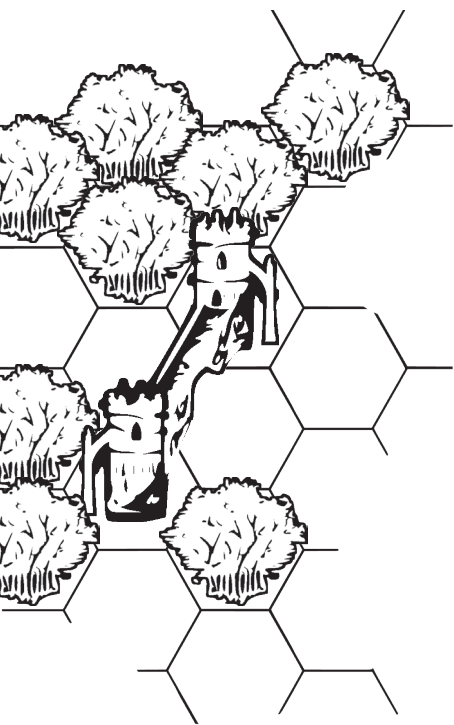
1d10	Condition	Effect
1	Blessed	Take half damage, deal twice damage.
2	Cursed	Take twice damage, deal half damage.
3	Exhausted	All checks have Disadvantage.
4	Prone	Checks against you have Advantage.
5	Restrained	You cannot move.
6	Paralyzed	You cannot take actions.
7	Poisoned	1-in-10 chance to take 1 Poison damage per turn.
8	Confused	WIL checks made with Disadvantage.
9	Deafened	Fail all checks related to hearing.
10	Blinded	Fail all checks related to sight.

5. Survival

The world beyond the walls isn't safe for anyone, not even Travelers. Due to their perpetual state of revival they are the first to fall before monsters and magic.

5.1 Traveler's Path

Each day you may travel 10 kilometers, or 4 hexes: one in the morning, one at midday, one in the afternoon, and one at night. Travelers need sleep. Should you travel through all four phases of the day without sleep, you gain the Exhausted condition.



5.2 Setting up Camp

After a hard fought battle or treacherous quest, you will be beaten, bruised, and battered.

To defend yourself from dangerous monsters while resting you must perform a Warding Ritual. Form an unbroken circle of Ink around your camp. Some say a short prayer to Providence for protection, others gather rocks and get a kettle warming over the campfire, tucking in for the long watch.

For each member in a camp, it takes 10 drops of Ink to ward the area for one night. The Warding Ritual effectively makes your camp invisible to the senses of monsters, although you shouldn't push your luck. Not all monsters are dumb beasts after all. By the end of the next day the Ink fades and your camp is no longer shrouded from their keen eyes and sharp teeth.

5.3 Resting

The following time scales are general guidelines for recovery. You may only rest safely within a properly warded Camp or Outpost and the rest must be uninterrupted to provide its benefit. Resting is not the only way to heal, but is the cheapest, only costing you time and perhaps some Ink.

A **short rest** lasts a single night. When you wake, you may roll STR, WIL, and DEX checks for STR, WIL, and DEX respectively, restoring [SUCCESS] points.

A **long rest** lasts three nights. When complete, your STR, WIL and DEX points are restored to maximum and you may recover 1d10 VIT.

A **full rest** lasts two weeks. When complete, STR, WIL, DEX, and VIT are restored to maximum.

5.4 Permanent Outposts

When Travelers find fertile grounds for humanity, they might wish to establish a more permanent safe zone.

It takes 100 drops of Ink to expand a camp into an Outpost per resident. Residents draw a symbol of Providence on each stone and brick, even one missed mark ruins the protection. Properly warded, the Outpost shields all those inside from monsters, allowing for a proper night's rest and future prosperity. The new, more permanent Outpost lasts with some upkeep and as long as its defensive wall stays intact, the Outpost remains safe.

5.5 Shrines & Weavers

Once 1,000 drops of Ink have been spent on an Outpost it becomes home to a Shrine. Shrines are sites of permanent resurrection. They take all shapes, natural springs, ruined cathedrals, monuments to past glory but always a Print Weaver presides.

It is unknown where the strange women hail from, but they speak your common tongue. They reply esoterically to questions, but know much of local history. Some are convinced they are the handmaidens of Providence, others, the daughters of men and monsters. Overnight they set up shop, bringing their Shrine with them. Long after an Outpost turns to ruin, Print Weavers watch over their Shrines, though some disappear just as mysteriously.





1d10 Shrine Remnants

1. Bent and bloodied weapons dot the Shrine where an army of monsters overran it.
2. An ancient spring around the Shrine has long dried up due to an unknown magic.
3. A strange geared mechanism once ran here, its malfunctioning creates a strange energy to the Shrine.
4. High water marks show a history of severe and sudden floods, its barricades broken and swept away.
5. The Shrine is sunken into the earth, perhaps from collapsed caverns below, the windows are all filled with stone.
6. An inferno has scorched the earth where the Shrine stands, the ground is dry and cracked.
7. The Print Weaver has left an engraved stone tablet akin to a treasure map, having long left in search of a new Shrine.
8. A dark curse has desecrated the Shrine—giving rise to a strange inky blight.
9. The Shrine seems frozen in time, with clean floors and polished golden statues, its Print Weaver sits, catatonic.
10. An ancient Printless leaves its trace at the Shrine, its trail as clear as day.

6. Death & Revival

When you die, your Print Marks wisp from your dead body, carried by Providence to the last Shrine you rested at. There, the Print Weaver takes your immortal soul and weaves it into a new, albeit identical body. You awake in the Shrine as if from a bad dream.

Still spent from whatever end you met, your STR, WIL, and DEX points are all empty, save for 1 Vitality point.

6.1 Item Loss

Your old body, with all of its more grievous injuries, is left behind. This includes your inventory and Ink, apart from any rings you were wearing. You always revive with your rings.

6.2 Item Recovery

If you are like most Travelers, you'll want to retrieve your lost possessions, or you'll have unfinished business with whatever did you in.

This is a dangerous task, but not an impossible one. To most monsters, a Traveler's grave is a lucky break. Undefined and full of precious tools and materials, your things won't stay put for long. To find out if your possessions are still there, consult the items stolen table across.



Time Passed	Items Stolen
1 Day	One random item.
3 Days	Two random items.
2 Weeks	All but one item.

6.3 The Printless

Your dead body poses a new threat to you and yours. Devoid of its Print Marks, a corrupting influence of the wilderness fills the gaps, and a Printless rises.

Printless tear out of their former equipment, leaving it behind. In a brutal, cracking conversion they rise from their deathbeds to attack the living, driven by a hunger for Print Marks. Dark eyes and mouths gape slightly ajar as they stumble around their gravesite, attacking any who approach.

Transformation isn't instant, it takes roughly 30 minutes for the magic of the wilds to fill the empty vessel. A body reduced to ash, cannot reform into a Printless. You are safe from this transformation within the walls of a Safe Haven.

Printless are copies of their former selves, including attribute scores. As Printless kill, they consume the Print Marks of their victims adding them to their own. Some even eat other Printless, growing in size and morphing into all sorts of horrific forms. If a Printless consumes a Traveler, they may not resurrect until the Printless is slain and the Traveler's Print Marks are free to return to a Shrine.



7. Magic

Some believe magic is an underpinning force to reality, others believe it's a sentient force. Unlike rings, Scrolls affect the world outside of yourself. A full list of Scrolls are in Appendix A.

7.1 Scrolls

Willpower is the currency of magic. Attempting to cast a Scroll costs at least 1 WIL point. The number of dice rolled when casting a Scroll is equal to the amount of WIL spent to cast it, plus one die, due to the latent magic within the Scroll. For example, if you spend 4 WIL points to cast "Hammer," you roll 5d10.

If unopposed, casting a Scroll requires 1 Success. If opposed, the check is Contested instead (3.5). Some Scrolls call for specific checks to resist their effects. Scrolls require line of sight to the target, with few exceptions. Casting a Scroll does not destroy it.

The Language of Magic

Magic is written in a series of connected lines and symbols called Minutiae. They share a striking resemblance to the lines and forms that make up Print Marks, and when correctly positioned hold great magical potential.

Minutiae also appears heavily tattooed into the skin of the Printless. The more Print Marks they consume, the more Minutiae appears across their flesh. If ever you see a Printless covered in inky minutiae, run.

7.2 Books & Tomes

Normally, a Scroll takes up an inventory slot, but Books and Tomes help save space. Books hold three scrolls, representing a gradual advancement in the wielder's ability and understanding of magic. Tomes represent a fuller mastery of magic and hold five Scrolls. Tomes require two hands to wield properly.

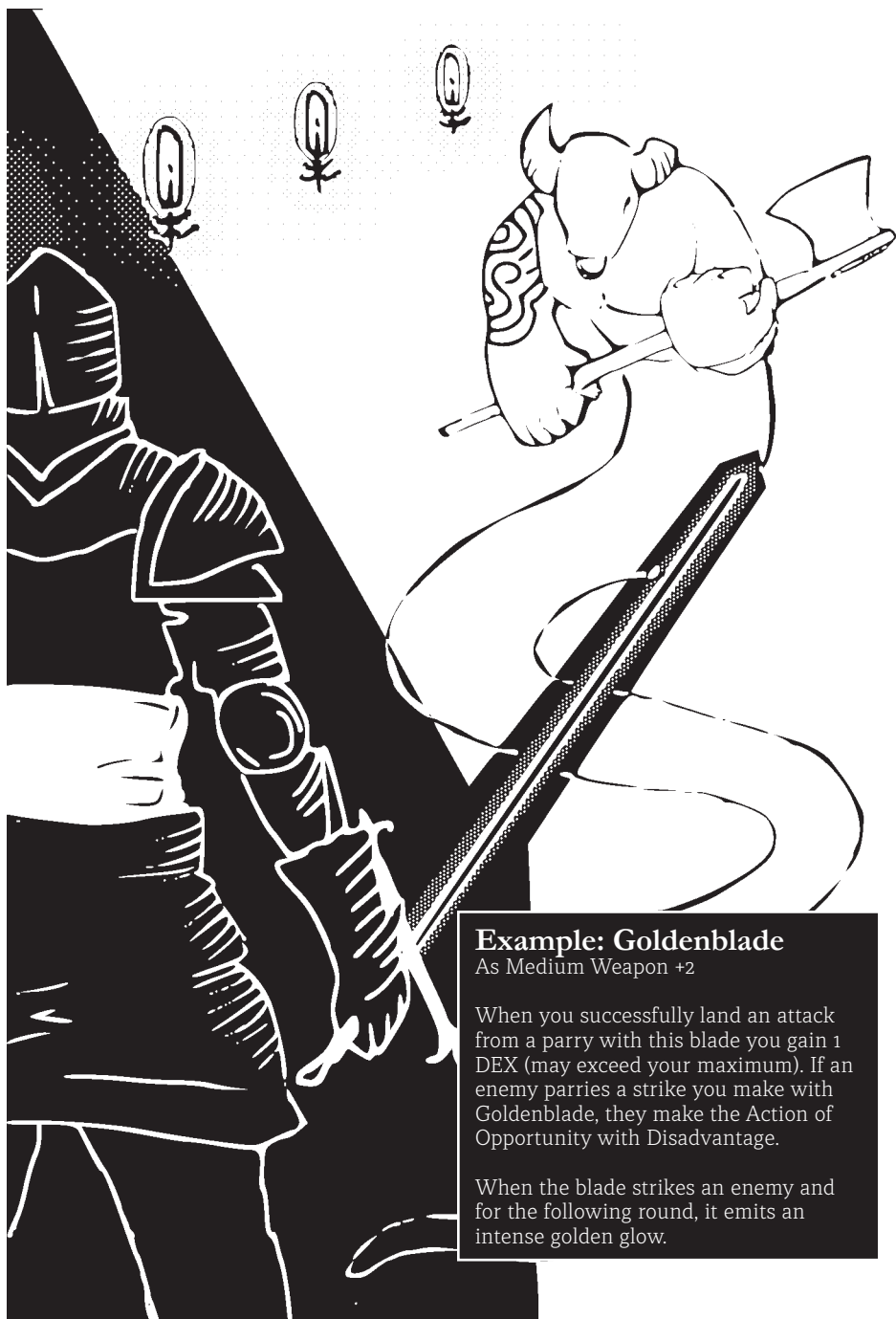
Changing which Scrolls are in your Book or Tome requires at least a short rest.

7.3 Magic Items

Items you find in the world may be bestowed with magic.

Willpower is not required to activate an ability in a magic item, but it may have charges that are expended with each use. Likewise some magic items have a flat bonus to rolls using them. Powerful magic items may also be soulbound like rings and remain with you through revival.

Magical weapons are always considered Ink-imbued (4.8).



Example: Goldenblade

As Medium Weapon +2

When you successfully land an attack from a parry with this blade you gain 1 DEX (may exceed your maximum). If an enemy parries a strike you make with Goldenblade, they make the Action of Opportunity with Disadvantage.

When the blade strikes an enemy and for the following round, it emits an intense golden glow.





8. Running the Game

8.1 Responsibilities

One player takes the role of Game Master (GM). The GM controls the world and all its inhabitants, except for the other players. If you're the GM, expect to draft an explorable, but dangerous, world. It's not necessary to fully detail a world before playing, but it's helpful. Listen to player's responses and work as a group to see what happens. Alternatively, you can always use a pre-written module or adventure.

No matter how much you improvise or prepare, the best worlds are consistent worlds. It is your job to tell the players the stakes of a situation. Take note of any rulings or important world elements developed in play.

8.2 Progression

For some groups, progress means establishing a reliable network of Outposts to reach a dangerous mega-dungeon. For others, it might be reclaiming the lost holds of humanity from Monsters. It might even be unifying settlements of people and monsters in harmony. Whatever the case, Travelers go where others fear to tread.

8.3 World Building

The recommended strategy for this game is to create a Safe Haven and start your Travelers there. At the end of every session expect Travelers to end somewhere safe such as the starting Safe Haven or a camp. Safe Havens such as these are few and far between. Not many survivors remain in the fallen kingdoms of the world and these islands of life are vital if humanity is to survive.

Branching out from the starting area, place other small settlements, ruins, hideouts, Safe Havens, or even Shrines, far from the starting Outpost. Providing these checkpoints and places where other survivors of humanity live emphasizes how precarious the world is.

Next, give the biome a large central conceit (vast desert, gloomy forests, etc.) Create a large set piece, such as a haunted sand-ship, filled with dangers and rewards. Details like what monsters live there, how the ship got there, and what's hidden inside fill in as the Travelers explore.

8.4 Shrines in Play

Shrines serve as “respawn points” that you see in video games. If players venture further than they ever have and face a treacherous adventure ahead, a Shrine is a valuable thing to come across.

There is a certain amount of risk and reward that comes from journeying away from safety, in an attempt to return with great treasure or precious knowledge. The further you wander from a Shrine, the further you’ll have to travel to get your things back, and the stronger a Printless grows.

Print Weavers serve multiple roles from their Shrines. Other than resurrecting Travelers, they imbue mundane weapons with Ink, enabling Travelers to effectively slay Monsters should they lose their starting Gifts (4.8). Print Weavers always ask a great quest for the service, such as reestablishing a forgotten Shrine, defending a stronghold from prophesied danger, recovering a scroll of Providence, or vanquishing an intelligent Printless.

8.5 Handling Death

Print Weaver is different from many roleplaying games in that death is not the end. Every death should teach a lesson and danger should be telegraphed.

When a monster kills one of the Travelers, finish the current situation, then wake the killed Traveler at the last Shrine they rested at. Play proceeds much as it did before, there’s no harm in cutting back and forth between the recently revived and the still living party. Be upfront with your players that if they die, they might be sidelined for the time being.

To avoid things feeling unfair, make sure to clearly telegraph large attacks, give players chances to respond, place corpses around the area to signal danger, etc. Even death gives them information or a leg up for next time, “sure, the dragon easily ate all of you, but did you notice the way it limped? Maybe it’s weak on its right side?”

There is however, ONE route to permanent death—consumption by Printless. In the event a Traveler dies to a Printless, killing the Printless frees the Traveler’s Print Marks, so there’s still a chance the Traveler rises again.

Alternatively, the player makes a new Traveler using the Human entry in the Monstrata (10.3) or uses the mirror image of their hands, and joins the hunt for the Printless!

8.6 Threats

In *Print Weaver*, monsters run amuck, and any sane person barricades their doors at night. Those who move through the night are either very brave or very foolish. After all, the world is full of things that won't hesitate to kill. Some are Travelers, the forces of nature, and even common folk who fear the player's immortality.

A good starting point for your Travelers is a quick jaunt to an abandoned settlement, having fallen into ruin from a monster attack, but there's a catch. Perhaps the monsters aren't so cruel after all and only want their sacred spring back. Travelers may act as defenders of humanity from monsters, peacekeepers between both sides, or aggressors against humanity on behalf of nature spirits. Conflict is at the heart of a good adventure.



8.7 Safe Havens

The world is hungry, sharp, and crumbling, every pocket of remaining humanity pushed to extremes to survive. What remains of the greatest kingdoms is little more than a silhouette of their former glory. Ancient cities are crushed to bits, razed by war, overgrown and overrun. Monsters lurk atop high walls, once sturdy bridges dangle over crashing falls and rapids, and people scavenge in the ruins of their own homes. In such a world, a Safe Haven to rest is a precious thing.

Creating Safe Havens is similar to creating a Traveler. Using the following tables, roll 1d10 (rerolling a 10) to generate a Safe Haven feature for each category (Thumb, Pointer, Middle, Ring, and Little). As the GM, you can use your own Print Marks to make a Safe Haven with a personal touch.

Thumb	Defenses - how they use Ink to prevent monster intrusion.
Pointer	Landmarks - notable features or critical locations.
Middle	Resources - what is valued here.
Ring	Patrons - a small group of protectors.
Little	Events - something worth starting an adventure.

Safe Haven Features

1 LL

Defense	Cracked stone walls flocked with banners and guard towers.
Landmark	A looming stone tower.
Resource	Battlefield scrap and trade tools.
Patrons	A circle of knights dwells within.
Event	A regularly held tournament.

2 LA

Defense	Pillars of rock with extravagant Ink symbols of Providence.
Landmark	A temple or cathedral dedicated to Providence.
Resource	Rare flowering plant that heals a specific ailment.
Patrons	An order of clerics make this place their home.
Event	Residents gather a collective basin of Ink to glimpse visions of the past.

3 LW

Defense	Raised earth mounds stacked with cobblestones.
Landmark	A pool of crystal clear water, an ideal alchemical reagent.
Resource	The area is full of large game.
Patrons	A band of rangers scout the surrounding wilderness.
Event	Dangerous hunts organized by the local barkeep.

4 AL

Defense	A geographic barrier such as a valley that hides this place away.
Landmark	A roaring town fire that acts as a social center and square.
Resource	The surrounding lands are fertile for farming or mining.
Patrons	A glade of druids maintains the nearby wildlife.
Event	A traditional festival calls in far away Travelers to tell their tales.

5 AA

Defense	A loose series of metal gates marked with magic sigils.
Landmark	A small library of ancient books from before the world fell.
Resource	Either through hard work or happenstance there is a repository of Scrolls.
Patrons	A school of Mages dedicated to research.
Event	An experimental Warding Ritual involving dozens of mages.

6 AW

Defense	An intricate matrix of archways that form a magical ward.
Landmark	A venerated stone slab at the town center.
Resource	Underground archives full of dangerous secrets.
Patrons	A ring of warlocks is up to no good in the outskirts.
Event	A powerful monster is entombed below and bled for Ink.

7 WL

Defense	A series of fortified wooden towers marked with flags.
Landmark	A few trade stalls in an open market.
Resource	Control of a river network or critical junction, one of the last in existence.
Patrons	A crew of assassins with iron principles.
Event	Every full moon, a dance is held. Parties last late into the night.

8 WA

Defense	Ink marked chimes surround the area, forming a protective barrier.
Landmark	A large public theatre known for tales of monster attacks both old and new.
Resource	High quality fabrics, silks, and linens spun into all manner of items.
Patrons	A troupe of bards keep spirits high.
Event	A coming of age ceremony for a Traveler unites the town as they say farewell.

9 WW

Defense	A series of connected bridges and towers.
Landmark	A network of underground tunnels.
Resource	A black market specializing in Ink and risky items.
Patrons	A gallery of thieves that do anything for a price.
Event	A gathering of criminals plan who lives and who dies.

9. Encounters

9.1 Encounter Tables

For any given region, an encounter table adds an element of chance to exploration. To generate an encounter table, list out ten entries. Entries on the encounter table should start at its most harmless and become increasingly dangerous (the first entry perhaps an interesting display of nature and the last an ambush from a blood-thirsty monster).

Travelers may move 4 hexes per day, one in the morning, one at midday, one in the afternoon, and one at night. Roll on the encounter table when Travelers enter a new hex or enough time passes to reach a new time of day.

When you roll, add a modifier depending on the time of day. In the morning add +0, at midday +1, in the afternoon +2, and at night +4. Should a roll exceed 10, that roll is 10. Note that encounters after entry 5 contain monsters or deadly situations, so if the players travel at night, combat is likely.

1d10 Encounters in Amarna

1. A passing caravan camps and cooks up a feast, all are welcome.
2. Shadows of mounted soldiers pass by, off to another war.
3. Heavy rain causes flooding and lightning strikes the rocky cliffs.
4. A Traveler accompanied by colorful songbirds paints a portrait of a nearby statuary.
5. A minor earthquake opens a tunnel into vast underground caverns.
6. A large earthquake knocks you flat as an armor-clad Golem bursts from the ground.
7. You hear the rumble of marching feet as phantom hooves from ages past ride to meet the armies of ancient Amarna.
8. A nest of Spider Wolves bursts forward, long buried in eggs within the ground.
9. Far on the plains, you see a swirling storm of fireflies, and a solitary figure at its center. The Occidental Prince, a lonely and dangerous Spirit, gallops towards you.
10. Amarna's Hand, the ancient winged bat, circles high above you and lets out a terrible battle cry.

9.2 Spoils of Battle

For monsters and dangerous creatures, their bodies may be repurposed as items (listed in the Monstrata, such as a Golem’s AA Magic Orb.) If you need random treasure, roll on the following loot table:

1d10	Loot
1–4	A mundane weapon or armor.
5–7	An ink-imbued weapon.
8–9	A magic scroll or rare artifact.
10	A magic ring, weapon or Tome.

Monsters can be harvested for Ink, but it takes a number of days equal to the combined VIT dice of the monsters and the right equipment. Bigger monsters often have more Ink as per the Ink by Vitality table. Wise Travelers would do well to hunt bigger and more time-effective monsters. They may attract unwanted attention, after all it’s easier to steal someone else’s hard earned hunt than to hunt down their own.

VIT dice	Ink Harvested
1d10	1d10
2d10	1d100
3d10	1d1,000
4d10	1d10,000

9.3 Morale

Not every enemy fights to the bitter end. If a monster reaches one of the following qualifiers, it must make a WIL check with an Obstacle equal to the number of creatures confronting it.

- ◆ It is clearly outmatched at the start of the battle.
- ◆ It is reduced to half its Vitality.
- ◆ The first time an ally flees or falls in battle.

If the monster fails the Morale check, they flee or surrender. However, monsters with nothing to lose may continue to fight.

10. Monstrata

10.1 Monster Attributes

Much like Travelers, Monsters have STR, WIL, and DEX for making checks, but do not provide the monster any points of protection from damage. When damage is dealt to a monster it is dealt directly to their Vitality (VIT). When you create a monster, decide its base Vitality dice ranging from 0–5d10. A set of corresponding attributes are provided by the Attribute Table in each monster archetype.

For example, on the Beast archetype Attribute Table (11.4), a 2d10 VIT Beast has 6 STR, 1 WIL, and 2 DEX, whereas a 0d10 VIT Beast has 2 STR, 0 WIL, and 1 DEX.

Roll the monster’s base Vitality dice to get its VIT attribute score (0d10 VIT monsters have 1 Vitality). Move attributes around if it makes sense, e.g. swap a winged Beast’s STR for DEX.

Attribute Table, Beasts

VIT dice	STR	WIL	DEX
0d10	2	0	1
1d10	4	0	1
2d10	6	1	2
3d10	8	1	2
4d10	10	2	4

10.2 Monster Features

The Monstrata divides monsters into several archetypes (e.g. Dragons, Oozes, Golems). Each archetype has a general description, notable features, and potential aims or desires.

To generate a monster unique to your fingerprints, compare your Print Mark pairs and reference the appropriate table entry. Alternatively, roll 1d10 (rerolling 10s) for each category in the monster archetype. Monsters range from the smallest wild animal to world changing forces of nature—if you want to set a specific, legendary monster at the heart of a game’s conflict, think about giving it a name, features, and personality unique to it.

Across is an example of a custom Beast archetype. Amarna’s Hand, the ancient winged bat, eternally stalks West Castle Fen. The features are generated by the Monstrata, but the Legendary ability and Petrifying Saliva features are unique creations.



Amarna's Hand

Herald of the End

BEAST

STR	10
WIL	2
DEX	4

Vitality
40 (4d10)

OB
(Tough Pelt)



Claws as Heavy Weapon

Petrifying Saliva. When Amarna's Hand grapples, make an OB 4 DEX check, or be covered in viscous slime, gain Paralyzed and Restrained until helped or eaten.

Legendary. Amarna's Hand takes half damage from non-magical attacks. Should it be killed by non-magical damage, it instead hangs on with 1 Vitality. It may resist death in this way once per day.

Leather Wings. Flight

Head Spin. Cannot be surprised, Advantage on WIL checks to seek something out.

Carnivorous. When feeding on the body of a creature, Amarna's Hand regains half of its Vitality.

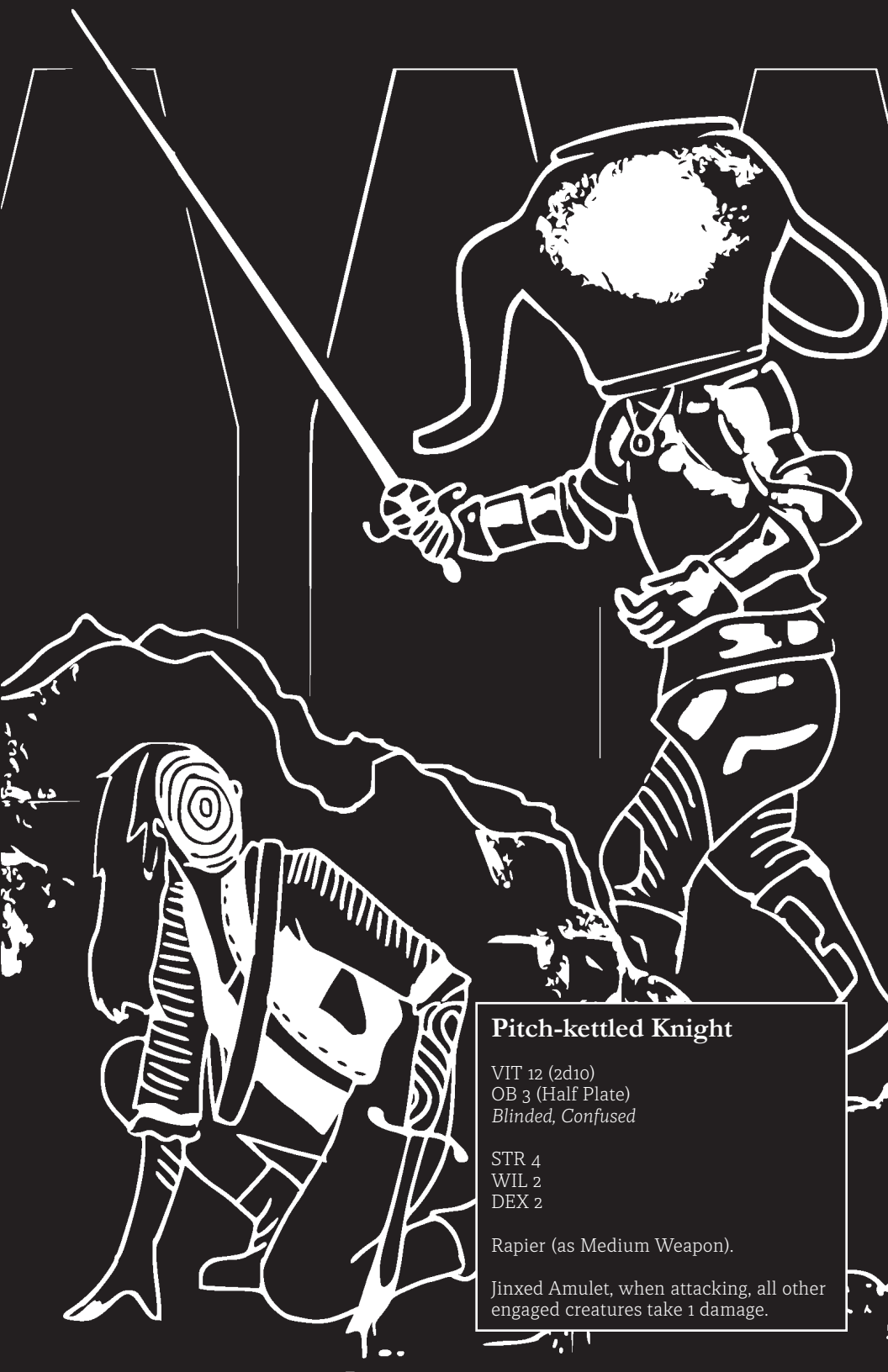
HUMANS

10.3

In every ruined castle, run-down town, or forgotten dungeon, one finds humans. Brazenly determined to survive against all odds, yet so easily felled by the monstrous world around them. Despite the danger, humans carry on. Even without the Traveler’s vaunted immortality, survival, avarice, or boredom motivate many to leave Safe Havens.

1d10	Disposition	VIT	STR	WIL	DEX
1-2	Friendly	0d10	0	0	0
3-4	Curious	1d10	2	1	1
5-6	Indifferent	2d10	4	2	2
7-8	Aggressive	3d10	8	4	4
9-10	Enemy	4d10	10	8	8

1d10	Goals
1-2	Help the most noble Traveler.
3-4	Recruit forces to hunt down a fearsome local legend.
5-6	Find their way back to their lost Safe Haven.
7-8	Understand the nature of a set of ruins.
9-10	Defeat the most infamous Traveler.



Pitch-kettled Knight

VIT 12 (2d10)
OB 3 (Half Plate)
Blinded, Confused

STR 4
WIL 2
DEX 2

Rapier (as Medium Weapon).

Jinxed Amulet, when attacking, all other engaged creatures take 1 damage.

Human Features

1 LL

Armor	Half Plate (as Heavy Armor), hammered metal that ties in the front and back.
Weapon	Big Hammer (as Heavy Weapon).
Trait	When parrying, may increase OB by 1 until the end the next round.
Ring	A random ring from 1-10 (1d10) in Appendix B.
Trinket	Tower Shield, increase OB by 1 for each creature engaged with you.

2 LA

Armor	Steel Vestire (as Heavy Armor), a silver chestplate over ornate robes.
Weapon	Candle Stick (as Light Weapon). Deals Fire damage.
Trait	Knows one random Scroll. Any damage dealt by it instead heals an equal amount.
Ring	A random ring from 11-20 (1d10) in Appendix B.
Trinket	Holy Water, removes 1 status condition from an engaged target once per day.

3 LW

Armor	Chain Cape (as Heavy Armor), linked chains that form a sturdy cloak.
Weapon	Crossbow (as Medium Ranged).
Trait	When parrying, may target up to two engaged creatures.
Ring	A random ring from 21-30 (1d10) in Appendix B.
Trinket	Forest Quiver, may recover all ammunition at the end of combat.

4 AL

Armor	Leaf Tunic (as Light Armor), simple cloth jacket lined with leaves and twigs.
Weapon	Scythe (as Heavy Weapon). Deals Poison damage.
Trait	Knows one random Scroll. Scrolls may target the environment.
Ring	A random ring from 31-40 (1d10) in Appendix B.
Trinket	Herbal Soup, heal 2 VIT from a target creature, once per day.

5 AA

Armor	Sashed Robes (as Light Armor), a baggy set of colorful robes tied with a sash.
Weapon	Magic Dart (as Light Ranged), always returns to its wielder.
Trait	Knows a random Scroll until the end of combat.
Ring	A random ring from 41-50 (1d10) in Appendix B.
Trinket	Scroll Beast, a pet Beast that may use a random Scroll once per combat.

6 AW

Armor	Flame Jacket (as Light Armor), a dark cloak wicked in pale blue flame.
Weapon	Trident (as Medium Weapon). Deals Cold damage.
Trait	Knows one random Scroll. May sacrifice VIT in place of WIL when casting.
Ring	A random ring from 51–60 (1d10) in Appendix B.
Trinket	Jinxed Amulet, when attacking, all other engaged creatures take 1 damage.

7 WL

Armor	Shade Cuirass (as Medium Armor), appears as common clothes to onlookers.
Weapon	Javelin (as Heavy Ranged), thrown spear adorned with colorful feathers.
Trait	When parrying, may make a free attack that deals double damage.
Ring	A random ring from 61–70 (1d10) in Appendix B.
Trinket	Ankle Weight, Advantage on STR checks.

8 WA

Armor	Filigree Tabard (as Medium Armor), a two-tone embroidered cloth coat.
Weapon	Katar (as Light Weapon). Deals Lightning damage.
Trait	When parrying, may instead move without triggering an Action of Opportunity.
Ring	A random ring from 71–80 (1d10) in Appendix B.
Trinket	Poetry Book, Advantage on WIL checks.

9 WW

Armor	Dust Cloak (as Medium Armor), a thick cloak of leather.
Weapon	Rapier (as Medium Weapon).
Trait	Once per combat, may vanish from sight to the nearest cover.
Ring	A random ring from 81–90 (1d10) in Appendix B.
Trinket	Smoke Screen, Advantage on DEX checks.

BEASTS

10.4

Beasts stalk every corner of the wilds, driven by hunger and territoriality. Beasts vary from the smallest and deadliest insects to the largest apex predators. Beasts typically won't attack those who mind their business, but these are desperate times.

1d10	Disposition	VIT	STR	WIL	DEX
1-2	Skittish	0d10	2	0	1
3-4	Curious	1d10	4	0	1
5-6	Threatened	2d10	6	1	2
7-8	Hungry	3d10	8	1	2
9-10	Lonely	4d10	10	2	4

1d10	Desires
1-2	Mark their territory.
3-4	Defend their young from hunters.
5-6	Hunt for food.
7-8	Flee from impending ecological disaster.
9-10	Find their missing brood.



Swamp Crablossus

VIT 16 (3d10)
OB 1 (Night Chitin)

STR 4
WIL 1
DEX 0

Pincers (as Medium Weapon).

Trait. Attacking successfully twice in a row Poisons the target.

Trait. Advantage on attacks triggered by a creature leaving its melee range.

Beast Features

1 LL

Armor	Tough Pelt (as Heavy Armor), matted fur with an imposing silhouette.
Attack	Claws (as Heavy Weapon).
Trait	Takes half Damage from Physical damage.
Trait	Takes half Damage from Cold damage.
Ability	When feeding on the body of another, it regains half of its VIT.

2 LA

Armor	Stone Plate (as Heavy Armor), rocky plates that cover its vitals.
Attack	Hooves (as Light Weapon).
Trait	Able to see in the dark through ultrasonic calls.
Trait	Powerful leathery wings for long ranged flight, makes flight checks with STR.
Ability	Gains VIT equal to the amount of VIT it damages.

3 LW

Armor	Silver Coat (as Heavy Armor), sleek metal fur that shines in moonlight.
Attack	Bite (as Medium Weapon).
Trait	When parrying, may switch places with an allied creature.
Trait	Has Advantage on attacks against creatures with less than full VIT.
Ability	As an action, may howl to grant allies Advantage on attacks this round.

4 AL

Armor	Slime Glands, (as Light Armor), bumpy patches of skin that excrete slime.
Attack	Tongue (as Heavy Ranged).
Trait	Amphibious.
Trait	Advantage on attacks triggered by a creature leaving its melee range.
Ability	May leap to a Close creature as part of its attack, if it kills it leaps again.

5 AA

Armor	Feather Cloak (as Light Armor) wide feathers that provide warmth at night.
Attack	Talons (as Light Weapon).
Trait	Cannot be surprised and Advantage on WIL checks to seek something out.
Trait	As an action opens their patterned wings, OB 3 WIL check or gain Paralyzed.
Ability	Knows 3 random Scrolls and casts them as if 2 WIL had been spent (3d10).

6 AW

Armor	Night Chitin (as Light Armor), a carapace that devours nearby light.
Attack	Pincers (as Medium Weapon).
Trait	When parrying, may Restrain a target creature in webs (STR vs WIL to escape).
Trait	May climb on any solid surface, including vertically and upside down.
Ability	May lay eggs within a Restrained creature. They hatch in 1d10 rounds.

7 WL

Armor	Gold Scales (as Medium Armor), shining metallic scales that bend and shift.
Attack	Wrap (as Heavy Weapon), crushes targets slowly (STR vs STR to escape).
Trait	Attacking successfully twice in a row Poisons the target.
Trait	May make two attacks against surprised creatures.
Ability	May swallow a dead or otherwise immobile creature whole and raise its OB by 1.

8 WA

Armor	Inky Plume (as Medium Armor), a cloak of dark feathers.
Attack	Beak (as Light Weapon).
Trait	If a creature targets you and misses, they suffer 1 Ghost damage.
Trait	Articulated wings, makes flight checks with DEX.
Ability	May repeat anything it hears with near perfect accuracy.

9 WW

Armor	Grimy Fur (as Medium Armor), grease slicked fur that slips into night.
Attack	Stinger-tail (as Medium Weapon). Deals Poison damage.
Trait	When parrying, may steal a random item from the attacking creature.
Trait	Attacks that hit engaged creatures pierce through and hit all engaged creatures.
Ability	When attacking with allies, may pool all their dice together.

GOLEMS

10.5

Created to serve a single purpose, Golems are things given thought. Large and imposing, they pose a significant risk to Travelers, as they lurk within ruins and ancient grounds. While not inherently hostile, they do anything to complete their task.

1d10	Disposition	VIT	STR	WIL	DEX
1-2	Alert	0d10	4	1	0
3-4	Fascinated	1d10	6	1	0
5-6	Possessive	2d10	8	2	1
7-8	Cowardly	3d10	10	2	2
9-10	Outraged	4d10	12	4	4

1d10	Secret Weaknesses
1-2	Its true name on its forehead.
3-4	A glowing magic heart.
5-6	A unique Scroll in its mouth.
7-8	Its singular seeking eye.
9-10	Memories of its creator.

Lantern Crawler

VIT 1 (od10)
OB 3 (Stone Form),
Double damage from Thunder.

STR 4
WIL 1
DEX 0

Rune. May appear as any regular object when stationary.

Task. Guides Travelers to a hidden location nearby.



Golem Features

1 LL

Form	Iron Form (as Heavy Armor), receives double damage from Scrolls.
Weapon	Morning Star (as Heavy Weapon).
Ward	When lowered to 1 VIT, gain 2 OB. Loses bonus if healed.
Rune	Double STR attribute when hit with damage from Scrolls.
Task	Eternally protects something in the immediate vicinity.

2 LA

Form	Stone Form (as Heavy Armor), double damage from Thunder.
Weapon	Tail Axe (as Light Weapon).
Ward	When lowered to 1 VIT, gain Flight. Loses Flight if healed.
Rune	When damaged by Thunder, remove all status conditions.
Task	Seeks to add something priceless to its collection.

3 LW

Form	Tree Form (as Heavy Armor), double damage from Cold.
Weapon	Root Flail (as Medium Weapon).
Ward	When lowered to 1 VIT, may teleport to a safe location.
Rune	Upon death, burrows into the earth, growing into a duplicate in 1d10 days.
Task	Seeks to kill an ancient Printless.

4 AL

Form	Straw Form (as Light Armor), double damage from Fire.
Weapon	Farm Tools (as Heavy Weapon).
Ward	When lowered to 1 VIT, regain half VIT, once per day.
Rune	May control a killed creature's body for 1 round.
Task	Guides Travelers to a hidden location.

5 AA

Form	Crystal Form (as Light Armor), double damage from Physical.
Weapon	Magic Orb, (as Light Weapon), successful hits drain 1 WIL from target.
Ward	When lowered to 1 VIT, learns 1 random Scroll.
Rune	When damaged by a Scroll, learns that Scroll.
Task	Seeks to understand something about a fallen kingdom.

6 AW

Form	Flesh Form (as Light Armor), double damage from Poison.
Weapon	Meat Hooks (as Medium Weapon).
Ward	When lowered to 1 VIT, may take two actions per round. Lost when healed.
Rune	Upon killing a creature, may steal a feature from them.
Task	Seeks to destroy something fragile beyond repair.

7 WL

Form	Mundane Form (as Medium Armor), double damage from Psychic.
Weapon	Hidden Tentacle (as Heavy Weapon).
Ward	When lowered to 1 VIT, attacks all creatures in Close range.
Rune	May appear as any regular object when stationary.
Task	Seeks to surprise and attack any armed passersby.

8 WA

Form	Pipe Form (as Medium Armor), double damage from Lightning.
Weapon	Steam Vent (as Light Weapon). Deals Fire damage.
Ward	When lowered to 1 VIT, gains Advantage on all checks.
Rune	Constantly emits discordant music, any who hear it roll with Disadvantage.
Task	Wishes to keep a traitor captive.

9 WW

Form	Wax Form (as Medium Armor), double damage from Ghost.
Weapon	Sludge Arm (as Medium Weapon).
Ward	When lowered to 1 VIT, becomes invisible for 1d10 rounds.
Rune	May melt mundane metals and pass through any opening at least 3 cm wide.
Task	Wishes to steal a magic artifact of value to its creator.

OOZES

10.6

A foul concoction of wilderness magic and pools of liquid. Oozes go by many names (slime, pudding, sludge) but all prefer to strike through ambush, blending into the environment until the last second. Oozes are amorphous and fluid, so while they have a fixed volume, they do not have a fixed shape, expanding to fill any container they're in. Oozes may even squeeze through openings such as a crack in a wall or keyhole, if given enough time. Oozes have no known language though do seem to have intelligence.

1d10	Disposition	VIT dice	STR	WIL	DEX
1-2	Euphoric	0d10	0	2	2
3-4	Curious	1d10	2	2	4
5-6	Chaotic	2d10	4	4	6
7-8	Greedy	3d10	6	4	8
9-10	Provoked	4d10	8	6	10

1d10	Hiding Spots
1-2	Inside a jar or treasure chest.
3-4	Flattened against the ceiling above an entrance.
5-6	Slick against the floor of a long hallway.
7-8	Filling a basin or pond.
9-10	Within the chest of a corpse.



Soul Lingerling

VIT 12 (2d10)
OB 2 (Green),
all attacks deal Ghost damage.

STR 2
WIL 2
DEX 4

Spray (as Ranged Medium - Close).

Fuel. Consumes small, living Beasts and wild animals.

Growth. Upon consuming Fuel, splits into two smaller Oozes (divide VIT between them).

Ooze Features

1 LL

Color	Black (as Heavy Armor), filled with metal particles.
Attack	Spikes (as Heavy Weapon), a thick coat of spikes to impale its prey.
Fuel	Consumes ferrous metal objects and dissolves them.
Growth	Upon consuming Fuel, doubles its current VIT.
Ability	Strongly attracts metal objects.

2 LA

Color	Red (as Heavy Armor), clots and foams at the edges, all attacks deal Dark damage.
Attack	Mouths (as Light Weapon).
Fuel	Consumes blood, leaving dry husks of its prey.
Growth	Upon consuming Fuel, splits into two smaller Oozes (divide VIT between them).
Ability	When parrying, Blinds target creature (STR vs WIL).

3 LW

Color	Orange (as Heavy Armor), churning molten rock, all attacks deal Fire damage.
Attack	Spray (as Ranged Medium - Close).
Fuel	Consumes wood or anything highly flammable.
Growth	Upon consuming Fuel, doubles its STR.
Ability	Explodes upon death, dealing 4d10 damage to all in Close range.

4 AL

Color	White (as Light Armor), pale frozen slime all attacks deal Cold damage.
Attack	Shards (as Heavy Weapon), jagged icicles, ignores 1 OB of armor.
Fuel	Consumes small, living Beasts and wild animals.
Growth	Upon consuming Fuel, creates a random Beast with 1 VIT under its control.
Ability	When parrying, Paralyzes target in an icy shell (STR vs WIL).

5 AA

Color	Rainbow (as Light Armor), a reflecting fluid prism, all attacks deal Light damage.
Attack	Jet (as Ranged Light), shoots a concentrated stream of its body.
Fuel	Consumes Ink, like that found in Scrolls.
Growth	Upon consuming Fuel, casts a random Scroll with 1d10 WIL points.
Ability	Invisible while stationary.

6 AW

Color	Blue (as Light Armor), crackles with sparks, all attacks deal Lightning damage.
Attack	Shock (as Medium Weapon), damages on contact as it slides around its target.
Fuel	Consumes aquatic Beasts and sea life.
Growth	Upon consuming Fuel, produces a veil of mist, granting Disadvantage to attacks.
Ability	When parrying, Restrains target within itself (DEX vs WIL).

7 WL

Color	Yellow (as Medium Armor), leaks sulfurous gas, all attacks deal Poison damage.
Attack	Gas (as Ranged Heavy), a cloud of ooze that bursts forth into the air.
Fuel	Consumes precious metals such as gold or silver.
Growth	Upon consuming Fuel, produces 1d10 bricks. Entire structures are built this way.
Ability	All Close creatures must make a STR vs WIL check or become Poisoned.

8 WA

Color	Violet (as Medium Armor), filled with organelles, all attacks deal Psychic damage.
Attack	Slap (as Light Weapon).
Fuel	Consumes brains, opens heads to satisfy their hunger.
Growth	Upon consuming Fuel, may make a Medium Ranged attack on two creatures.
Ability	When parrying, Confuses target (DEX vs WIL).

9 WW

Color	Green (as Medium Armor), ghostly green plasm, all attacks deal Ghost damage.
Attack	Lick (as Medium Weapon), a long tongue-like mass.
Fuel	Consumes food and produce, especially rotten or spoiled food items.
Growth	Upon consuming Fuel, gains an extra attack for the next round.
Ability	May soak through solid walls and floors, leaving a thick slime trail.

SPIRITS

10.7

Providence presides over the life and revival of humankind, and yet Spirits still linger in this world. Spirits choose their physical manifestation and so their size varies. When not physically manifested they are invisible. Spirits may offer wisdom (or warnings) of lost ruins and long dead secrets, but always for a price.

1d10	Disposition	VIT dice	STR	WIL	DEX
1-2	Sorrowful	0d10	0	4	1
3-4	Jealous	1d10	0	6	1
5-6	Enraged	2d10	1	8	2
7-8	Playful	3d10	1	10	4
9-10	Megalomaniac	4d10	2	12	4

1d10	Obsessions
1-2	Hunting down a family heirloom.
3-4	Restoring their honor through good deeds.
5-6	Waiting for their love to return.
7-8	Defending a fallen Safe Haven.
9-10	Erasing evidence of their past sins.



Deep Holder

VIT 6 (1d10)
OB 1 (Hand)

STR 0
WIL 6
DEX 1

Possessive Grasp (as Light Ranged), controls dead, deals Ghost damage.

Blessing. Opens a permanent magic pathway between two locations.

Payment. Steals away an intelligent creature to live with them in their realm.

Domain. Presides over a dark subterranean grotto.

Spirit Features

1 LL

Apparition	Human (as Heavy Armor), takes the form of a hero of old.
Wrath	Burning Blade (as Heavy Weapon), deals Fire damage.
Blessing	May animate an inanimate object.
Payment	Destroys a random Scroll.
Domain	Presides over a fallen castle.

2 LA

Apparition	Angel (as Medium Armor), takes the form of a towering winged humanoid.
Wrath	Ephemeral Smite (as Heavy Ranged), deals Light damage.
Blessing	Fully heals a creature and they gain Blessed.
Payment	Curses a target creature with a random status condition.
Domain	Presides over a ruined temple.

3 LW

Apparition	Beast (as Medium Armor), takes the form of a giant Beast.
Wrath	Foul Wind (as Medium Ranged), deals Cold damage.
Blessing	Calls upon a group of Beasts for aid.
Payment	Consumes the soul of a noble animal.
Domain	Presides over a sacred grove.

4 AL

Apparition	Goblin (as Medium Armor), takes the form of a trickster fey.
Wrath	Soul Siphon (as a Medium Weapon), deals Dark damage.
Blessing	Opens a permanent magic pathway between two locations.
Payment	Warps Travelers to a random location in the wilderness.
Domain	Presides over an ancient river promenade.

5 AA

Apparition	Hydra (as Heavy Armor), takes the form of a spectral Dragon.
Wrath	Shattering Glare (as Medium Ranged), deals psychic damage.
Blessing	Offers a chosen Scroll.
Payment	Demands a large sum of gold or valuable object.
Domain	Presides over the mouth of a volcano.

6 AW

Apparition	Orb (as Light Armor), takes the form of a glowing orb.
Wrath	Ball Lightning (as Medium Ranged), deals Lightning damage.
Blessing	Teleports creatures to a location they are familiar with.
Payment	Steals away an intelligent creature to live with them in their realm.
Domain	Presides over a desert wellspring.

7 WL

Apparition	Ooze (as Light Armor), takes the form of an Ink-sodden Ooze.
Wrath	Nauseating Touch (as Light Weapon), deals Poison damage.
Blessing	Reverses the effects of a Scroll or other magic.
Payment	Turns target creature into an Ooze.
Domain	Presides over a series of complex tunnels.

8 WA

Apparition	Gears (as Heavy Armor), takes the form of interlocking and rotating wheels.
Wrath	Banshee Scream (as Medium Ranged), deals Thunder damage.
Blessing	Generates a chosen ring.
Payment	Destroys a ring.
Domain	Presides over an ominous storm cloud.

9 WW

Apparition	Hand (as Light Armor), takes the form of a spectral hand and arm.
Wrath	Possessive Grasp (as Light Ranged), controls dead, deals Ghost damage.
Blessing	Brings life to a dead creature.
Payment	Destroys 10,000 drops of Ink.
Domain	Presides over a dark subterranean grotto.

DRAGONS

10.8

Hidden in the deepest ruins and forgotten corners of the world, Dragons pose one of the greatest threats to human recovery. They like the world as it is—broken, vulnerable and ripe for plundering. These fearsome beasts represent the worst throes of power, corruption, and greed. Dragons typically view themselves above all creation and are usually hostile unless you prove your use to them.

1d10	Disposition	VIT dice	STR	WIL	DEX
1-2	Vengeful	0d10	2	4	6
3-4	Depressed	1d10	4	6	8
5-6	Prideful	2d10	6	8	10
7-8	Disgusted	3d10	8	10	12
9-10	Cruel	4d10	10	12	14

1d10	Conquests
1-2	Lay claim to a larger lair.
3-4	Raid surrounding areas.
5-6	Start a war between two human groups.
7-8	Destroy a bothersome Safe Haven.
9-10	Tell stories to captive audiences.



Cathedral Drake

VIT 22 (4d10)
OB 2 (Glint Scale)

STR 10
WIL 12
DEX 14

Holy Breath (as Light Ranged), deals Light damage.

Wings. Beams of focused light that extend into wings. Imperceptible in daylight or equivalent.

Delusion. Believes it is the ultimate arbiter of justice.

Dragon Features

1 LL

Scales	Titan Scales (as Heavy Armor), each scale is a single chunk of wrought metal.
Breath	Caltrop Breath (as Heavy Ranged).
Hoard	Hoards weapons, especially rare or powerful ones.
Wings	Folding iron wings pierce the ground to walk (as Heavy Weapon). Cannot fly.
Delusion	Believes it is undefeatable, immune to Morale checks.

2 LA

Scales	Pure Scale (as Heavy Armor), encased in an opalescent mural of scales.
Breath	Holy Breath (as Light Ranged), deals Light damage.
Hoard	Hoards statues and paintings of itself and others.
Wings	Beams of focused light that extend into wings. Imperceptible in daylight.
Delusion	Believes it is a god, knows 3 random Scrolls.

3 LW

Scales	Bone Scale (as Heavy Armor), jagged bone plates protruding from flesh.
Breath	Soul Breath (as Medium Ranged), deals Ghost damage.
Hoard	Hoards bones of defeated creatures in macabre tableaux.
Wings	Tattered leathery wings, pierced and scarred from battle.
Delusion	Believes any enemy is its greatest foe reincarnated.

4 AL

Scales	Thorn Scale (as Light Armor), wreathed in vines, Melee attackers take 1 damage.
Breath	Spore Breath (as Heavy Ranged), deals Poison damage.
Hoard	Hoards rare plants and medicinal herbs.
Wings	Four pairs of translucent insect wings. May hover in place.
Delusion	Believes the world is a reflection of its own dreams.

5 AA

Scales	Feather Scale (as Light Armor), densely packed feathers.
Breath	Snow Breath (as Light Ranged), deals Cold damage.
Hoard	Hoards Scrolls, Books, and Tomes.
Wings	Feathered wings that extend past twice the length of its body.
Delusion	Believes it has a perfect understanding of the world.

6 AW

Scales	Carved (as Light Armor), otherworldly scales carved in different Minutiae.
Breath	Fire Breath (as Medium Ranged), deals Fire damage.
Hoard	Hoards magical artifacts and cursed items.
Wings	Wicking flame-jet wings that singe its back.
Delusion	Believes it is the ultimate arbiter of justice.

7 WL

Scales	Snake Scale (as Medium Armor), glossy reptilian scales.
Breath	Fear Breath (as Heavy Ranged), deals Psychic damage.
Hoard	Hoards reflective objects.
Wings	Swirling mist formed into two pairs of ethereal wings. Imperceptible in fog.
Delusion	Believes it is incredibly well known and respected.

8 WA

Scales	Glint Scale (as Medium Armor), adorned with mosaics of jewels and chains.
Breath	Chant Breath (as Light Ranged), deals Thunder damage.
Hoard	Hoards valuable gems and coins.
Wings	Delicate wings encrusted with precious gems and metal caps.
Delusion	Believes all creatures are its servants.

9 WW

Scales	Shade Scale (as Medium Armor), a dense eel-like skin.
Breath	Dark Breath (as Medium Ranged), deals Dark damage.
Hoard	Hoards all that is slimy and foul.
Wings	Long waxy wings dripping with an unknown slime.
Delusion	Believes all creatures wish to steal from its hoard.

Appendix A. Scrolls

1	Accuracy	Attacks against [DICE] creatures have [SUCCESS] less Obstacle on their armor until your next turn.
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2	Acorn	You enchant a small object. The object becomes a seed, that upon planting instantly sprouts into a twisting tree. In the following [DICE] days, the tree bears fruit-like pods that contain [SUCCESS] perfect copies of the enchanted object.
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3	Air	You create a cyclone of cutting wind in a cone [DICE] meters wide. Creatures caught in the cyclone must succeed on a STR check or become Prone and take [SUCCESS] Thunder damage.
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4	Amber	You encase a creature in crystalline resin. The creature is Restrained and Paralyzed, but impervious to harm while encased. Amber lasts [DICE] hours, or until the resin takes [SUCCESS] damage, afterward it cracks and frees the creature.
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5	Awaken	You imbue [SUCCESS] objects with bitter sentence for [DICE] rounds. The creatures understand and follow your commands, but only roll a Chance Die for checks.
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6	Barrier	You create a thin barrier of resistance [DICE] meters wide that decreases the damage of attacks to all creatures standing behind it by [SUCCESS] points. Lasts until your next turn.
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7	Bottle	You shrink a creature and simultaneously trap it in a bottle. The creature remains in the bottle for [SUCCESS] rounds or until the cork is removed or the bottle takes [DICE] damage.
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8	Break	You invade the mind of a creature who must succeed on a WIL check or take [SUCCESS] Psychic damage and become Confused for [DICE] rounds. The creature's vision is altered, filled with fearful images.
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9	Bridge	You create a wooden or stone bridge [SUCCESS] decameters long. May hold [DICE] creatures at a time.
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10	Catapult	You launch an object up to [DICE] meters across with great force. If it collides with a creature, deals [SUCCESS] damage.
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11	Charm	You attempt to charm up to [DICE] creatures, each creature must succeed on a WIL check or they regard you and your allies as non-hostile for [SUCCESS] hours.
12	Cloud	You create a sphere of fog [DICE] decameters wide, lasting [SUCCESS] rounds. Any creature in the fog gains Blinded until they leave.
13	Coffin	Target creature with the Prone condition is swallowed by the earth beneath it. The creature must succeed on a STR check or become Restrained for [DICE] rounds. The target may make this check each round, but takes [SUCCESS] damage for each subsequent failure.
14	Compose	You create an illusory symphony lasting [DICE] rounds and inspires [SUCCESS] creatures of your choice. Inspired creatures are immune to status conditions.
15	Daylight	You generate an area of daylight [DICE] meters wide and lasts [SUCCESS] rounds.
16	Deadeye	A creature with the Blinded condition is assaulted by terrible visions of the dead, for [DICE] rounds they are dealt [SUCCESS] Psychic damage.
17	Deafblind	You attempt to Blind or Deafen [DICE] creatures for [SUCCESS] rounds.
18	Deathgrip	You summon a giant skeletal hand to grapple a target creature. The hand has Advantage on all checks to escape the grapple.
19	Decay	You taint a creature or foodstuff with poison. If your target is a creature it must succeed on a STR check or become Poisoned for [SUCCESS] rounds. Consuming the poisoned item prompts the same check.
20	Divine	You learn the location of an object, creature, or place within [SUCCESS] kilometers accompanied by a brief vision of the area surrounding the target. The vision includes sensory hints like smells and sounds.

21	Duplicate	You create an illusory clone of a creature. The duplicate performs [DICE] actions and lasts [SUCCESS] minutes, but has no physical presence.
22	Earth	You create a shattering stone spike beneath a single creature dealing [SUCCESS] damage and throwing them [DICE] meters in the air.
23	Enlighten	A spray of Ink falls over [DICE] target creatures. They gain the Poisoned condition, 5 temporary WIL points and learn a random Scroll. The Poisoned condition only ends upon using all of the temporary WIL.
24	Exchange	You convert [SUCCESS] of your STR, WIL, or DEX points into STR, WIL, or DEX points.
25	Eyespike	You summon a pair of illusory spikes that drive into a target creature's eyes. Target creature gains Disadvantage on WIL checks and the Blinded condition for [SUCCESS] rounds.
26	Fall	You and [SUCCESS] other creatures slow their descent. All affected creatures are immune to fall damage. The effect ends a moment after touching the ground.
27	Familiar	You summon a phantom animal of your choice, it lasts until it dies and has [DICE] VIT and [SUCCESS] points distributed among attributes of your choice. If the familiar has more than 3 WIL it learns a random Scroll. It follows your commands, and acts on your turn.
28	Feyjam	You summon [DICE] tarts filled with a delicious magical jam. Each heals [SUCCESS] STR, WIL, or DEX, depending on the color (RED, BLUE, or GREEN) chosen at casting. When eaten, make a STR check with a [SUCCESS] Obstacle or become Poisoned.
29	Fire	You create a flaming sphere [DICE] meters wide that drops from the sky, exploding on contact. Affected creatures must succeed on a DEX check or suffer [SUCCESS] Fire damage.
30	Float	You cause up to [DICE] creatures or objects to levitate in place for [SUCCESS] rounds or until dismissed.

31 Forbid You mark a circular region [DICE] meters across. For [SUCCESS] rounds, only creatures you invite may enter the circle.

32 Gambler-Eyes Time seems to slow down, allowing you to adjust your next check by [SUCCESS] successes or failures. As a result, your perception of time is faster and your Obstacle increases by 1.

33 Ghostmap The area [DICE] decameters around you is projected in a small sphere in front of you, like a transparent globe. The image is fuzzy but the locations of [SUCCESS] dangerous creatures within the sphere are visible until dismissed or you take damage.

34 Glacier You turn [DICE] decameters of mundane water into solid ice for [SUCCESS] hours. Creatures caught in the solid ice when it transforms take [SUCCESS] Cold damage.

35 Gold You transmute [DICE] objects into pure gold for [SUCCESS] hours.

36 Golem You target a large amount of raw material and utter a simple command. The material becomes a Golem for [SUCCESS] rounds and attempts to complete the task.

37 Hammer A large phantom hammer appears and attempts to crush up to [SUCCESS] creatures you're engaged with (as Ink Weapon). Casting Hammer does not cause an Action of Opportunity.

38 Hand You create a translucent floating hand, capable of [SUCCESS] actions. The hand mimics you and therefore has your attribute scores and cannot exceed Distant range from you.

39 Hex You target one creature with a frightful hex, granting them the Cursed condition for [SUCCESS] rounds.

40 Hide You and [DICE] creatures are cloaked in shadow, granting Advantage on all stealth related checks for [SUCCESS] rounds.

41	Hitbond	You link two target creatures together, granting each [SUCCESS] additional STR points shared between the two of them. If either creature loses STR, it is removed from this pool first. When the pool is empty, the Scroll effect ends.
42	Ink	You mark a willing creature with Ink-sodden blood. For [DICE] rounds all of the target's attribute scores are doubled, but the creature then dies and instantly becomes a Printless.
43	Intervene	Change [SUCCESS] failures on a check into successes. You may cast this Scroll as a free action.
44	Invisible	Turn invisible, for [SUCCESS] rounds. You may take [DICE] actions before turning visible again.
45	Jinx	You spit curses at [DICE] targets causing each to gain a random status condition. The effect ends on all targeted creatures if any of the targeted creatures die.
46	Leap	You launch a target creature high into the air, remaining airborne for [DICE] rounds. When it hits the ground it and anything it lands on takes [SUCCESS] damage.
47	Lock	You magically lock a door or container for [SUCCESS] days. May only be opened by a similar Scroll or effect.
48	Magnet	You telepathically move a metal object that is at most [SUCCESS] meters across [DICE] meters in any direction.
49	Manabond	You link two target creatures together, granting each [SUCCESS] additional WIL points shared between the two of them. If either creature loses WIL, it is removed from this pool first. When the pool is empty, the Scroll effect ends.
50	Mend	You mend [SUCCESS] cracks, rips, or tears [DICE] meters wide.

51	Missile	You generate [DICE] magic missiles that always hit their target for [SUCCESS] damage.
52	Molt	You cause a creature to rapidly molt its skin. While molted, target becomes an Ooze for [SUCCESS] rounds and its former “husk” and equipment remain in whatever pose they had when you cast the Scroll.
53	Nullify	You may cast this targeting a creature or an area at most [DICE] meters wide, any Scrolls affecting the target are nullified for [SUCCESS] rounds.
54	Obsession	All creatures who see you within Close range must succeed on a WIL check or walk toward you. They may make another WIL check if walking toward you would cause death (e.g. walking off a ledge). The effects end if the creature takes damage, or after [SUCCESS] rounds.
55	Ocarina	You play a gentle melody that fills the air and bolsters your comrades. For [SUCCESS] rounds, each targeted creature may sacrifice STR, WIL, or DEX to aid each other's checks.
56	Orb	You create a magic bubble that encases up to [DICE] creatures. Creatures within the bubble move with it. It rises at a rate of [SUCCESS] meters per round and lasts [DICE] rounds. It pops on contact with protruding objects.
57	Paint	You paint a target area with an incredibly realistic design at most [DICE] decameters across. A creature trying to discern its nature must succeed on a WIL check with [SUCCESS] Obstacle to see through the artifice.
58	Palmistry	You read a target creature's hands (assuming they have any). You learn [SUCCESS] things about them, such as the value of an attribute score, equipment they carry, or an ability they possess.
59	Paper	You create an elaborate origami barricade [DICE] decameters wide and [SUCCESS] meters tall. It's still paper though, lasts until destroyed.
60	Plantwalk	You meld with a nearby plant. While melded, you are invisible and may travel to any plant in Distant range, ending the effect.

61	Portal	You open a temporary portal to one place you've been in the past [DICE] days. The portal closes after [SUCCESS] people or equally sized objects pass through it.
62	Puncture	You target a creature with piercing needles. They must succeed on a DEX check or become Paralyzed for [DICE] rounds. At the start of their turn the target may reroll the DEX check, but they take [SUCCESS] damage if they fail.
63	Puppet	You command a creature to take [DICE] actions for [SUCCESS] rounds, WIL check to resist.
64	Raise	You raise [DICE] creatures from the dead, filling them with Ink for [SUCCESS] rounds. They follow your commands, and act on your turn.
65	Razor	You preternaturally sharpen a weapon within Close range for [DICE] rounds. It cuts through any nonliving material so long as it's less than [SUCCESS] meters deep.
66	Reborn	You mark a creature as chosen by Providence. They cannot die for [SUCCESS] rounds.
67	Return	You and all of your equipment instantly teleport to a position you were in up to [SUCCESS] hours prior.
68	Ritual	You target one creature with a sacred ritual, granting them the Blessed condition for [SUCCESS] rounds.
69	Salve	You heal [DICE] creatures [SUCCESS] VIT.
70	Send	You telepathically communicate [DICE] words to [SUCCESS] creatures.

71	Sever	Target creature makes a STR check with [SUCCESS] Obstacle. If they fail, target loses a limb of your choice.
72	Shatter	You utterly destroy a mundane object. With 6+ successes, you may destroy magical items.
73	Ship	You summon a magic boat with [DICE] passenger capacity and has [SUCCESS] times ten VIT. The boat disappears if the last creature leaves the boat or the boat loses all its VIT.
74	Silver-Tongue	You spit a silver Golem from your mouth. The Golem has [SUCCESS] Vitality Dice and follows your commands for [DICE] rounds then melts into a pool of silver metal.
75	Size	Target creature grows or shrinks by [DICE] meters and lowering all attributes equal to [SUCCESS].
76	Skillbond	You link two target creatures together, granting each [SUCCESS] additional DEX points shared between the two of them. If either creature loses DEX, it is removed from this pool first. When the pool is empty, the Scroll effect ends.
77	Slumber	You put a creature into a forced slumber for [SUCCESS] hours, healing all status conditions. Unwilling creatures have Advantage to resist.
78	Specter	You target up to [SUCCESS] creatures and attack it with ghostly essence (as Ink Weapon, deals Ghost damage). Only works if the targets don't know where you are.
79	Spew	Target creature spews volleys of foul acid uncontrollably, all creatures within Close range of the target are coated in odorous ichor and Poisoned for [SUCCESS] rounds.
80	Spirit	Summon a random Spirit creature to commune with. You may ask it [SUCCESS] questions.

81 Sponge You absorb all liquids within Close range for [SUCCESS] hours until expelled in a great deluge.

82 Steed You summon a common mount. It lasts for [DICE] hours and has [SUCCESS] Vitality (as Beast).

83 Storm You create a terrible storm in your immediate area for [SUCCESS] hours.

84 Strike You call forth a bolt of pure electricity chaining between [DICE] Close creatures, dealing [SUCCESS] Lightning damage.

85 String You mark one large creature standing on the same surface as you. For [SUCCESS] rounds, the marked creature only moves when you do and imitates your movements exactly.

86 Tent You create a tent that only allies may enter or perceive. The tent fits [DICE] people and lasts [SUCCESS] hours.

87 Tether You create a steel cord between any two objects or creatures [DICE] meters long and lasts [SUCCESS] minutes.

88 Toadkin You fling bolts of green goo at [DICE] target creatures. Any who fail a WIL check are transformed into Frogs for [SUCCESS] rounds.

89 Tongue You may converse freely with [DICE] living things for [SUCCESS] hours.

90 Traitor Target creature gains Confused and considers enemies as allies and allies as enemies for [SUCCESS] rounds.

91	Tunnel	You bore a circular tunnel into natural terrain. It is [SUCCESS] meters creatures across, and [DICE] decameters long.
92	Vagabond	You take the appearance of someone suspicious, catching the attention of anyone who sees you. Any who fail a WIL check with [SUCCESS] Obstacle must stop and speak to you.
93	Vertigo	You twist the perception of a target creature's surroundings. The target creature gains Disadvantage on STR checks and the Prone condition for [SUCCESS] rounds.
94	Vine	You summon twisted vines that Restrain a creature for [DICE] rounds, or until the vines take [SUCCESS] damage.
95	Water	You create a forward-moving tidal wave [DICE] meters wide. Creatures caught in the wave must succeed on a STR check or be pushed with the wave and take [SUCCESS] damage.
96	Weak	Target creature gains Exhausted condition for [SUCCESS] rounds.
97	Weight	Target creature's armor counts as one category lighter for the purposes of inventory space for [SUCCESS] hours.
98	Wobble	All creatures within Close range must succeed on a DEX check or fall Prone for [SUCCESS] rounds.
99	Worm	When you cast this Scroll, set a triggering condition, such as "when I die." For the next [DICE] days, whenever the condition is met, all items in your inventory (excluding rings) turn into a pile of worms and bury themselves [SUCCESS] meters underground.
100	Zone	You project a [DICE] meter permeable cube of pure order. All checks made within the cube have a result equal to [SUCCESS] until the end of the next round.

Appendix B. Rings

1	Almond	Your dreams hold significance. While sleeping, you may communicate with one other sleeping creature that you have never met.
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2	Appendage	You gain an additional set of arms and hands, granting Advantage on checks to Restrain targets.
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3	Arena	You have Advantage on STR checks to intimidate or impress.
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4	Bath	You do not accumulate dirt, grime, or sweat. You smell nice too.
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5	Bare	As long as you wear nothing more than cloth wrappings, you have OB 3.
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6	Bear	You gain a random Beast trait (derived from your Middle or Ring fingers) from the Monstrata.
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7	Beetle	While worn, you and your belongings transform into a random small Beast (1d10 VIT). You may remove this ring at will, even as a Beast.
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8	Big	You may, as an action, grow quite large. While enlarged, you make STR checks with Advantage and DEX checks with Disadvantage.
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9	Blood	If you press your palm to a dead creature, a ghostly afterimage plays out their last moments.
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10	Blue	You turn blue. You have Advantage on all WIL checks in total silence.
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You carry the souls of those gone before you, bound in metal rings.

11	Boulder	Your skin becomes hard like stone, you have Disadvantage on DEX checks but gain 2 OB to your armor.
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12	Bomb	For every result of 10 during an attack check, add another 1d10 — additional successes deal Fire damage.
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13	Castle	When you kill a creature, regain 1 VIT.
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14	Channel	You may spend one action concentrating, causing your next attack action to deal double damage.
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15	Child	You cannot be Exhausted.
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16	Cloud	While worn, you and your belongings transform into a cloud of gas. You may remove this ring at will, even as a cloud.
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17	Crate	While worn, you and your belongings transform into a wooden crate. You may remove this ring at will, even as a crate.
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18	Cure	You are immune to the Poison status condition and take only half Poison damage.
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19	Curse	You take twice as much damage and deal half as much damage from all sources. Ring breaks upon death.
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20	Day	Your vision is better in dim light than most, granting Advantage on checks to see in low light.
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21	Dove	You have Advantage on WIL checks to settle disputes.
22	Dragon	You are immune to Fire damage but you cannot willingly remove items from your inventory including this ring.
23	Drop	You may always gauge the height of a drop and whether or not falling would be lethal.
24	Elder	You look twice your age.
25	Eye	The ring sees everything around you and warns you of danger. You cannot be surprised without serious effort.
26	Extent	Any damage you receive from weapon attacks always deal one VIT, but bypass your STR, WIL, and DEX.
27	Father	When rolling a Chance Die, roll with Advantage instead of Disadvantage.
28	Favor	You gain one additional maximum STR, WIL, or DEX, chosen when you put the ring on.
29	Feather	You do not put weight onto the ground you stand on, pit traps and similar hazards.
30	Frog	You may speak with and understand frogs, toads, and similar creatures.

31 Gate You may open any door into any other door you've traveled through in the past day.

32 Ghost You may pass through walls. Ending your turn within a wall kills you.

33 Gem You may instantly appraise any jewelry or golden ornaments, including hidden properties.

34 Green You turn green. You have Advantage on all DEX checks while stationary.

35 Guest Your ring signifies hospitality and hearth. Residents likely offer you food and lodging.

36 Heart You gain one additional maximum STR as if you had an extra Loop.

37 Hood Your face is shrouded in an inky black shadow, any attempts to recognize you fail unless the ring is removed.

38 Ice Your body runs cold. You thrive in low temperatures.

39 Iron You have Advantage on checks to forge objects.

40 Javelin Your Melee attacks have Distant range, but you have Disadvantage on checks while Engaged.

41 Joy You have Advantage on checks to locate valuables.

42 Lava Your body is fiery hot. You thrive in high temperatures.

43 Light Your attacks do Light damage.

44 Linger Scrolls with durations last twice as long.

45 Lion You deal double damage when attacking as an Action of Opportunity.

46 Little You may, as an action, noticeably shrink. While shrunk, you make DEX checks with Advantage and STR checks with Disadvantage.

47 Loud Any noise you make is twice as loud.

48 Mail You may speak telepathically to any creature in Distant range if you know their name.

49 Magnet You are slightly magnetic. You may stick to any metal surface and small metal objects tend to fly toward you.

50 March As an action, you may call out to any small Beasts in Distant range, causing them to follow behind you until they get bored or hungry.

51 Mask Your face shifts to match the face of the last person you killed.

52 Mime As an action, you may make a WIL check with an Obstacle equal to the amount of spectators you have. A successful check produces a tangible, impenetrable, and invisible wall as long as you continue to mime.

53 Mind You gain one additional maximum WIL as if you had an extra Arch.

54 Mood You have Advantage when discerning the mood or intent of another creature, but grant creatures the same.

55 Mother You gain one additional maximum STR, but your pack has two less slots.

56 One You turn invisible to all but Printless. When wearing this ring, Printless know your exact location and yearn to devour you.

57 Pack You may bundle 2 items within a pack slot, but you cannot remove them from your pack quickly (2.2).

58 Peace Your weapon attacks deal no damage and you cannot take damage from weapon attacks, but you gain Advantage when Restraining creatures.

59 Pegasus You may run across gaps, hovering as you do so. Stopping while over a pit causes you to fall.

60 Pierce Your ranged attacks pierce through creatures, hitting up to two additional creatures directly behind the target.

61 Pugilist Your unarmed attacks deal damage as a Medium Weapon.

62 Quick You have Advantage on checks to move quickly.

63 Rabbit You jump twice as high and far. You have Advantage on all DEX checks related to jumping.

64 Rain You have twice as much Vitality when in rain. Any lightning that strikes, strikes you instead, dealing no damage.

65 Rang Thrown weapons return back to you in an arc, spinning as they travel through the air.

66 Reach Your arms are twice as long as normal.
Your melee attacks have Close range.

67 Red You turn red. You have Advantage on all STR checks in total darkness.

68 Regard You are treated with unwarranted respect, and have Advantage on checks to appear of higher standing.

69 Rest You heal twice as many successes during a rest.

70 Scent You smell most creatures in Distant range if you concentrate. You have Advantage on smell related checks.

71 Seance Your Books and Tomes hold one additional Scroll.

72 Shadow Your attacks do Dark damage.

73 Shield You add an additional 1 Obstacle to your armor.

74 Shrine This ring glows when within Distant range of a Shrine.

75 Slay When you kill a creature, you may make an immediate free attack.

76 Slip You have Disadvantage on checks to avoid becoming Prone and Advantage on checks to escape a grapple.

77 Sneak You have Advantage on checks to avoid detection.

78 Soul You gain one additional maximum DEX as if you had an extra Whorl.

79 Split You are divided into two copies of yourself. Each “you” is half of your size, has half your VIT, and half your inventory.

80 Spice Makes any food you eat or prepare spicy. The less you expect it, the spicier it is.

81 Spin Your melee attacks spin in large arcs. You may hit all creatures in Engaged range with one attack.

82 Stand You have Advantage on checks to avoid being Prone.

83 Star You see up to Distant range through darkness when outdoors.

84 Steel The hand and arm the ring is placed on cannot be amputated.

85 Stone You go unnoticed by Printless unless at Engaged range, but they deal double damage against you.

86 Storage You may mark any one item. When you die and revive, the marked item travels with you like a ring would.

87 Swim You have Advantage when swimming.

88 Switch As an action, you may instantly switch places with one creature you are in contact with.

89 Sword You add an additional 1d10 to your attack checks.

90 Tears Deal double Physical damage when your VIT is 1.

91 Tooth Your teeth are quite sharp, you have Advantage when biting.

92 Torch Your hands emit warm firelight.

93 Toss Your thrown weapons have Distant range and you have Advantage when throwing.

94 Trick As an action, you may mark a small item. You may, at will, make it vanish from your hand and appear anywhere else in Close range.

95 Vial Consuming 100 drops of Ink grants 2 VIT.

96 Voice You may throw your voice up to Distant range.

97 Watch You always know the time of day, position of the sun, phase of the moon, and the current weather outside.

98 Web You produce a fine, sticky silk from your palm. It acts like rope and you may produce 5 meters per rest. You cannot be disarmed.

99 Wisp You cannot be Cursed. You are incidentally, a bit translucent.

100 Youth You look half your age.

Cleromancy

Some nights, even Travelers need to unwind a bit. Cleromancy (or more commonly ‘Clero’) is played across the world in the few remaining taverns. Clero plays between two or more players, most likely to settle a bet in coin or Ink. Some say the Print Weavers use a similar ritual (without the alcohol, of course).

How to Play Clero

1. Players sit or stand facing each other, holding their closed fists out in the center of the table. Each player offers an equal amount of gold, local currency or drops of Ink to the pot (in the Tavern variant, a round of shots is poured).
2. Simultaneously, each player raps the table three times with their fist. As they bring their fist up they make one of three hand gestures below and bring their fist back down a fourth time, locking their throw.
3. As they lock their throw, each player calls out a sum. The sum represents the total number of “up” fingers they think are on the table (the Whorl counts for 0, the Loop, 1, and the Arch, 2).
4. Players who guess the correct sum of up fingers score a point. When a player reaches 5 points*, they win and collect the pot (the losers drink).
5. After a full bout, betting starts again (drinks are refilled) and a new round of Clero begins.



The Whorl



The Loop



The Arch

*Points are counted on the left hand and numbers thrown with the right.

Due to one too many fights, a judge might be mutually elected to watch the players throws and calls. Once the numbers are thrown and sums called, the judge has the final say on who won.

		RIGHT HAND		
		LOOP	ARCH	WHORL
LEFT HAND	LOOP	<u>THE KNIGHT</u> Plate Mail Long Sword Metal Shield Ring of Strong Silver Chalice	<u>THE CLERIC</u> Holy Cuirass Stone Mace A Scroll Ring of Martyrdom Sacred Lantern	<u>THE RANGER</u> Chain Mail Short Bow Forest Pouch Ring of Animal Globe Compass
	ARCH	<u>THE DRUID</u> Animal Pelt Wooden Staff Book (3 Scrolls) Ring of Path Dowsing Rod	<u>THE MAGE</u> Silk Robes Boomerang Tome (5 Scrolls) Ring of Arcane Pipe Root	<u>THE WARLOCK</u> Hexed Mantle Iron Spear Book (3 Scrolls) Ring of Deal Cursed Mirror
	WHORL	<u>THE ASSASSIN</u> Enforced Shroud Long Bow Hidden Dagger Ring of Sight Telling Stone	<u>THE BARD</u> Quilted Jacket Ornate Sickle A Scroll Ring of Song Musical Instrument	<u>THE THIEF</u> Leather Tunic Short Sword Mimic Cloak Ring of Secret Bird Hook
		LEFT OBSCURE	BOTH OBSCURE	RIGHT OBSCURE
		<u>THE PHANTOM</u> Pitch Blessing Midnight Axe 1,000 drops of Ink Ring of Old Dark Orb	<u>THE FIREBORN</u> Flame Blessing Fire Halberd 1,000 drops of Ink Ring of Answer Fire Orb	<u>THE SERAPH</u> Radiant Blessing Sunlight Blade 1,000 drops of Ink Ring of Holy Light Orb

Thumb – Armor	Weapons	Armor
Pointer – Weapon	Light, DEX+1	Light, +1 OB
Middle – Special	Medium, STR or DEX+2	Medium, +2 OB, 2 slots
Ring – Ring	Heavy, STR+3, two-handed	Heavy, +3 OB, 4 slots
Little – Trinket	Ink, STR, WIL, or DEX+4	Ink, +1/3 OB

*All ranged weapons are two-handed unless thrown or specifically noted otherwise. Heavy Ranged weapons prohibit moving and shooting on the same turn.

As the **Print Weaver** looks over your fingerprints, she glimpses adventures yet to unfold. Take up the mantle of an immortal Traveler, caught in a loop of infinite revival by the handmaidens of Providence.

Levelless and classless, your Traveler's abilities are based on your own fingerprint patterns. Delve treacherous ruins, drain monsters of their ink-sodden blood, find new ways to die, and live again with a shadow at your heels.

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