



WITCHIRON

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Dedicated to Nikki, for putting up with my obsession.



WHAT'S AN RPG?

Just kidding, this is not your first TTRPG, if you have somehow stumbled onto this and you don't know what tabletop roleplaying is, you should play whatever game your group enjoys.

If you don't have a group or preferred game, I recommend **Into the Odd**, **Knave** or **Mothership**.

WHAT THIS GAME IS

- ❖ This is a game about building a legacy.
- ❖ This is a game about consequence and change.
- ❖ This is a game to be ripped apart and reused.

WHAT THIS IS NOT

- ❖ This is not a rules light game.
- ❖ This is not a strict narrative game.
- ❖ This is not here to waste your time.

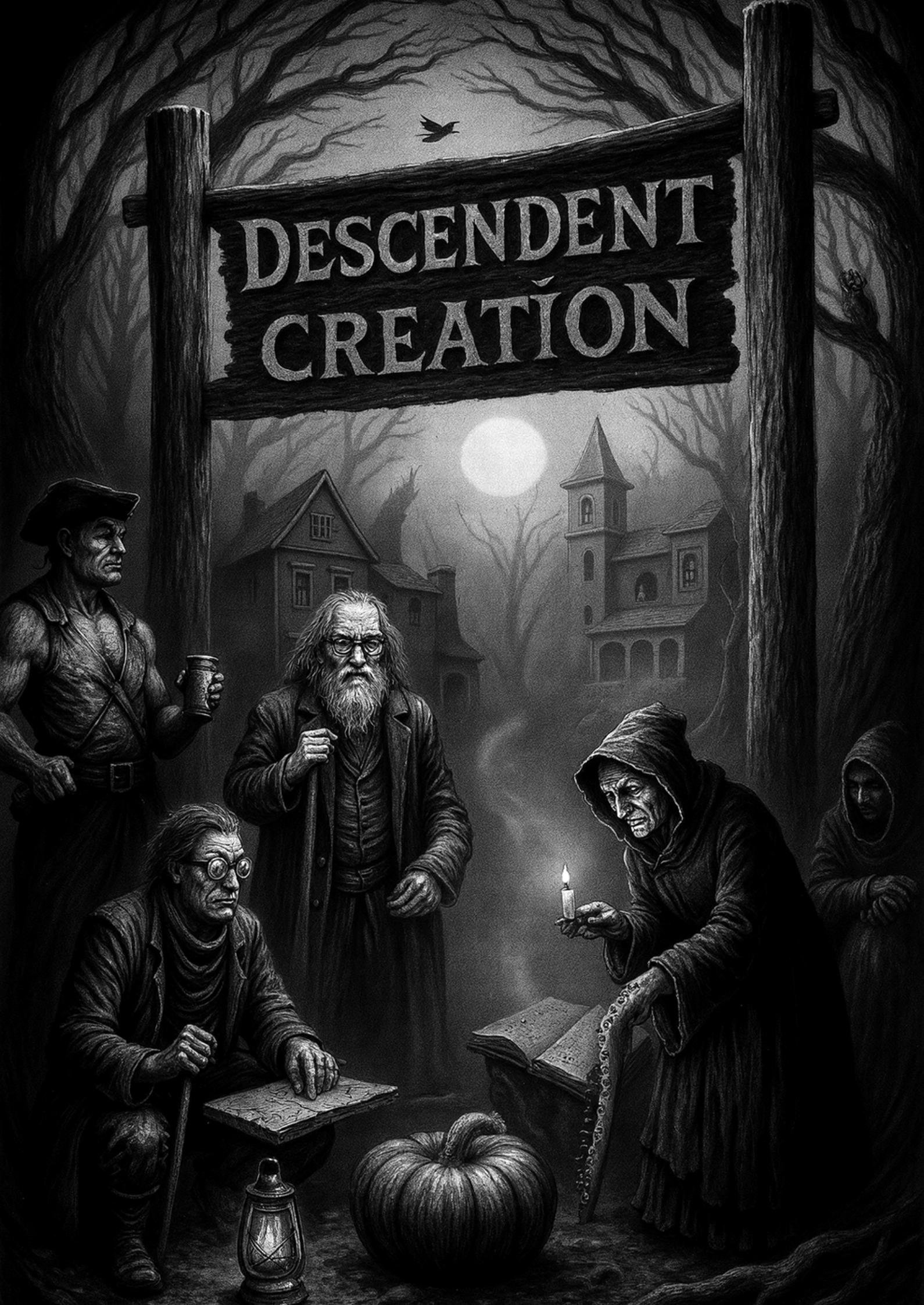
WHAT'S IN THIS BOOK?

Here's a brief overview of Witch Iron:

- ❖ Roll under **droo** ruleset that quickly measures and modifies degrees of success.
- ❖ **29 Lines of Lineage** that can be unlocked, mixed and matched, creating unique legacies.
- ❖ Unique three stage **Artifacts** & long term projects for each Lineage.
- ❖ Brutal & detailed no HP **Combat**.
- ❖ A collection of **Advanced, optional rules**.
- ❖ Free-form **Mutations & Madness**
- ❖ Concise **Crafting** systems for Magick, Miracles, Inventions, Alchemy & Rune-Carving.
- ❖ Three character warping **Magick & Miracle** systems: free form, pre written & custom made.
- ❖ Dynamic & quick **Faction** system.
- ❖ Faction setting based on the Revolutionary War.
- ❖ Random **Mission** generation.
- ❖ An **80 Monster Bestiary** & fast OSR conversion.



DESCENDENT CREATION



DESCENDENT CREATION

The gods are cruel, and danger is everywhere. Here are the four steps for creating a Descendent. It is recommended to roll your next Descendent as well.

- ❖ **Step 1:** Roll Genetic Phenotypes and select one.
- ❖ **Step 2:** Select two **Lineages available to your line**, and add +10% to every listed **Ability Score** from each of your Lineages.
- ❖ **Step 3:** Gather starting **Trappings**.

LUCK

The fates are capricious, callous. **Luck** is spent in the two following ways:

- ❖ **Modify Rolls:** After a **Check** is rolled, you may spend it at a **one-to-one** ratio to raise or lower your roll. However, you can no longer **Critically Hit** or **Fumble** from **Doubles** on this roll.
- ❖ **Save from Death:** You may spend 30 **Luck** to safely survive any situation.

Luck Checks may be rolled to decide random events. At the **end of every session**, you gain a **dro Luck**.

ENCUMBRANCE CAPACITY

Your back is killing you and your limbs are slow. When you **exceed** your **Encumbrance Capacity** in carried items, you suffer the following effects.

- ❖ **Past 1x Enc:** 1/2 Speed, -20% to all Checks.
- ❖ **Past 2x Enc:** No Speed, -40% to all Checks.

INSTANT ACCESS ITEMS

You pull the dagger out of its sheath with a swift motion, before driving it into their eye socket. You may **wield** these items **without** using an **action**.

MAGICK / FAITH

The Gods feed on your Magick, and will not give it back. You may **only** have **one** of these two Scores.

ABILITY SCORES

PRIMARY ABILITY SCORES	AB*	MODIFIES
Muscle	MB	+ <u>Melee</u> Damage
Robustness	RB	<u>Soak</u> Damage
Agility	AB	+5 Speed every 40
Quickness	QB	+ <u>Ranged</u> Damage
Finesse	FB	Instant Access Items
Intelligence	IB	Read & Write at 40
Willpower	WB	Resists the Dark Gods
Personality	PB	Max Contacts
Luck	LB	Modifies Rolls & Saves from Death

SECONDARY ABILITY SCORES	MEASURES
Encumbrance Capacity	Total Carrying Capacity (MB + RB) x 2
Speed	Movement in ft.
Attack (1)	Attacks per Round, starts at 1
<u>Magick</u> or <u>Faith</u>	Supernatural Power
Lifespan	Years until Death

*Ability Bonus= 1/10th of an Ability rounded down

MAX CONTACTS

The select few you trust, like you couldn't trust anyone else. You may **not exceed** the amount of **Contacts**.

When you gain a Contact record the following:

- ❖ Name.
- ❖ Their Ability Score & +Hits.
- ❖ What they assist with.
- ❖ Any costs or limits of their assistance.

SKILLS

Here are the skills in Witch Iron, including examples for Specializations that show the scope of Checks covered by the skill, feel free to write your own.

SKILL SPECIALIZATION (RATING)

You gain **+One Hit** per Rating on a successful Check within the scope of your Specialization. You may have a **Rating** up to your **Skill Spec Max**.



ABILITY	SKILL	SPECIALIZATION EXAMPLES
MUSCLE	Athletics	Climb, Jump, Sprint, Swim, Wrestle
	Intimidate	Strong Arm, Scare Off, Threaten
	Melee	Stab, Chop, Bash
ROBUSTNESS	Hardship	Resist Mutation, Resist Death, Fight Disease, Ignore Basic Need, Hold Breath
	Labor	Lift, Row, Carry, Pull
	Imbibe	Alcohol, Poison, Potions, Graywater
AGILITY	Light-Foot	Acrobatics, Balance, Dance, Dodge, Land
	Ride	Horse, Boar, Bear, Griffon, Dragon
	Skulk	Ambush, Hide, Scout, Shadow
QUICKNESS	Cunning	Bribery, Deception, Handle Trap, Lock Pick, Sleight of Hand
	Perception	Inspect Details, Listen, Tracking, Survey Area
	Ranged	Draw, Shot, Thrown
FINESSE	Art	Acting, Disguise, Play Music, Sing, Storytelling
	Operate	Chariot, Coaching, Sailing, Flying, Weapon Mount
	Trade	Alchemy, Brewing, Carpentry, Cooking, Engineering, Gunsmithing, Miracle Discovery, Runecarving, Smithing, Spell Writing, Tailoring, Tanning
INTELLIGENCE	Heal	Bloodletting, Surgery, After Care, First Aid
	Research	Alchemy, Astronomy, History, Engineering, Theology, Magick, Folk Lore
	Navigation	Star-Light, Verdant, Barren, Water, Underground, Mountain
WILLPOWER	Steel	Resist Madness, Resist Horror, Resist Magick, Calm Under Fire, Strong-Will
	Survival	Build Shelter, Forage, Hunt, Fish, Identify Threat, Homelessness, Herbalism
	Husbandry	Animal Care, Calm Animal, Train Animal
PERSONALITY	Leadership	Start Riot, Command, Oration, Preach
	Carouse	Beg, Gamble, Gossip, Party, Pray, Find a Contact
	Coerce	Charm, Extract Information, Hagggle, Seduce, Argue, Hypnotize

STEP I: GENETIC PHENOTYPES

Roll three d100 Genetic Phenotypes and select one. If you have a Progenitor you can select their phenotype instead.

d100	Phenotype	Mus	Rob	Agi	Qui	Fin	Int	Wil	Per	Luc	Spe	Mag	Lif
01-04	Eloquent	20	30	40	30	30	20	25	40	25	20	0	55
05-08	Formidable	40	30	20	25	35	40	25	35	20	40	0	43
09-12	Artisan	20	25	35	25	40	30	35	40	20	30	1	44
13-16	Astute	30	20	30	35	25	40	25	25	40	30	0	46
17-20	Bold	40	25	25	30	30	20	25	35	40	30	-1	40
21-24	Sprinter	30	25	40	40	20	30	25	35	35	40	0	55
25-28	Resolute	30	25	20	25	30	25	40	35	40	30	-1	55
29-32	Sly	35	25	40	25	35	25	25	35	40	30	1	40
33-36	Vigorous	25	40	20	40	35	25	35	35	20	40	0	36
37-40	Tactician	25	25	30	40	20	40	25	35	30	30	-1	44
41-44	Imperious	30	20	25	30	25	25	40	40	35	30	0	50
45-48	Reckless	40	20	25	35	20	20	35	35	40	40	0	44
49-52	Jaded	30	20	30	25	25	30	40	20	40	40	0	40
53-56	Runner	25	40	40	30	20	35	35	25	20	40	0	40
57-60	Precise	30	20	20	40	40	20	25	30	35	30	-1	43
61-64	Mystic	25	40	35	25	35	30	40	20	25	20	1	40
65-68	Mindful	30	20	20	30	25	40	40	20	35	30	0	48
69-72	Rattle-Skull	25	40	25	35	20	30	25	40	35	20	0	36
73-76	Disciplined	25	30	30	20	40	35	40	25	20	30	-1	40
77-80	Visionary	25	30	20	40	35	40	20	20	30	30	1	49
81-84	Favored	35	30	35	25	25	25	25	40	40	30	1	34
85-88	Fierce	40	35	40	20	25	35	20	25	30	30	0	41
89-92	Hardy	30	40	25	40	20	30	35	25	30	30	0	40
93-96	Persuasive	40	20	25	35	25	25	30	40	30	20	0	48
97-00	Acrobat	20	30	40	20	40	30	25	25	35	30	0	40

*All Phenotypes start with Attack 1 & Encumbrance Capacity equal to (MB + RB) x 2

STEP 2: LINES OF LINEAGE

The group's Line of Lineage begins with **two** of the following Lineages unlocked, for each player.

Then select **two** Lineages for your Descendant, adding +10% to each listed Ability Score from both of your Lineages.

-STARTING LINEAGES-

<u>ACADEMIC</u>	Organizing Chaos			
+10%	Fin	Intel	Will	Per
<u>ALCHEMIST</u>	Potions & Poisons			
+10%	Rob	Fin	Intel	Per
<u>BLACK-THUMB</u>	Building & Modding			
+10%	Mus	Quick	Fin	Intel
<u>PIT-BORN</u>	Scrappy Survivor			
+10%	Mus	Rob	Agi	Quick
<u>ORDAINED</u>	Anointed Servant			
+10%	Rob	Intel	Will	Per
<u>SHADOW</u>	Sneaking & Thieving			
+10%	Agi	Quick	Will	Per
<u>WITCH</u>	Untamed Magick			
+10%	Agi	Int	Will	Per
<u>WORKHORSE</u>	Strength & Labor			
+10%	Mus	Rob	Fin	Will

WRITING YOUR BOOK OF BONES

Starting with the death of your first Descendant in a Line of Lineage, record their name and create a Title befitting their legacy (or lack thereof).

Your next Descendant enters into play **as soon as possible**; you do not have to know the exact family dynamic, they may be previously an unknown sibling or cousin if you cannot justify them being your child.

-UNLOCKABLE LINEAGES-

<u>ANCHORITE</u>	Divine Survivalist
<u>ARCANIST</u>	Bond Magick
<u>BEAST</u>	Unleashed Power
<u>BERSERKER</u>	Rage & Violence
<u>BLOOD</u>	Predatory Leech
<u>CRUSADER</u>	Holy War
<u>CURSELING</u>	Twisted Fugitive
<u>DEMON</u>	Dark Pacts
<u>DREADNAUGHT</u>	Welded Flesh
<u>DRUID</u>	Savage Nature
<u>FLESH SCULPTOR</u>	Reconstruct Anatomy
<u>INQUISITOR</u>	Magick Anathema
<u>MUSICIAN</u>	Artist Virtuoso
<u>NOBLE</u>	Prestige & Manipulation
<u>OCCULTIST</u>	Unknowable Magick
<u>RED-HAND</u>	Cold-Blooded Killer
<u>REVENANT</u>	Tenacious Grudges
<u>RUNE-CARVER</u>	Forged Magick
<u>VETERAN</u>	Banners & Battle
<u>WARDEN</u>	Frontier Protector
<u>WIND-FORGED</u>	Unnatural Biology

UNLOCKING A LINEAGE

To unlock a Lineage for your Line you complete one of the two achievements or an equivalent task.

After unlocking a Lineage a Descendant may add it as their **Final Lineage**.

STEP 3: STARTING TRAPPINGS

Roll d4 on the associated tables for your highest four Ability Scores:

-Muscle-

1. Bear Spear (Enc 2): Bear wrestling backup.
2. Heavy Chain, 30ft (Enc 3): Restraint or freedom.
3. Woodcutter's Axe (Enc 3): "Precision".
4. Mallet (Enc 1): Just smashing.

-Robustness-

1. Rations & Flask (Enc 2): Food, regrettable water.
2. Brigandine Vest (Enc 3): Stiff as corpses.
3. Manacles & Rope (Enc 3): Secure "friends".
4. Sturdy Boots & Pitchfork (Enc 3): Stab, trek long.

-Agility-

1. Lock Picks & Dagger (Enc 1): Unlock or cut.
2. Throwing Knives (Enc 1): Targets beware.
3. Knuckledusters & Rat (Enc 1): Punch, feed later.
4. Nimble Dirk (Enc 1): Sharp and ready.

-Quickness-

1. Throwing Knife Set (Enc 1): Quick cuts.
2. Crossbow (Enc 2): Easy, not fast.
3. Dozen Darts (Enc 3): Good for Squirrels.
4. Sling & Boots (Enc 0): Rock 'em.

-Finesse-

1. Foil & Mirror (Enc 2): For a pretty face.
2. Crafting Tools & Knife (Enc 1): Fine-tuned.
3. Paintbrush & Fine Clothes (Enc 2): Charming.
4. Marked Deck & Dirk (Enc 2): Cheat & stab.

-Intelligence-

1. Journal & Spectacles (Enc 1): For doodles.
2. Map & Spyglass (Enc 2): For better guesses.
3. Mechanical Puzzle & Books (Enc 2): Solve one.
4. Hourglass & Books (Enc 3): Time's short.

-Willpower-

1. Holy Symbol & Lantern (Enc 2): Burn it.
2. Scar Serum (Enc 2): One for the road.
3. Talisman & Flask (Enc 2): For luck & pain.
4. Nails & Hammer (Enc 2): Good for witches.

-Personality-

1. Signet Ring & Flashy Hat (Enc 1): Swagger.
2. Exciting Stories & Flask (Enc 2): Drown failures.
3. Etiquette Book & Clothing (Enc 2): Dress rules.
4. Instrument & Fine Clothes (Enc 2): Play well.

WITCH IRON

Witch Iron is the rarest and most cursed of all arcane materials, a living shard of the ancient being bound in an endless, paradox prison known only as The Sleeper. Birthed from the Void, it shimmers with an unearthly beauty, its surface writhing with fleeting shapes. Those who hold it hear faint, alien whispers.

How to Find

Witch Iron doesn't wait to be discovered; it chooses those who will wield it, often at times of desperation. It is up to the GM exactly when/where Raw Witch Iron will appear but here are some suggestions:

- ❖ **Predetermined:** Such as at the bottom of a dungeon, or one the back of a foretold meteor.
- ❖ **Timing:** Beginning of the campaign, arrival to a new land, after each player loses their first Descendant or after reaching Tier 8.
- ❖ **Random:** Miraculously appears whenever a Descendant rolls 100 on a Check.

How to Use

Raw Witch Iron can be used to extend life or bring death. It can transfer the **lifespan** from one person to another, with the donor dying and the receiver increasing their **Lifespan** by **10 years** for every decade left in the donor's natural lifespan. However, this use is not without its risks and the receiver will suffer **one Corruption**, and then **double** their current **Corruption**, each time.

Alternatively, each Lineage has a specific **Artifact** that Witch Iron will evolve into, shaped by the wielder's soul and experiences. The process unfolds **one session** at a time, and the artifact grows stronger as it consumes more of the wielder's humanity.

- ❖ The wielder must decide if they will complete the transformation or cast the shard aside.
- ❖ If the process reaches its final stage, the artifact becomes permanent—but the wielder's humanity is lost, and their **Lineage is lost forever**.

ACADEMIC

STARTING ABILITIES:

Gain +10% to the following Abilities:

Finesse, Intelligence, Willpower, Personality

Valedictorian the Voracious, the scholarly sage of countless languages and forbidden lores. Unraveling an ancient summoning rite, he conjured a demon of knowledge from the Void. Struck a bargain for unending wisdom, glossing over the subtle clause: his life was the price. As the eldritch entity force-fed the secrets of the universe into his psyche, Valedictorian's mind was overstretched to the breaking point. Consumed by a celestial overload, his last utterance echoed in every language: "Just As Planned...". Alas, a scholar undone by his own insatiable curiosity!

LINEAGE TALENTS:

FORBIDDEN INSPIRATION

You have delved into the dark arts, learning secrets that are better left unknown. You may **Reroll** any check or table, but each time you use this ability, you suffer **one Stress**.

POLYGLOT

You are fluent in a variety of languages, and can quickly learn new ones. You are fluent in any language you have been exposed to, this process takes you only **one day** to learn a new language with the help of a proficient speaker or written text.

SAGE ADVICE

You are skilled at giving advice, and can help others make the most of their actions. By spending an **Attack**, you may instruct another creature, granting them an additional action to use during their round. If the target ignores your instruction, you may make a **Verbal Quarrel** to persuade them, using your **net Hits** for the action if you are successful, but you suffer **one Stress** each time.



UMM ACTUALLY...

You have a gift for seeing the future, and can prepare for any situation that may arise. You may make a **Research Quarrel** modified by the likelihood of the solution. If successful, your preparations take effect perfectly. If you fail, your preparations still take effect, but at a cost. Use the following guidelines for this **Quarrel**:

- ❖ **Likely:** vs **2 Hits** & suffer **one Stress**
- ❖ **Unlikely:** vs **4 Hits** & suffer **two Stress**
- ❖ **Absurd:** vs **6 Hits** & suffer **three Stress**

AUGMENTED LIMB

You have learned how to fashion a limb into a multifunctional research assistant that can act on its own. This new limb replaces any of your existing limbs or missing limbs, and retains all normal functions. Once per session, you may allow the limb to **Reverse** one of your failed **Research checks** (note: **Luck** can only be spent after a **Reverse**). Future lost limbs may be replaced by **dedicating 1 month** of research to fashion a new one.

UNLOCKING THE ACADEMIC

The Academic Lineage is added to your Line if you do one of the following tasks:

- ❖ Becoming accredited at a University by finding forgotten history.
- ❖ Die in defense of or conquer a University.

PROJECT, UNIVERSITY

Your Line begins constructing a home for knowledge and learning. Gain the following stacking benefit for your Line:

- ❖ Academic Descendants can earn **+1 Tier** by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Academic Lineage may add to the University. Use the following table for the cost of **each Rating** of the University & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Humble Village School
2	2,000	1m	Growing Town Library
3	4,000	2m	Modest City College
4	8,000	4m	Regional University
5	16,000	8m	National Scholarly Spire
6	32,000	1y 4m	Continental Wisdom Vault
7	64,000	2y 8m	The Library of Myth
8	128,000	5y 4m	Ancient Lore Labyrinth
9	256,000	10y 8m	Immortal Wisdom Well
10	512,000	21y 4m	Peak of Global Academia

IXTHAR, THE SHARDBOUND TOME

-Gain 1 Stage each session you remain connected-

Stage 1: A crude book bound in raw Witch Iron, etched with shifting, alien glyphs. The tome bonds with you, granting the ability to read and communicate with anything in **one round**. However, the vast knowledge contained within the tome is taxing, causing you to suffer **one Stress** each time.

Stage 2: The Witch Iron tome refines, its glyphs glowing faintly with voidlight. The bond strengthens, granting you access to The Sleeper's unknowable language. You may attack with these words to a target that can hear you, dealing **IB + (IB + PB)** damage. However, each time you combat you use this power, you suffer **one Stress**.

Stage 3: The Witch Iron tome fully forms, its glyphs revealing impossible secrets. You merge with the shard, gaining immense power. You gain the ability to manipulate the minds of others, make a **Verbal Quarrel** against them, if you win they must act according to your will for **d6 days**. However, each time you use these secrets, suffer **d6 Corruption**.

Additionally, your body is covered with a regal pitch-black robe, which swirls with unknowable letters. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **IB + PB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Academics is at an end**. Only death can cut your connection to the grimoire.



ALCHEMIST

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Finesse, Intelligence, Personality

Mortimer "Eternal Bane" Phipps, a renowned alchemist, sought to conquer death itself. He was famed for his "Elixir of Enduring Fortitude", yet it was his "Deathless Draught" that would be his undoing. Obsessed with immortality, he crafted the draught from rare herbs and mystical elements. Drinking it, he reveled in newfound vitality and toasted to eternal life. But at the climax of his celebration, his heart gave out, the very potion meant to defy death had claimed him.

LINEAGE TALENTS:

DEVIL'S BREW

You are skilled at creating powerful potions and poisons through an extremely taxing process. You may add your Tier in +Hits to refining the **Toxicity** from a new **Concoction**. For each Concoction brewed this way suffer **one Stress**, +one for each previous Devil's Brew.

RAPID ALCHEMY

Your alchemical skills are unmatched, allowing you to create new potions quickly. You may create a new potion in just **one minute** per **Tier**, instead of the usual **one week**, but you suffer **one Stress** each time you do this.

GRAFTED LIMB

You have grown a new limb using strange alchemical concoctions. This new limb replaces any existing limb or missing limb, and retains all normal functions. You may secrete any commonly known potion or one that you have created **once per limb, each session**.

Future lost limbs may be replaced by **spending 1 month** growing and grafting a new one.



HIDDEN STOCKPILE

You have a secret stash of alchemical substances that you can draw upon in a pinch. You may spend the cost in silver and make a **Trade check** to pull out a commonly known potion or one that you have created. If you fail, the potion evaporates harmlessly in your hand. You may do this **three times per session**.

PRECISE DILUTION

You have mastered the art of diluting potions, poisons, and other alchemical substances without diminishing their potency. This process takes **one week** of work and **one relevant ingredient** per copy (such as tree sap for healing potions or mercury for metal acids). In addition, you may brew any **Concoction** you have a recipe for without a check, as long as it is **at least one Tier** lower than your own. Finally, you can also freely create a recipe for any **Concoction** you brew, retaining all of its **Effects** and **Toxicity**.

See Trapping Chapter for Alchemy

UNLOCKING THE ALCHEMIST

The Alchemist Lineage is added to your Line if you do one of the following tasks:

- ❖ Become inducted into an Alchemist Guild by presenting a unique and powerful concoction.
- ❖ Die in defense of or conquer an Alchemist Guild.

PROJECT, ALCHEMIST GUILD

Your Line begins forming a guild of brewing and harvesting. Gain the following stacking benefit for your Line:

- ❖ Alchemist Descendants can earn **+1 Tier** by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Alchemist Lineage may add to the Alchemist Guild. Use the following table for the cost of **each Rating** of the Alchemist Guild & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Poultice Hut
2	2,000	1m	Herbalist's Shop
3	4,000	2m	Herbalist's Guild
4	8,000	4m	Advanced Brewery
5	16,000	8m	Tonic Collective
6	32,000	1y 4m	City Apothecary Guild
7	64,000	2y 8m	Provincial Apothecary Guild
8	128,000	5y 4m	Master Alchemist's Guild
9	256,000	10y 8m	Royal Apothecary Guild
10	512,000	21y 4m	Globally Renowned Guild



KORYNTH, THE VOIDLIGHT FLASK

-Gain 1 Stage each session you remain connected-

Stage 1: A crude flask forged from raw Witch Iron, its surface uneven and faintly pulsating. The liquid within shimmers unnaturally, as though alive. You gain **+1 Hit** for each **Alchemist talent** you possess to refining a new **Concoctions**. However, the potent energy contained within the flask is mentally taxing, causing you to suffer **one Stress** each time you create a new **Concoction**.

Stage 2: The Witch Iron flask refines, its liquid glowing with an inner voidlight, casting strange shadows. The bond strengthens, allowing you to craft extraordinary potions. You may create concoctions that grant **Lineage Talents** from any Lineage you have unlocked, each talent adds **10 Toxicity** before your **Research** and **Trade** checks, if a Talent requires another Talent, that must also be added to the **Concoction**. However, each time you create this **Concoction**, you suffer **one Corruption**.

Stage 3: The Witch Iron flask fully transforms, its surface sleek with a grinning skull, the liquid inside swirling with cosmic patterns. You fully merge with the shard, mastering the art of alchemy. You gain the ability to create a **Master Concoction**:

- ❖ A **Concoction** with a **double** your **Tier**.
- ❖ Contains no **Toxicity**.
- ❖ Takes **one week** per **Tier** to complete.

However, each time you create a **Master Concoction**, suffer **two Corruption**, and it can never be duplicated.

Additionally, your body is covered with an intricate, skin-tight alchemical suit. The suit constantly bubbles with shifting patterns and liquid channels. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **IB + FB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Alchemists is at an end**. Only death can cut your connection to the flask.

BLACK-THUMB

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Quickness, Finesse, Intelligence

Fergus "Last Creation" Ironhand astounded with his mesmerizing creations. His Ironhand Artisan's Collective transformed the town into an innovation hub. Eagerly, townsfolk awaited his game-changing invention: a revolutionary flying machine. "We're unchained from gravity!" he proclaimed. As he soared into the sky, cheers turned to gasps. His dream of flight faltered, machine and man plummeting in a trail of smoke. Fergus Ironhand, creator extraordinaire, fell from the very sky he yearned to conquer.

LINEAGE TALENTS:

CARBON COPY

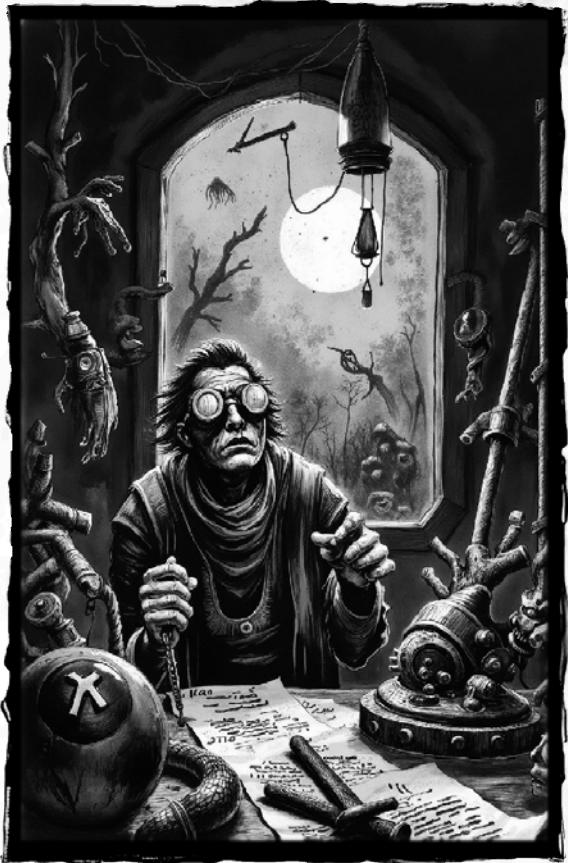
You have mastered the art of perfectly recreating any invention you come across, down to the most minute detail. This process takes **one week of work** and the cost of the item in silver. In addition, you may create any **Invention** you have a recipe for **without a check**, as long as it is **at least one Tier** lower than your own. Finally, you can also freely create a recipe for any **Invention** you craft, retaining all of its **Effects** and **Quirks**.

ENGINEERING MARVEL

You have created a fully functioning prosthetic limb, complete with steam-powered pistons. This new limb replaces any existing limb or missing limb, and retains all normal functions. Once per session, you may allow the limb to **Reverse** one of your failed **Trade Checks** (note: **Luck** can only be spent after a **Reverse**).

Future lost limbs may be replaced by **investing 1 month** engineering and constructing a replacement.

See Trapping Chapter for Inventing



CONTINGENCY PLAN

You always have a backup plan ready in case of emergencies. You may spend the cost in silver and make a **Trade Check** to pull out any commonly known item or invention you've created, up to **one encumbrance**. If you fail, the item falls apart in your hand. You may do this **three times per session**.

JURY-RIGGER

Your skills in invention and engineering are unparalleled, allowing you to create and prototype new inventions quickly. You may research and prototype new inventions in just **one minute** per **Tier**, instead of the usual **one week**, but you suffer **one Stress** each time you do this.

VOLATILE DEVICE

You are skilled at creating powerful, but dangerous weapons. You may add your Tier in **+Hits** to refining the **Quirks** from a new **Invention**. For each Invention created this way suffer **one Stress**, **+one** for each previous Volatile Device.

UNLOCKING THE BLACK-THUMB

The Black-Thumb Lineage is added to your Line if you do one of the following tasks:

- ❖ Prove yourself to a League by submitting a unique & impressive invention.
- ❖ Die in defense of or conquer a League.

PROJECT, LEAGUE

Your Line begins forming a league of soot-covered inventors & blacksmiths. Gain the following stacking benefit for your Line:

- ❖ Black-Thumb Descendants can earn **+1 Tier** by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Black-Thumb Lineage may add to the League. Use the following table for the cost of **each Rating** of the League & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Village Blacksmithy
2	2,000	1m	Mediocre Workshop
3	4,000	2m	Town Workshop
4	8,000	4m	Advanced Workshop
5	16,000	8m	Artisan's Collective
6	32,000	1y 4m	City Craftsmen's Guild
7	64,000	2y 8m	Provincial Craftsmen's Guild
8	128,000	5y 4m	Master Craftsmen's Guild
9	256,000	10y 8m	The Darkforge
10	512,000	21y 4m	The Peak of Industry



ORYXIS, THE IRONHEART FORGE

-Gain 1 Stage each session you remain connected-

Stage 1: A crude mechanism of raw Witch Iron, its jagged gears pulsating with alien energy. The shard bonds with you, enhancing your ability to create and modify mechanical devices. You gain **+1 Hit** for each **Black-Thumb talent** you possess to refining a new **Invention**. However, the potent energy contained within the engine is taxing, causing you to suffer **one Stress** each time you create a new **Invention**.

Stage 2: The Witch Iron mechanism refines, its gears turning with unnerving precision, emitting a faint, rhythmic hum. The bond strengthens, granting you the ability to create extraordinary devices. You may increase all **Quality limits** by **1** when creating weapons and armor, and your inventions have a **maximum of three Quirks**. However, each time you create an **Invention** of this nature, you suffer **one Stress** for every **Quirk** you would have received past this max, after refining.

Stage 3: The Witch Iron engine fully transforms, its design seamless and alive, with interlocking void-lit mechanisms in perpetual motion. You fully merge with the shard, mastering the art of void-touched engineering. You gain the ability to create a **Master Invention**:

- ❖ An **Invention** with a **double** your **Tier**.
- ❖ Contains no **Quirks**.
- ❖ Takes **one week** per **Tier** to complete.

However, each time you create a **Master Invention**, suffer **d6 Corruption**, it can never be duplicated and falls apart upon your death.

Additionally, your body is covered with a complex mechanical exoskeleton, its shifting plates and void tendrils constantly adjusting. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **IB + FB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Black-Thumb** is at an end. Only death can cut your connection to the engine.

PIT-BORN

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Quickness

Gorn "Limbsmith" rose from society's pits, a brutal fighter wielding prosthetic limbs and a bewitched dagger, terrifying enemies with his beastly form. His deadly resilience was his ace. One day, Zephyr, a swift, cunning opponent, emerged. During their clash, Zephyr avoided Gorn's transformed attacks, then targeted Gorn's prosthetic, ripping it off. In beast form, Gorn landed a fatal blow on Zephyr but fell, succumbing to his injuries as his transformation ended, proving that even the toughest can fall.

LINEAGE TALENTS:

BACK-ALLEY HOOKS

You are skilled at using makeshift prosthetics and controlling them with great precision. This new limb replaces any existing limb or missing limb, and retains all normal functions. You may use the limb to perform a special deed, such as disarming an opponent or knocking them prone) without making a Check, once per combat per limb.

Future lost limbs may be replaced by spending 1 month crafting and attaching a new one.

BAR FIGHTER

Anything's a weapon in your hands. You may ignore the Superficial weapon quality, and your melee weapons have a minimum of **MB+5 Damage**. Finally you always have Instant Access to Improvised Weapons in combat.

TOUGH AS NAILS

You are tough and resilient, able to recover from even the most severe injuries. You may **Reverse** any failed **Hardship Checks** that would result in your death (note: **Luck** can only be spent after a **Reverse**).



DIRTY TACTICS

You will do whatever it takes to win, even if it means resorting to dirty tricks. Gain an extra effect on a **successful attack** depending on the number of Net Hits on your **Melee Check** and struck body part, such as throwing dirt in their eyes or a groin shot:

Hits	Example
2	Dirt in Eyes, Blind 1 or Knock Prone
4	Groin Shot, Stun 1 or Sunder one AV
6	Gouge Eye, Blind 3 or Shatter Weapon
8	Redirect their next attack an opponent
10	Brutal Execution, rip tongue through throat

WEAPON MISUSE

You are willing to go to any lengths to win, even if it means damaging your own weapons. You gain +1 **Attack**, and may break your weapon on a **successful attack** to gain an additional **d6^E Damage**. This can stack with **Battle Wear** and **Critical Hits**.

UNLOCKING THE PIT-BORN

The Pit-Born Lineage is added to your Line if you do one of the following tasks:

- ❖ Become champion of a Pit by kicking the shit out of the current champion.
- ❖ Die in defense of or conquer a Pit.

PROJECT, PIT

You Line festers in the underbelly of society, expanding its hold. Gain the following stacking benefit for your Line:

- ❖ Pot-Born Descendants can earn **+1 Tier** by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Pit-Born Lineage may add to the Pit. Use the following table for the cost of **each Rating** of the Pit & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	The Local Brawl
2	2,000	1m	The Underground Circuit
3	4,000	2m	The Fighting Pit
4	8,000	4m	The Blood Pit
5	16,000	8m	The Iron Fist
6	32,000	1y 4m	The Shadow Pit
7	64,000	2y 8m	The Crimson Arena
8	128,000	5y 4m	The Thunderdome
9	256,000	10y 8m	Gladiatorial Coliseum
10	512,000	21y 4m	The Dreaded Black Pit



RHYZAL, FANG OF THE BEAST

-Gain 1 Stage each session you remain connected-

Stage 1: A crude dagger of raw Witch Iron, its jagged blade resembling a beast's fang. The shard bonds with you, enhancing your physical prowess. The dagger is a weapon that deals **MB+(MB+AB)** dmg and allows you to ignore the **-2 Hits** penalty for dual wielding. It also fully repairs itself every time you take a life. However, the raw power contained within the dagger is physically taxing, causing you to suffer **one Stress** each battle you use it.

Stage 2: The Witch Iron dagger refines, its blade becoming sleeker and sharper, radiating a faint predatory glow. The bond strengthens, granting you the ability to channel The Sleeper's feral power through your attacks. The blade allows you to remove equivalent **Conditions** each time you inflict them. However, each time you use this power, you suffer **one Corruption**.

Stage 3: The Witch Iron dagger fully transforms, its blade now a seamless fang of the beast, pulsing with dark energy. You fully merge with the shard, mastering the art of predatory combat. You gain the ability to transform into a beastly form with **Hit Dice equal to twice your Tier** for a **RB minutes**. In this form, your attacks deal **additional Damage** equal to your **MB**, and you ignore all injuries until the end of the transformation, then all accumulated injuries come into effect. However, each time you transform, suffer **d6 Corruption**.

Additionally, your body is covered with primal spiked armor, pulsing with dark energy and voidlight. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **MB + RB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Pit-Born is at an end**. Only death can cut your connection to the dagger.

ORDAINED

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Intelligence, Willpower, Personality

Alistair, the Beacon of Minera, was a paragon of faith, renowned for his divine abilities. With the power to heal the wounded, even resurrect the fallen, he was a symbol of hope. His devotion led to a grand temple for Minera. Blessed with the Diadem of the Fallen Covenant, he embodied divinity. But divinity came with a cost. The diadem, a source of divine knowledge, consumed his sanity.

LINEAGE TALENTS:

ANOINTMENT*

You have been blessed by your deity with the power to channel their divine energy through anointed symbols. You gain +1 **Faith** and the ability to create an anointed mark on a target as an action. This mark allows you to **reroll a d10** during any **Casting Checks** that affect the marked target.

BLESSED GIFT

Your faith has granted you a god-touched limb, imbued with holy scripture and the power of your deity. This new limb replaces any of your limbs that are present or missing, retaining all normal functions. You gain a +1 to **Casting Checks** for each limb you possess.

Future lost limbs may be replaced by **dedicating 1 month** in prayer and devotion to regain it.

MAD ENLIGHTENMENT*

You have embraced the madness that lies within you, allowing you to tap into the power of your deity more fully. You gain +1 **Faith** and the ability to add a bonus to any **Casting Check** equal to the **number of Conditions** you currently have.

*If you are not a Devotee of a god, learn True Devotion



I BEG YOU, LORD

You are able to call upon the power of your deity to bring life to the slain. When you come across a descendant that has been killed, you may allow them to make a +40 **Luck Check**. If they succeed, they are miraculously brought back to life, retaining all lasting injuries such as broken bones and lost limbs, but their **Luck** is set to **zero**. If they fail, they are forever lost to the gods.

TRUE DEVOTION

Your unwavering faith and devotion to your deity has allowed you to tap into their divine power more fully. You gain a +1 **Faith** and become a **Devotee** of your deity. You can memorize **one Miracle per Tier** and may cast Spontaneous Miracles from your God.

-SAMPLE GODS-

[Bygorr, the God Hunter](#)

[Corvis, the God Thief](#)

[Dominus, the God King](#)

[Furnos, the God Wolf](#)

[Thonjun, the God Whale](#)

[Minera, the God Tonic](#)

[Nox, the God Tomb](#)

[Ynir, the God Harvest](#)

UNLOCKING THE ORDAINED

The Ordained Lineage is added to your Line if you do one of the following tasks:

- ❖ Become ordained by completing an act of great service to the faith.
- ❖ Die in defense of or conquer a Temple.

PROJECT, TEMPLE

Your Line begins construction of a holy temple to your gods, a center for ritual and faith. Gain the following stacking benefit for your Line:

- ❖ Ordained Descendants can earn **+1 Tier** by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Ordained Lineage may add to the Temple. Use the following table for the cost of **each Rating** of the Temple & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Village Shrine
2	2,000	1m	Modest Convent
3	4,000	2m	Adequate Chapel
4	8,000	4m	Stately Temple
5	16,000	8m	Impressive Temple
6	32,000	1y 4m	Venerable Basilica
7	64,000	2y 8m	Majestic Cathedral
8	128,000	5y 4m	Grandiose Cathedral
9	256,000	10y 8m	The Heart of All Faith
10	512,000	21y 4m	The Seat of the Divine



TRYNDAL, THE MAW OF COVENANT

-Gain 1 Stage each session you remain connected-

Stage 1: A crude mask of raw Witch Iron, its jagged surface shaped like a fractured skull adorned with primitive spikes. The shard bonds with you, amplifying your divine connection. You gain a bonus to **Casting Checks** equal to the number of **God-Stains** you have. However, the vast knowledge contained within the mask is mentally taxing, causing you to suffer **one Stress** each time you learn a new **Miracle**.

Stage 2: The Witch Iron mask refines, its skull-like visage becoming more grotesque, with sharper edges and spikes glowing faintly with alternating divine radiance and void-lit shadow. The bond strengthens, granting you the ability to denounce or proclaim with your miracles. Each time you **cast a miracle**, you can **remove** or **inflict Pain Conditions** equal to your **Faith**. However, each time you use this power, you suffer a random **Miracle Trial**.

Stage 3: The Witch Iron mask fully transforms, its skeletal structure sleek and nightmarish, with spikes emanating dark energy and jagged carvings glowing faintly with divine light. You fully merge with the shard, mastering the divine and profane. You gain the ability to temporarily **increase your Faith** by any amount when you cast a miracle. However, you suffer **one Corruption** for every **2 Faith** increased in this way (rounded up).

Additionally, your body is cloaked in divine vestments that reflect your god's dominion, its edges adorned with jagged, spiked patterns that pulse with radiant and profane energy. You may not wear any other armor or clothing, but you gain **AV** equal to your **Faith** score to all body parts, which fully repairs itself after a night's rest. Also you always count as having **Three Vestments** of your god.

You are no longer human, and the **Line of Ordained is at an end**. Only death can cut your connection to the mask.

SHADOW

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Agility, Quickness, Willpower, Personality

Astel, the Slick, had the perfect blend of agility, wit, and charm, she was always one step ahead. Seeking thrill and proving her prowess, she planned to steal the king's bounty set on her own capture. The night of the heist, she slipped past guards. In the treasury, a hypnotic golden serpent in a box caught her attention. It quickly mesmerized her and she was fatally bitten.

LINEAGE TALENTS:

ASTONISHMENT

You possess a gift for deception and are able to perform feats of incredible agility and speed, such as hiding in plain sight or stealing someone's armor without being noticed. However, these feats come at a cost, as you suffer **one Stress Condition** each time you use this ability.

CONNECTED

Your network of contacts extends far and wide, and you have a loyal NPC at your beck and call who has a particular area of expertise. This NPC can make a **Check** for you with a 70% and +3 Hits, you may do this a number of times per session equal to your **PB**.

If you are using the Advanced Contacts Rules, you gain a Master Contact and with **PB** Favors, each session. If you lose this Contact for any reason, you can replace them in one month, at no cost.

THE KNACK

You have a natural talent for making the most of your luck, and are able to spend it more efficiently when modifying rolls. You gain +1 **Attack**, and whenever you spend **Luck** to modify a roll, you get a **two to one** exchange instead of the usual **one to one**. You can also use your **Luck** to modify other people's rolls in the same way.



JUST AS PLANNED

You have a reputation as a mastermind, always one step ahead of your foes and able to anticipate and prepare for any situation. You may make a **Cunning Quarrel** modified by the likelihood of the solution. If successful, your preparations take effect perfectly. If you fail, your preparations still take effect, but at a cost. Use the following guidelines for this **Quarrel**:

- ❖ **Likely:** vs 2 Hits & suffer **one Stress**
- ❖ **Unlikely:** vs 4 Hits & suffer **two Stress**
- ❖ **Absurd:** vs 6 Hits & suffer **three Stress**

PRIZED POSSESSION

You have acquired a unique and highly prized possession - a new limb of extraordinary design. This limb replaces any of your existing limbs or any that are missing, and retains all of its normal functions. You can use this limb to open a door or lock of moderate difficulty (similar to the difficulty of a merchant's door or a strongbox) without making a Check **once per limb, each session**.

Future lost limbs may be replaced by **spending 1 month** recovering or commissioning a replacement.

UNLOCKING THE SHADOW

The Shadow Lineage is added to your Line if you do one of the following tasks:

- ❖ Become initiated into a syndicate by performing an impressive & lucrative job.
- ❖ Die in defense of or conquer a Syndicate.

PROJECT, SYNDICATE

Your Line begins building a network of thieves, smugglers, and other criminal organizations. Gain the following stacking benefit for your Line:

- ❖ Shadow Descendants can earn +1 Tier per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Shadow Lineage may add to the Syndicate. Use the following table for the cost of each Rating of the Syndicate & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Cutpurse Hideout
2	2,000	1m	Street Gang
3	4,000	2m	Underground Network
4	8,000	4m	Smuggler's Guild
5	16,000	8m	Crime Syndicate
6	32,000	1y 4m	Shadow Guild
7	64,000	2y 8m	Dark Brotherhood
8	128,000	5y 4m	The Whisperers
9	256,000	10y 8m	The Conspiracy
10	512,000	21y 4m	The Dark Council



NYXILITH, THE SERPENTSHROUD

-Gain 1 Stage each session you remain connected-

Stage 1: A crude cloak of raw Witch Iron, its shadowy fabric shifting subtly as if alive. The shard empowers the shroud, granting you the ability to bend shadows to your will. You may make a **Cunning check** to do one of the following for **QB x 10 minutes**, but you suffer **one Stress** each time:

Hits Example

- 1 Create small illusions, like a false wall or door.
- 2 Create a shadow dagger (**AB+MB+QB** Dmg).
- 3 Become completely invisible in shadows.
- 4 Create a large illusion, like a building or river.

Stage 2: The Witch Iron cloak refines, its fabric writhing into shadowy serpents that slither along its edges. The shard enhances your connection to serpents, allowing you to communicate with snakes and summon **d6** Shadow Snakes with **Hit Dice** equal to your **Tier** for **QB x 10 minutes**. These shadow snakes are under your complete control, but they must physically speak to you. However, each time you summon the serpents suffer **d6 Stress**.

Stage 3: The Witch Iron cloak fully transforms, its shadowy serpents becoming a permanent part of its intricate design. Your transformation is complete, granting you the ability to break apart into **five** Shadow Snakes with **Hit Dice** equal to your **Tier** or become a single huge Shadow Python with **Hit Dice** equal to **twice** your **Tier** for **QB minutes**. However, each time you transform, suffer **d6 Corruption**.

Additionally, your body is enveloped in a shroud of ancient, flowing hooded armor, which writhes eternally with shadowy serpents. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **AB + QB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Shadows** is **at an end**. Only death can cut your connection to the shroud.

WITCH

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Agility, Intelligence, Willpower, Personality

In a lonely mountain kingdom, Stanley Kruckenberg, the agile witch and "Lord of the Skies," ruled. A beacon in the dark, his tale was one of power, pride, and corruption. Favoring the mysterious Blue Wind, he met his end by the heavenly White Wind's gift - an enchanted feather. Aiming to rule the skies, he tested the feather in his cave. Instead of soaring, he collided with the stone ceiling, dying instantly.

LINEAGE TALENTS:

CIRCLE OF POWER*

You've learned a dark rite that allows you to tap into the power of the dark gods. Gain +1 Magick and you may spend an action to create a Circle of Power. While within this circle, you may Reroll a single d6 on each Casting Check.

FUELED BY CORRUPTION*

You have become adept at channeling the corrupting power of the dark gods into your spells. Gain +1 Magick and you may add a bonus to a Casting Check equal to your Corruption conditions.

WICKED LIMB

Your contact with the dark gods has granted you a wicked limb, twisted and corrupted by their power. This new limb replaces any of your existing limbs or any that are missing, and retains all of its normal functions. You may use this limb to absorb the power of the Wicked Winds, allowing you to ignore a Mischief once per limb, each session.

Future lost limbs may be replaced by undergoing 1 month of dark rituals to fashion a new one.



INSIDIOUS INSIGHTS*

You've been granted insights from the Dark Gods. You may add your Tier in +Hits to a writing for a new Spell. For each Spell written this way suffer one Stress, +one for each previous Insidious Insight.

MASTERING WICKEDNESS

You have mastered the art of harnessing the power of the Wicked Winds. Gain +1 Magick and Practitioner of a random Wicked Wind. You can memorize one Spell per Tier and may cast Spontaneous Magick from your Wicked Wind.

-RANDOM WICKED WIND-

- | | |
|-----------------------------------|------------------------------------|
| 1- The Blue Wind | 5- The Gray Wind |
| 2- The Brown Wind | 6- The Purple Wind |
| 3- The Gold Wind | 7- The Red Wind |
| 4- The Green Wind | 8- The White Wind |

*If you are not a Practitioner of a Wicked Wind,
Learn Mastering Wickedness instead

UNLOCKING THE WITCH

The Witch Lineage is added to your Line if you do one of the following tasks:

- ❖ Join a coven by earning their trust and gifting them a magickal artifact.
- ❖ Die in defense of or conquer a Coven.

PROJECT, COVEN

Your Line begins gathering arcane foci, standing stones and hard fought lessons to form a coventry. Gain **one** of the following benefits for each **Rating**, which may stack:

- ❖ Witch Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Witch Lineage may add to the Coven. Use the following table for the cost of **each Rating** of the Coven & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Hermit's Den
2	2,000	1m	Small Coven
3	4,000	2m	Witch's Circle
4	8,000	4m	Coven of Practitioners
5	16,000	8m	Witch's Council
6	32,000	1y 4m	Regional Coventry
7	64,000	2y 8m	Elders' Council
8	128,000	5y 4m	Conclave of Ancients
9	256,000	10y 8m	Secret Order of Magick
10	512,000	21y 4m	The Great Coven

LORYNTH, THE TEMPEST STAFF

-Gain 1 Stage each session you remain connected-

Stage 1: A crude rod of raw Witch Iron, its surface cracked and pulsating with chaotic energy. The shard grants you a bonus to **Casting Checks** equal to the number of **Wind-Scars** you have. However, suffer **one Stress** each time you learn a new spell.

Stage 2: The Witch Iron rod refines into a staff, its surface etched with swirling void patterns. The shard gains the ability to twist the fabric of reality. Each time you cast a spell you may gain **AV** to all body parts or inflict **Pain** Conditions to all within **30 ft** of you, **equal to Magick** for **d6** rounds. You may only have one effect active at once. However, suffer a random **Spell Surge** each time you do this.

Stage 3: The Witch Iron staff fully transforms, its intricate void-carved design channeling eldritch energy directly into your body. Your transformation is complete, you may temporarily increase your **Magick** by any amount when you cast a spell. However, you suffer **one Corruption** for every **two Magick** increased in this way (rounded up).

Additionally, your skin is etched with glowing arcane runes, and you are cloaked in eldritch robes flowing eternally with the *Wicked Winds* you command. You may not wear any other armor or clothing, but you gain **AV** equal to your **Magick** score to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Witches** is **at an end**. Only death can cut your connection to the staff.



WORKHORSE

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Finesse, Willpower

In Keldorn, Arnhelm "Stonefist" Olafson was renowned for his unmatched strength. An adored Spikeball champion, he was more than just a powerhouse - he was the heart of his city, embodying the lineage of extraordinary individuals. Arnhelm had become a living legend, transformed into a bulking Chain Demon, his body shrouded in mystical, ever-moving chains. A hero to his core, he plunged into a stormy sea to save a sinking ship. His chains became his downfall, dragging him into the sea's unforgiving depths. His sacrifice saved many, but cost his life.

LINEAGE TALENTS:

BEEFY BODY

Your body is larger and stronger than average, allowing you to take more punishment and heavier loads. You gain a **+five bonus** to your **Encumbrance Capacity** and a **+two bonus** to your **Soak**.

IRON BARS

You have replaced your feeble flesh and bone with a more durable alternative. This new limb replaces any of your existing limbs or any that are missing, and retains all of its normal functions. You can break an object of similar size and hardness to a heavy oaken door without making a Check **once per limb, each session**.

Future lost limbs may be replaced by **investing 1 month** crafting and installing a replacement.

WIND UP

You have mastered the art of wielding a weapon with exceptional force. You gain **+1 Attack**, and can spend an Attack telegraphing your next Attack to gain an **additional d6^E Damage**. This can be combined with **Battle Wear** and **Critical Hits**.



EXTRAORDINAIRE

You can perform feats of extraordinary strength and toughness, such as tackling a galloping horse or surviving without air for ten minutes, without making a check but you suffer **one Stress** as a result.

HERCULEAN DEEDS

You are capable of incredible feats of strength, leaving broken bodies and destroyed furniture in your wake. Gain an extra effect on a **successful attack** depending on the number of **Net Hits** on your **Melee Check** and struck body part. You can launch your target into objects, splinter their bodies:

Hits	Example*	Can Break
2	Chuck d4 x 5ft	Windows
4	Toss d4+2 x 5ft	Table
6	Throw d6+2 x 5ft	Door
8	Hurl d6+4 x 5ft	Wood Wall
10	Launch d8+4 x 5ft	Tree

*Inflicts d6 fall damage per 10ft thrown

UNLOCKING THE WORKHORSE

The Workhorse Lineage is added to your Line if you do one of the following tasks:

- ❖ Join a Club by getting blood bagged from the boss.
- ❖ Die in defense of or conquer a Club.

PROJECT, CLUB

You Line begins construction of a clubhouse. Gain **one** of the following benefits for each **Rating**, which may stack:

- ❖ Workhorse Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Workhorse Lineage may add to the Club. Use the following table for the cost of **each Rating** of the Club & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Local Pub
2	2,000	1m	Workingman's Tavern
3	4,000	2m	Gym and Bar
4	8,000	4m	Spikeball Club
5	16,000	8m	Elite Brawl Pub
6	32,000	1y 4m	Champion's Training Hall
7	64,000	2y 8m	Spikeball Stadium
8	128,000	5y 4m	The Olympic Grounds
9	256,000	10y 8m	The Spikeball Mecca
10	512,000	21y 4m	The Mountaintop



GORRAK, THE CHAINS OF DOMINION

-Gain 1 Stage each session you remain connected-

Stage 1: Simple chains of raw Witch Iron, their unnaturally heavy links dragging across the ground. The shard strengthens your resilience. You gain a **+five bonus** to your **Enc Cap** and a **+three bonus** to your **Soak**. However, the weight of the chains halves your Speed.

Stage 2: The Witch Iron chains refine, their weight increasing, yet they writhe and coil as if alive. The shard unlocks the ability to command the chains. You may make a **Labor Check** to do one of the following tasks up to 60 ft away. However, each time you command the chains, you suffer **one Stress**.

Hits Example

- 1 Drag and throw a heavy object with reach.
- 2 Grapple an enemy & pin them to the ground.
- 3 Use the chains to attack with this Check, dealing **MBx2+RB** damage to all within 60ft.
- 4 Use the chains as a shield, catching the next attack with equal or less Hits than this check.

Stage 3: The Witch Iron chains fully transform, their weight fusing into your very form. Your transformation is complete, granting you the ability to become a hulking Chain Demon with **Hit Dice** equal to **twice** your **Tier** for a **RB x 10 minutes**. In this form, you have unparalleled strength, your attacks deal **additional damage** equal to your **MB**, and you have a reach of **60ft**. However, each time you transform, suffer **d6 Corruption**.

Additionally, your body is covered with thick, constantly shifting chains over eldritch armor. The chains coil and writhe ceaselessly. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **MB + RB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Workhorses is at an end**. Only death can cut your connection to the chains.

ADVANCEMENT

XP for Silver: Gain 1 xp per silver spent on Projects.
See *Campaigns Section* for Alternative Advancement

BURNING TIME

Time: One Week per One xp.

You spend time training your Descendent. Your next Descendent gains 1 xp for every week spent this way.

INDULGING VICES

Time: One Week per 500s

Luxuriate in life's pleasures, finding solace in your vices. Make a Check related to your chosen vice, and lose one Stress for every one Hit on this Check.

LEGACY PROJECTS

Time: One Week per 500s.

See your Decedent's Lineages for Projects.

CRAFTING

Time: One Week per Tier of the Creation

Forge something new by research and prototyping.

TRADING

Time: One Day per 50s or One Week per 500s.

Source or sell items, negotiating prices. You may source or sell items at cost, or negotiate its price with a Coerce Check, by +/-10% per +/- 1 Hit (max 50%).

TRAINING

Time: Three Months per Tier

Focused practice in your field. Each Tier:

- ❖ Learn one Talent from either of your Lineages,
- ❖ Gain ten Advancement Points
- ❖ Gain three Skill Specializations (with a maximum rating based on your Tier)

Advancement Points:

Spent to increase an Ability Score by +5%.

Cost: Each advancement costs points equal to the Ability Bonus of the Score (i.e. 51% costs 5 points).

Discount: Each Ability Score receives a -2 point discount (min 0), for their first advancement, each Tier.

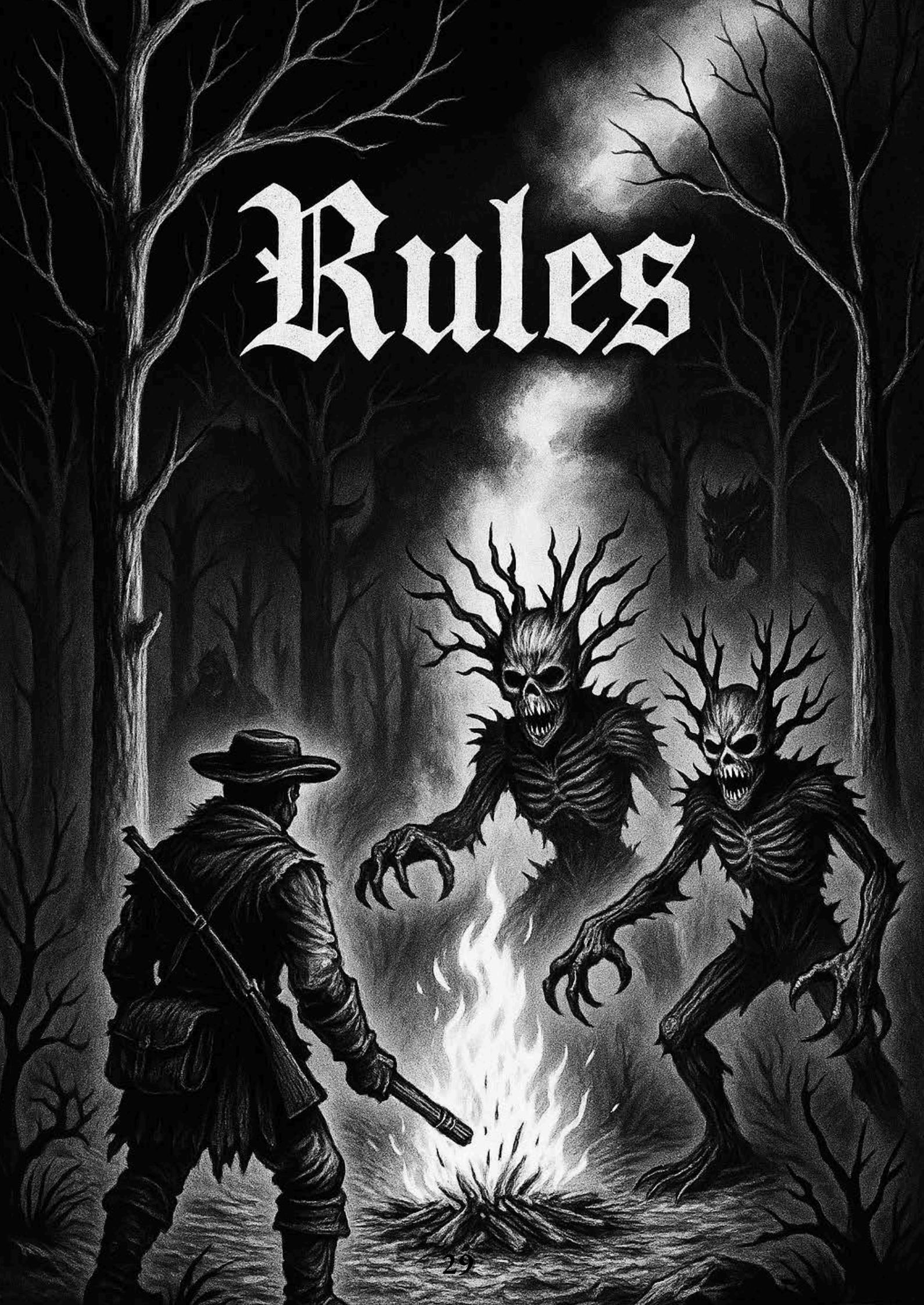
*Adv Points don't carry over between Tiers.

- TRAINING TABLE -

Tier	Tier Titles	Total XP	Time per Tier	Total Known Talents	Adv Points	Gained Skill Specialization	Max Rating Specialization
1st	Dreg	400	3m	One	Ten	Three +One's	One
2nd	Apprentice	1,200	6m	Two	Ten	Three +One's	One
3rd	Adept	2,800	9m	Three	Ten	Three +One's	Two
4th	J Journeyman	6,000	1y	Four	Ten	Three +One's	Two
5th	Professional	12,400	1y 3m	Five	Ten	Three +One's	Two
6th	Expert	25,200	1y 6m	Six	Ten	Three +One's	Three
7th	Elite	50,800	1y 9m	Seven	Ten	Three +One's	Three
8th	Master	102,000	2y	Eight	Ten	Three +One's	Three
9th	Grand Master	204,400	2y 3m	Nine	Ten	Three +One's	Four
10th	Living Legend	409,200	2y 6m	Ten	Ten	Three +One's	Four

DESCENDENT CREATION EXAMPLE

Rules



CONFLICT RESOLUTION

There are three main methods of resolving conflicts.

- ❖ **Whatever's Reasonable:** If a conflict does not have a meaningful consequence or the solution would reasonably work, then don't roll; it just works.
- ❖ **Ability or Skill Check:** If a conflict has a binary outcome or brevity is desired, make a Check, possibly modified by the situation.
- ❖ **Quarrel:** If a conflict has many possible outcomes or a detailed outcome is desired, make a Quarrel.

DICE TERMINOLOGY

- ❖ **+Hits:** After succeeding on a Check, add that number of Hits to your total.
- ❖ **Doubles:** Rolling the same number for the units and tens dice.
- ❖ **Exploding^E:** When you roll the maximum result on a die, roll it again and use the total.
- ❖ **Reverse:** Swaps the tens and units die before roll modifications from Luck.

SCOPE OF CHECKS

When you make a Check, use whatever the result is for all related checks until the situation meaningfully changes. Basically, you should only **roll once for a given Check** (i.e., Picking a Lock, you either pick it or you can't).

There are some obvious exceptions to this rule, for example, combat.

PLAYER AGENCY

After a Check that fails, the player should be given the choice of at least two potential outcomes (I.e., vs. Picking a Lock, failure: I can't pick this lock, or I can but I alert enemies).

CHECKS

You succeed on a Check by rolling percentile dice (d100 or 2d10) using one for the ten's die and the other for the unit's die, equal to or under an Ability; if you roll over, you fail.

Success: Use the result of the tens die as your number of **Hits on success**. So, if you passed a check with a roll of 42, you score **+4 Hits**.

Failure: Subtract the result of the tens die from the tens unit of your Ability Score as your number of **Hits**. So, if you failed a Melee Check with a roll of 63 and had a Muscle Score of 56, you scored **-1 Hit**.

Critical Hit: If you roll **or-05** or **Doubles** on a Successful Check, you score **+6 Hits** as your roll or gain **+1 Hit** to your total (whichever is higher).

Fumble: If you roll **96-100** or **Doubles** on a Failed Check, you score **-6 Hits** as your roll or suffer **-1 Hit** to your total (whichever is lower).

-DIFFICULTY SCALE-

DIFFICULTY	MODIFIER
Very Easy	+40%
Easy	+20%
Normal	+0%
Hard	-20%
Very Hard	-40%

ADVANCED CHECKS

If you would like a more detailed approach to Checks you can use the following change:

Success: Subtract the result of the tens die from the tens unit of your Ability Score as your number of **Hits**. So, if you passed a Ranged Check with a 09 and had a Quickness Score of 61, you scored **+6 Hits**.

QUARRELS

A system to resolve conflicts quickly. This can be any dispute, such as bartering, preventing a wolf attack, finding a new contact, interrogation, swaying an audience, manipulation, chases, or even full battles.

- ❖ **Agree to Terms,**
“If I win, you’ll do ... If you win, I’ll do...”
- ❖ **Make a Contested Check**
- ❖ **Resolve or Compromise**
 - Net Hits: -1 or Less, Failure
 - Net Hits: +0, Victory at a Cost
 - Net Hits: +1 or More, Victory

LINGERING QUARRELS

If a **Quarrel** is Lingering, record its name & **Hits**. It will then instigate a **Quarrel** at set intervals.

Lingering	Set Interval	Removed By:
Disease	Each Night.	Defeating in a Quarrel, Cure
Need Deprived*	After Time Interval.	Fulfilling Needs

*Also escalates by +2 Hits at each interval.

SCOPE OF QUARRELS

When making a **Quarrel**, use whatever the result is for all related checks until the situation changes. You should only roll once for a given **Quarrel** (i.e., vs. Cliff, climbing all the way up and not just one part).

PLAYER AGENCY

After losing a **Quarrel**, the player should always be given the choice of at least two potential outcomes (I.e., vs. Cliff on a -2 Hits the choice between, suffering a Severity 2 Injury, or losing their sword).

GROUP QUARRELS

When a group is involved in a **Quarrel**, you have two ways of resolving it.

- ❖ **One Descendant** makes a Check for the group.
- ❖ **Each Descendant** in the group individually Checks against a single opposed Check.

COMPROMISE EXAMPLES

Here are examples to help you adjudicate Quarrels. Don’t take these as hard rules; make them your own.

Methods	Victory at a Cost (+0 Hits)	Failure (-1 or Less Hits)
Break Equipment	Low Value (Torch)	High Value (Weapon)
Condition	+Two Fatigue -or- +One Stress	+Four Fatigue -or- +Two Stress
Encounter	Neutral Encounter	Hostile Encounter
Escalate	Quarrel Gains +1 Hit	Quarrel Gains +2 Hits
Force Action	Inconvenience	Detriment
Infect	Two with a Minor Disease	Eight with a Minor Disease
Injure	Trauma 1 (Location)	Trauma 2 (Location)
Kill	N/A	Kills
Take Your Silver	d6 x 10 Silver	d6 x 50 Silver

TRACKING TIME

Time is broken up into the following structure:

- ❖ Rounds are ten seconds.
- ❖ Minutes are six rounds.
- ❖ Hours are sixty minutes.
- ❖ Days are twenty four hours.
- ❖ Weeks are seven days.
- ❖ Months are four weeks.
- ❖ Years are twelve months.

CONDITIONS

Each Condition takes up **one Enc** & is removed with a type of Action. These either:

- ❖ Reduce it by **two Ratings** without a Check
- ❖ Reduce it by **one Rating** per Hit with a Check.

AFLAME / BLEED / POISON (RATING)

Smoldering Flesh, Deep Gashes & Vile Toxins. Roll a **d6** at the end of each **round**. On a result of less than or equal to (**Rating**) make a **Hardship Quarrel** vs (**Rating**) **Hits** to overcome and remove all Aflame, Bleed, Poison or **die**.

- ❖ All Aflame, Bleed, Poison Conditions are combined for this **Quarrel**.

Removed by:

- ❖ Washing or rolling it out (Aflame).
- ❖ First aid or bandages (Bleed).
- ❖ Antidote or bloodletting (Poison).

BLIND / DEAF / PAIN (RATING)

Retina Overload, Ringing in Ears & Agony. This Condition inflicts a (**Rating**) x 10% **Check penalty**. Passively **reduce** by **one** each hour.

Impairs:

- ❖ Sight-based Checks (Blind).
- ❖ Hearing & Speech-based Checks (Deaf).
- ❖ All Checks (Pain).

Removed by:

- ❖ Cleaning out the eyes (Blind).
- ❖ Removing blockage (Deaf).
- ❖ A form of painkiller (Pain).

CORRUPTION / STRESS (RATING)

Traitorous Flesh & Profane Thoughts. Whenever you gain three stacks of this Condition, make a **Hardship** or **Steel Quarrel** vs (**Rating**) **Hits** or become changed.

Changes:

- ❖ Mutation (Corruption).
- ❖ Madness (Stress).

Remove by:

- ❖ Painful purification (Corruption).
- ❖ Indulging in Vices (Stress).



FATIGUE (RATING)

Muscle Exhaustion & Burning Lungs. This Condition only takes up **Enc** slots, but cannot be removed if the source is an active **Lingering Quarrel**.

Remove by:

- ❖ A good night's rest.

ENTANGLE / HELPLESS / STUN (RATING)

Grapples, Nets, Knock Outs & Discombulation. This Condition prevents Actions and/or Movement. Passively **reduce** by **one** each **round**.

Prevents:

- ❖ Movement (Entangle).
- ❖ Actions, Movement & Opponents can inflict **any Injury** of their choice while in melee (Helpless).
- ❖ Actions (Stun).

Remove by:

- ❖ Slipping or breaking out (Entangle).
- ❖ Receiving Damage (Helpless).
- ❖ Smelling salts (Stun).

PRONE

Pinned in Armor & Slipping in Mud. This Condition inflicts a **-20% Check Modifier** to you and a **+20% Check Modifier** to your opponents.

Remove by:

- ❖ Spending an action to stand up.

TRAUMA (RATING) (LOCATION)

Broken Bones & Torn Muscles. This Condition inflicts a (**Rating**) x 20% **penalty** on all Checks involving (**Location**).

Remove by:

- ❖ Resting one month per Rating.

EVERYTHING WANTS TO KILL YOU

The Environment as an Enemy. Give the world a malign intelligence, clawing toward its own goals.

-HAZARDS-	GOALS	METHODS	MINOR QUARREL: vs. +2 HITS	MODERATE QUARREL: vs. +4 HITS	MAJOR QUARREL: vs. +6 HITS
Enemies	Personal	Anything	An Adept	A Professional	A Master
Wilderness	Chew You Up	Fatigue, Break Equipment	Travel a 1 - 7 Days Journey	Travel a 2 - 4 Weeks Journey	Travel a 2 - 12 Months Journey
	Spit You Out	Break Equipment, Encounter	Just Outside Town	Dangerous Wilderness	Deepest Wilderness
Storm	Wreck	Injure, Break Equipment	Heavy Rain or High Winds	Heavy Rain & High Winds	Maelstrom
City	Drag You Down	Take Your Silver, Stress	Finding a Common Contact	Finding a Specialist Contact	Finding a Master Contact
	Keep You Down	Encounter, Infect, Stress	The Bad Side of Town	The Slums or Sewers	The Prison or Stocks
Disease ^L	Spread	Escalate, Infect	Gravelhack	Dysentery	Rotfever
	Consume	Pain, Injure	Trench Bite	Corpseblight	Consumption
Surgery	Kill Patient	Infect, Kill	Shut Larynx	Broken Neck	Skull Fracture
	Harm Patient	Infect, Stress	Mangled Hand	Rent Forearm	Maimed Arm
Chaos	Your Body	Corruption	Direct Contact with a Mutant	Exposure to an area of Corruption	Contact with Lodestone
	Your Mind	Stress	Running in Terror	Undergoing Surgery	Being Tortured
Heat	Bake	Fatigue, Stress	Day of Field Work	Travel in a Heat Wave	Desert Journey
Cold	Freeze	Fatigue, Stress	Winter Cart Ride	Travel in a Blizzard	Tundra Journey
Air Deprived ^L	Suffocate	Fatigue, Kill	1 Round (+RB with Held Breath)	2 Rounds (+RB with Held Breath)	3+ Rounds (+RB with Held Breath)
Water Deprived ^L	Dehydrate	Fatigue, Kill	Thirsty, 1 Day Without	Parched, 2 Days Without	Dehydrated, 3+ Days Without
Food Deprived ^L	Starve	Fatigue, Kill	Hungry, 1 Day Without	Ravenous, 1 Week Without	Starving, 3+ Weeks Without
Sleep Deprived ^L	Pass Out	Fatigue, Stress	Tired, 1 Day Without	Exhausted, 2 Days Without	Corpse-Like, 3+ Days Without
Light Deprived ^L	Hide Horrors	Force Action, Stress	10 Min Without in a Dangerous Place	1 Hour Without in a Dangerous Place	1 Day Without in a Dangerous Place

^L = Lingering Quarrel

ADVANCED TERRAIN

Here are some advanced Terrain rules, feel free to ignore or rewrite them to suit your game.

BYGORR'S FORESTS

Dense, primal woods embodying survival instincts and raw nature. The forest challenges intruders to prove their worth or succumb to its will.

Goal: To Chew You Up.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Disturbing the forest floor (loud movement, leaving refuse).

Response: Swarms of biting insects and sharp thorns.

- ❖ **Failure:** Gain Stress 1 or contract Gravelhack (Lingering Quarrel vs. 2 Hits).
- ❖ **Victory at a Cost:** Sacrifice a trophy to appease forest spirits, or suffer Fatigue 1.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Attempt to hunt or kill any creature.

Response: Wildlife reacts with sudden aggressions.

- ❖ **Failure:** Quarrels are +1 Hit harder until you leave, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose key supplies (e.g., d6 rations, a weapon) or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Light a fire or visibly wound the forest (e.g., chopping trees).

Response: The forest's fury erupts—predators and chaos work together to consume you.

- ❖ **Failure:** Gain Stress 3 and Fatigue 2, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Lose half your rations or Quarrel are +2 Hits harder until you leave.

d6 Hostile Monster Encounter

- | | |
|---|--|
| 1 | Lone Wolf (HD 1) |
| 2 | Goblins (Small Mob 5, HD 1) |
| 3 | Blighted Treefolk (HD 2) |
| 4 | Carrion Harvesters (Medium Mob 20, HD 3) |
| 5 | Barkskin Wyrm (HD 6) |
| 6 | Beastbound (Servant of Bygorr, HD 8) |

Some, but not all regions become the living embodiment of a god's will, manifesting their desires in the natural world. These terrains actively pursue their own goals, with malice to those who trespass.

CORVIS' ALLEYS

Narrow alleys and dim quarters, brimming with secrets and hidden dangers. The urban shadows lure and confound trespassers who test their luck.

Goal: To Drag You Down.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Act suspiciously or display wealth.

Response: Whispers and shadowy figures attempt to disorient intruders.

- ❖ **Failure:** Gain Stress 1, or lose a minor item (e.g., coin pouch).
- ❖ **Victory at a Cost:** Lose d6 x 10 silver or suffer Fatigue 1.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Attempt to bribe, steal, or deceive.

Response: Thieves or false informants lure you into ambushes.

- ❖ **Failure:** Gain Stress 2 & lose a key item (e.g., weapon), or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose an ally becomes unavailable for one week or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Attack or directly challenge a powerful local figure in the shadowed parts of the city.

Response: The shadows reveal hidden enemies, or the area itself shifts to mislead.

- ❖ **Failure:** Gain Stress 2 and Corruption 1, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Lose significant resources (e.g., 2d6 x 100 silver or a contact).

d6 Hostile Monster Encounter

- | | |
|---|---------------------------------------|
| 1 | Ratkin Scavenger (HD 1) |
| 2 | Small Mob of Feral Hounds (HD 2) |
| 3 | Ashen Gargoyles (HD 3) |
| 4 | Spectral Reavers (Medium Mob, HD 3) |
| 5 | Bloodgorge Butcher (HD 5) |
| 6 | Shadowclaws (Servant of Corvis, HD 8) |

DOMINUS' QUARTERS

Aristocratic streets and seats of power, where authority reigns and rebellion is crushed underfoot.
Goal: To Crush Dissent.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Appear out of place or challenge authority.
Response: Guards demand answers, suspecting treason or heresy.

- ❖ **Failure:** Gain Stress 1 from the interrogation.
- ❖ **Victory at a Cost:** Publicly repent or agree to perform a service for the authorities.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Defy local rulership publicly.
Response: Arrest attempts or mob justice loom.

- ❖ **Failure:** Gain Stress 2 and Fatigue 1, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose key equipment (e.g., weapon, badge of rank) or suffer a loss of reputation (Cannot gain Contacts for 1 month).

- Major Quarrel (vs. +6 Hits) -

Trigger: Attack or challenge a high-ranking official.
Response: Authority strikes back with overwhelming force.

- ❖ **Failure:** Gain Stress 3 & you cannot gain allies in this city, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Perform a grueling task for forgiveness or become branded and suffer Trauma 1 to your right hand or jaw.

d6 Hostile Monster Encounter

- | | |
|---|----------------------------|
| 1 | Crypt Walker (HD 1) |
| 2 | Small Mob of Ratkin (HD 2) |
| 3 | Spectral Sentinel (HD 4) |
| 4 | Ashen Gargoyles (HD 3) |
| 5 | Stonejaw Crusher (HD 4) |
| 6 | Dreadknight (HD 7) |

FURNOS' MOUNTAINS

Harsh, frozen peaks where icy winds and rocky terrain punish the unprepared. The mountains mirror Furnos' unrelenting nature.

Goal: To Break You.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Scale a mountainside or traverse icy terrain.
Response: Freezing winds and brittle paths.

- ❖ **Failure:** Lose time sheltering or suffer Stress 1.
- ❖ **Victory at a Cost:** Gain Fatigue 1 or lose some minor gear to gain warmth (e.g., rope, torch).

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Disturb the balance of the mountains (e.g., loud noises, avalanches).

Response: Icy rockslides and howling storms threaten your path.

- ❖ **Failure:** Gain Stress 2 and Fatigue 1, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose critical equipment (e.g., a tent, climbing gear), or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Attempt to scale a mountain peak.

Response: The mountain sends a frost spirit or an avalanche to crush you.

- ❖ **Failure:** Gain Stress 3 and Trauma 1 to your hands, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Shelter for a day, losing time, or suffer frostbite Trauma 1 to your feet.

d6 Hostile Monster Encounter

- | | |
|---|-----------------------------------|
| 1 | Highway Gobb (HD 2) |
| 2 | Ashen Gargoyles (Small Mob, HD 3) |
| 3 | Bloodgorge Butcher (HD 3) |
| 4 | Thunderwing Drake (HD 5) |
| 5 | Griffon (HD 6) |
| 6 | Frostfang (HD 8) |



MINERA'S SWAMPS

Dark, pestilent marshes where poison, decay, and hunger thrive. The swamps twist the unwary into victims or fuel for its sinister alchemy.

Goal: To Corrupt and Change.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Step into murky, fetid waters.

Response: Leeches and noxious fumes sap your strength.

- ❖ **Failure:** Gain Stress 1 or contract Gravelhack (Lingering Quarrel vs. 2 Hits).
- ❖ **Victory at a Cost:** Lose minor rations or navigate slowly, wasting time

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Disturb an alchemical hotspot or poison-laden waters.

Response: Toxic vapors and creatures lash out.

- ❖ **Failure:** Contract Dysentery (Lingering Quarrel vs. 4 Hits), or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose key supplies to rot, or...

- Major Quarrel (vs. +6 Hits) -

Trigger: Harm a swamp spirit or drain its waters.

Response: The swamp retaliates with disease and horrors.

- ❖ **Failure:** Contract Rotfever (Lingering Quarrel vs. 6 Hits), or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Sacrifice d6 Concoctions or suffer Corruption 1.

d6 Hostile Monster Encounter

- | | |
|---|--------------------------------------|
| 1 | Bog Lurker (HD 1) |
| 2 | Small Mob of Carrion Skulkers (HD 2) |
| 3 | Blighted Treefolk (HD 2) |
| 4 | Bog Behemoth (HD 4) |
| 5 | Violet Venomstalker (HD 5) |
| 6 | Alchemic Abomination (HD 7) |



Nox's CAVES

Dark, labyrinthine tunnels where shadows and silence amplify dread. The caves echo Nox's will, forcing trespassers to confront their fears.

Goal: To Break Your Spirit.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Venture into unstable sections of the cave.

Response: The darkness and shadows close in.

- ❖ **Failure:** Gain Stress 1 or Quarrels in the caves are +1 Hit harder until you leave.
- ❖ **Victory at a Cost:** Progress but lose a minor item (e.g., torch, rope) or suffer Fatigue 1.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Disturb the resting dead or linger in the same location with a light.

Response: The spirits of the caves lash out.

- ❖ **Failure:** Gain Stress 2 and lose half your light sources, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose key supplies (e.g., rations, lantern oil) or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Settle into a cave section for a day or more.

Response: Guardians of the cave or collapsing ceiling threatens to end you.

- ❖ **Failure:** Gain Stress 3 and Fatigue 1 or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Lose half your light sources or suffer Trauma 1 to an arm or leg.

d6 Hostile Monster Encounter

- | | |
|---|---------------------------------------|
| 1 | Crypt Walker (HD 1) |
| 2 | Small Mob of Feral Hounds (HD 2) |
| 3 | Carrion Harvesters (Medium Mob, HD 3) |
| 4 | Spectral Sentinel (HD 4) |
| 5 | Stonejaw Crusher (HD 4) |
| 6 | Nightmare (HD 9) |



THONJUN'S SEAS

Endless waves and storm-laden skies challenge even the most seasoned sailors. The seas mislead and consume those who dare defy their will.

Goal: To Swallow You Whole.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Set sail into uncharted waters.

Response: The waves crash and batter your vessel.

- ❖ **Failure:** Gain Stress 1 or lose minor supplies (e.g., food or a rope).
- ❖ **Victory at a Cost:** Lose $d6 \times 10$ silver worth of ship supplies or suffer Fatigue 1 from bailing.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Attempt to cross dangerous reefs or defy the tides.

Response: The ship is caught in a whirlpool or relentless storm.

- ❖ **Failure:** Gain Stress 2 and Fatigue 1, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose key navigation tools or a crew member or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Challenging its forces (e.g., openly sailing into a storm or killing a great sea creature).

Response: The seas churn with supernatural fury.

- ❖ **Failure:** Gain Stress 3 and Fatigue 2, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Sacrifice half your provisions or Quarrels are +2 Hits harder until you land.

$d6$ Hostile Monster Encounter

- | | |
|---|--------------------------------------|
| 1 | Lone Sea Drake (HD 1) |
| 2 | Small Mob of Carrion Skulkers (HD 2) |
| 3 | Ashen Gargoyles (HD 3) |
| 4 | Leviathan Spawn (HD 7) |
| 5 | Sand Wyrm (HD 6) |
| 6 | Drowner (HD 8) |



YNIR'S FIELDS

Vast, cultivated lands that symbolize prosperity and growth. Yet the fields have a will of their own, demanding tribute from all who tread their soil.

Goal: To Reap What You Sow.

- Minor Quarrel (vs. +2 Hits) -

Trigger: Traverse an overgrown path or disturb a crop field.

Response: Rapid overgrowth or hostile farmers hinder your path.

- ❖ **Failure:** Gain Stress 1 or lose time to clear a path.
- ❖ **Victory at a Cost:** Lose rations or gain Fatigue 1.

- Moderate Quarrel (vs. +4 Hits) -

Trigger: Harm the land (e.g., trample crops, burn overgrowth).

Response: Rapid growth and swarms of pests.

- ❖ **Failure:** Gain Stress 2 and lose $d6$ rations, or roll once on the Encounter Table.
- ❖ **Victory at a Cost:** Lose supplies to pests (e.g., $2d6$ rations, a weapon) or suffer Fatigue 2.

- Major Quarrel (vs. +6 Hits) -

Trigger: Set the fields ablaze or begin construction.

Response: The fields surge with unnatural life, trapping or strangling the trespassers.

- ❖ **Failure:** Gain Stress 3 and lose all your rations, or roll twice on the Encounter Table.
- ❖ **Victory at a Cost:** Sacrifice a critical resource (e.g., a cart of goods, livestock) or perform a grueling labor for forgiveness Fatigue 3.

$d6$ Hostile Monster Encounter

- | | |
|---|-------------------------------------|
| 1 | Crypt Walker (HD 1) |
| 2 | Small Mob of Goblins (HD 1) |
| 3 | Blighted Treefolk (HD 2) |
| 4 | Carrion Skulkers (Medium Mob, HD 3) |
| 5 | Basilisk (HD 5) |
| 6 | Harvest Horror (HD 7) |

ADVANCED STORMS

Here are some advanced Storms rules, feel free to ignore or rewrite them to suit your game.

Hostile storms embody the chaotic and destructive will of the *Wicked Winds*, each with its own goal. These storms are living forces that actively pursue their desires, challenging any who venture into their grasp.

Storm	Description	Goal	Minor Quarrel (vs. +2 Hits)	Moderate Quarrel (vs. +4 Hits)	Major Quarrel (vs. +6 Hits)
Blue Wind's Tempest	A storm of flashing lightning and swirling winds that twist time itself. Moments skip, reverse, or repeat, disorienting all caught within.	To scatter and disorient all who defy fate.	Avoid a sudden bolt of lightning striking too close for comfort.	Keep your footing as time skips backward or forward, throwing off your coordination.	Escape a full temporal collapse where the storm pulls you into an endless loop.
Brown Wind's Gale	A feral storm that howls like a beast, filled with claws of wind and roaring gusts. It tears at anything in its path with savage hunger.	To shred and tear apart all intruders.	Resist the force of the wind throwing debris at you.	Navigate while battered by tearing gusts and deafening roars.	Survive a full-on tornado of clawing winds that threatens to rip you apart.
Gold Wind's Forge	A storm of molten rain and metallic debris, where magnetic winds pull weapons from hands and armor off bodies.	To melt and reshape all in its domain.	Avoid molten droplets that sizzle and burn on contact.	Defend against magnetic winds pulling your weapons or equipment into the storm.	Endure a fiery explosion of molten metal as the storm “forges” new creations from the wreckage.
Green Wind's Bloom	A storm of swirling spores and seeds that spread rampant growth, suffocating the land in overabundance.	To overwhelm with unchecked growth.	Avoid inhaling spores that make breathing difficult.	Resist vines and roots rapidly growing to entangle and trap you.	Escape a massive explosion of vegetation, burying the area in choking flora.
Gray Wind's Shroud	A shadowy storm cloaked in oppressive darkness, where whispers and unseen terrors stalk the unwary.	To confuse and consume the fearful.	Resist the chilling whispers that sap your confidence.	Avoid phantom shapes emerging from the shadows to strike.	Escape a total eclipse of light where you are blind and hunted by unseen horrors.
Purple Wind's Eon	A slow, suffocating storm carrying the	To drag all into the decay of eternity.	Resist sudden weakness as your body begins to	Protect your belongings as they begin to age	Escape as the storm accelerates time itself,

	weight of centuries, aging all it touches.	feel unnaturally heavy.	and crumble.	threatening to age you into dust.
Red Wind's Inferno	A blazing storm of ash, fire, and choking heat. It sets the land afame, burning all who cannot escape.	To incinerate everything it touches.	Shield yourself from falling embers that ignite your surroundings.	Navigate through walls of fire and dense smoke that suffocates your lungs.
White Wind's Glare	A storm of pure, blinding light, radiating beams that burn and purify all they strike.	To scour and cleanse all imperfection.	Avoid beams of light that burn your skin and dazzle your vision.	Resist the storm's purging presence as it seeks to strip away your identity and sense of self.

***Victory at a Cost:** Suffer Stress is equal to $\frac{1}{2}$ of the Quarrel's Hits (minimum 1)

ADVANCED TRAVEL

Traveling is a challenging endeavor. The wilderness is fraught with dangers, and even the most prepared travelers can find themselves facing unexpected threats. Here are some advanced Travel rules, feel free to ignore or rewrite them to suit your game.

TRAVEL OPTIONS

Different modes of travel can affect the difficulty of navigation and the chance of encounters.

Travel By	Navigation	Encounters
On Foot	No Change	No Change
Mounted	1 Hit Easier	One Less Check
Coach	2 Hits Easier	Two Less Checks
Ship	3 Hits Easier	Three Less Checks

NAVIGATION

The difficulty of navigating a journey is represented by a **Quarrel**. The longer the journey, the more **Hits** are required to successfully navigate it.

- ❖ When **On Foot** or **Mounted** everyone must make this **Quarrel**, for themselves.
- ❖ If aboard a **Coach** or **Ship** the pilot makes this **Quarrel**, affecting everyone.

Journey Length	vs Quarrel Hits	
1-7 Days		2
2-4 Weeks		4
2-12 Months		6
Compromises*	Victory at a Cost (+o)	Failure (-1 or Lower)
Break Equipment	Low Value (d6 Torches)	High Value (Weapon)
Suffer Fatigue	+Two <u>Fatigue</u>	+Four <u>Fatigue</u>

*The Player chooses when Compromising.

RATIONS

Traveling requires sustenance. This depends on the length of the journey and the size of the creature.

Size	Days	Weeks	Months
Tiny	1	2	4
Small	2	4	8
Medium	4	8	16
Large	8	16	32
Huge	16	32	64
Gigantic	32	64	128

*Rations cost five silver and weigh one Enc for two.

Double requirement if you need to buy water.

DISEASES

If a creature does not have enough rations, they must make a **Hardship Quarrel** to avoid suffering from diseases. The severity of the disease depends on the amount of rations they are short.

Short	Disease
1-2	Gravelhack, Lingering Quarrel vs 2 Hits
3-4	Dysentery, Lingering Quarrel vs 4 Hits
5+	Rotfever, Lingering Quarrel vs 6 Hits*

*Initial Quarrel gains +2 Hits, every 5 rations short.

ENCOUNTERS

The chance of encountering a threat during the journey is determined by a +40% Luck Check. The Descendant with the highest Luck makes the Check. If the Check fails, an encounter occurs.

Journey Length	Encounter Checks*
1-7 Days	One Check
1-4 Weeks	Two Checks
1-12 Months	Three Checks

*Doubled if the party is Encumbered.

ADVANCED CONTACTS

Here are some advanced Contacts rules, feel free to ignore or rewrite them to suit your game.

FINDING CONTACTS

Your ability to find contacts depends on your Tier. You can use a relevant skill to find these contacts. The difficulty of the **Quarrel** is adjusted based on the quality of the contact you're trying to find.

Tier	Contact Quality	Vs Quarrel Hits
0-2	Adept	2
3-5	Professional	4
6+	Master	6

MODIFIERS

Finding a Contact at a baseline takes **one week** and has a **silver cost of one favor** to find a Contact. This can be modified using the following examples:

Modifier	One Hit Easier	One Hit Harder
Reputation	Beloved	Hated
Affiliation	Likely to Know	Long Shot
Time	One Month	Right Now
Spending	Double	None
Compromises*	Victory at a Cost (+0)	Failure (-1 or Lower)
Increased Cost	d6 Favors	2d6 Favors
Suffer Stress	+One Stress	+Two Stress

*The Player chooses when Compromising.



FAVORS

Once you've established a Contact, you can ask them for favors. Each **favor** is equivalent to a **single task**, for more complex tasks like **combat** or **jailbreaks** they may need **d6 favors** and for longer term tasks like **crafting** or **raids** they may need **2d6 favors**. If you can't afford the cost, the contact might ask for something in return, or refuse outright.

Quality	Favor Cost	Contact's Skill
Adept	10s	40% +1 Hit
Professional	100s	55% +2 Hits
Master	500s	70% +3 Hits

IMPROVEMENT

Contacts can improve over time. Once per session when you use a favor from a contact, there's a **10% chance** that they will improve their **Quality** (Adept to Professional, Professional to Master). If a Contact improves, their favor cost increases accordingly.

LOSING CONTACTS

If they **Fumble** a **Check** for the Player, the contact becomes unavailable for the rest of the session. You may permanently lose a Contact if they feel deeply betrayed by you, suffer a catastrophic loss or die.

TYPES OF CONTACTS

Here are some guidelines for different types of contacts you can find:

- ❖ **Adept Contacts:** They might be apprentices, laborers, shopkeepers, or low-ranking soldiers. They are of **any one Lineage**, have **one Talent** and count as **Tier 3**.
- ❖ **Professional Contacts:** They might be merchants, skilled artisans, military officers, or local officials. They are of **any one Lineage**, have **three Talents** and count as **Tier 5**.
- ❖ **Master Contacts:** They might be high-ranking officials, wealthy merchants, renowned scholars, or powerful warriors. They are of **any one Lineage**, have **five Talents**, and count as **Tier 8**.

ADVANCED DISEASES

Here are some advanced Diseases rules, feel free to ignore or rewrite them to suit your game.

DISEASE QUARRELS

You must Quarrel against your diseases every night.

- ❖ **Victory:** Reduce Lingering Quarrel by 2 Hits, your illness breaks when this reaches 0 Hits.
- ❖ **Victory at a Cost:** Suffer no Symptoms.
- ❖ **Failure:** Suffer Symptoms (which stack), then escalate Lingering Quarrel by 2 Hits.

TRENCH BITE

Lingering Quarrel: vs 2 Hits

Caught from lice-infested bedding or unclean camps, this fever sets your bones on fire. The chills are so violent, it feels as if your bones are gnawing on themselves, keeping you shivering until dawn.

Symptoms:

- ❖ Per -1 Hit: Become Sleep Deprived for 1 day.

Treatment: A bear-skin blanket, said to provide the warmth of a living bear without the risk of mauling.

CORPSEBLIGHT

Lingering Quarrel: 4 Hits

Spread through the touch of the infected or contact with cursed corpses, this blight bursts your skin into weeping sores, leaking pus that spreads the rot.

Symptoms:

- ❖ Per -2 Hits: Infect 1.
- ❖ Per -1 Hit: Suffer 1 Fatigue until illness breaks.

Treatment: A salve made from crushed beetles (to infiltrate the pus) and honey (to bind the beetles).

CONSUMPTION

Lingering Quarrel: 6 Hits

Inhale the miasma of rotting graves. Each breath drags shards through your chest, and your body withers as your insides crumble into blackened ruin.

Symptoms:

- ❖ Per -2 Hits: Suffer 1 Poison.
- ❖ Per -1 Hit: Suffer 1 Pain until illness breaks.

Treatment: A bitter liquid diet of boiled tree bark and spirits, said to invigorate the liver.

INFECT (RATING)

(Rating) Descendants or Creatures that were in close contact with you today must Quarrel against your disease or contact it as well; start with Descendants.

TREATMENT

If you are properly treated you can alleviate the first two Symptoms you suffer each night.

GRAVELHACK

Lingering Quarrel: 2 Hits

Breathe in the foul air of stagnant marshes or smoky hearths, and your lungs fill with coarse phlegm. Each cough feels like gravel tearing through your throat, turning your breath into a bloody rasp.

Symptoms:

- ❖ Per -2 Hits: Infect 1.
- ❖ Per -1 Hit: Suffer 1 Fatigue until illness breaks.

Treatment: Gargling with salt water while standing on one foot, letting the humors flow into said foot.

DYSENTERY

Lingering Quarrel: 4 Hits

Drink from foul streams or eat spoiled meat. Cramping pains knot your belly, forcing a bodily purge in bloody waves that drain every last drop.

Symptoms:

- ❖ Per -2 Hits: Become Water Deprived for 1 day.
- ❖ Per -1 Hit: Infect 2.

Treatment: Ingest one cup of raw flour to bind the gut each hour. If you produce dough, do not eat.

ROTFEVER

Lingering Quarrel: 6 Hits

Spread through vermin and tainted air, this plague burns through your body with fever, swelling your flesh into boils that leak thick, black blood. Your skin turns to rot as the infection spreads, devouring you from within.

Symptoms:

- ❖ Per -2 Hits: Suffer 1 Poison.
- ❖ Per -1 Hit: Infect 3.

Treatment: Wearing a beak-like mask filled with herbs and spices, believed to overpower the miasma.

ADVANCED SURGERY

Here are some advanced Surgery rules, feel free to ignore or rewrite them to suit your game.

Modifiers	One Hit Easier	Two Hits Easier
Surgery	Extra Set of Hands	Trained Team
After Care	Washed Away Filth	Actually Sterile

SURGERY QUARRELS

- ❖ **Victory:** Injury successfully removed.
- ❖ **Victory at a Cost:** Injury removed, suffer **Stress***
- ❖ **Failure:** Injury becomes permanent or fatal.

AFTER CARE QUARRELS

- ❖ **Victory:** After care is successful.
- ❖ **Victory at a Cost:** Care is scaring, suffer **Stress***
- ❖ **Failure:** Surgery festers into an infection.

Injury	Surgery	Vs Hits	Failed Surgery*	After Care	Vs Hits	Failed After Care*
Bent & Broken Nose	Nasal Realignment	2	Permanent	Clean Up	1	Trench Bite
Mangled Nose	Nasal Reconstruction	4	Permanent	Close Up	2	Corpseblight
Popped Out Eye	Eye Reinsertion	6	Permanent	Clean Up	3	Consumption
Broken Jaw	Jawbone Setting	2	Permanent	Clean Up	1	Trench Bite
Detached Jaw	Jawbone Reattachment	4	Permanent	Clean Up	2	Corpseblight
Larynx Shut	Airway Clearance	2	Fatal	Close Up	1	Trench Bite
Broken Neck	Cervical Alignment	4	Fatal	Clean Up	2	Corpseblight
Tinnitus	Ear Canal Clearance	2	Permanent	Clean Up	1	Trench Bite
Hearing Loss	Inner Ear Repair	4	Permanent	Clean Up	2	Corpseblight
Brain Damage	Brain Pressure Relief	6	Fatal	Clean Up	3	Consumption
Skull Fracture	Skull Mending	6	Fatal	Close Up	3	Consumption
Shattered Shoulder	Shoulder Reconstruction	4	Permanent	Close Up	2	Corpseblight
Shattered Pelvis	Pelvic Bone Mending	6	Permanent	Close Up	3	Consumption
Severed Spine	Spinal Stabilization	6	Fatal	Close Up	3	Consumption
Ripped Abs	Abdominal Stitching	2	Permanent	Close Up	1	Trench Bite
Mangled Hand	Hand Rebuilding	2	Permanent	Close Up	1	Trench Bite
Rent Forearm	Forearm Bone Setting	4	Permanent	Clean Up	2	Corpseblight
Maimed Arm	Total Arm Reconstruction	6	Permanent	Close Up	3	Consumption
Mangled Foot	Foot Rebuilding	2	Permanent	Close Up	1	Trench Bite
Mutilated Shin	Shin Bone Setting	4	Permanent	Clean Up	2	Corpseblight
Maimed Thigh	Total Leg Reconstruction	6	Permanent	Close Up	3	Consumption

*Victory at a Cost: Suffer Stress is equal to 1/2 of the Quarrel's Hits (minimum 1)

ADVANCED NEEDS

Here are some advanced Needs rules, **feel free to ignore or rewrite them to suit your game.**

Need	Minor	Moderate	Major
Air	Short of Breath - After one round without air, Pain (1)	Gasping - After two rounds without air, Pain (2) & Speed ½	Asphyxiation - After three rounds without air, Death.
Water	Thirsty - After one day without water, Fatigue (1)	Parched - After two days without water, Fatigue (2) & Stress (1)	Dehydrated - After three days without water, Death.
Food	Hungry - After one day without food, Fatigue (1)	Ravenous - After one week without food, Fatigue (2) & Pain (1)	Starving - After three weeks without food, Death
Sleep	Tired - After one day without sleep, Stress (1)	Exhausted - After two days without sleep, Stress (2) & Fatigue (1)	Corpse-Like - After three days without sleep, 3 Stress or sleep for twelve hours straight.
Light	Dim - After ten minutes without light in a dangerous place, Stress (1)	Dark - After one hour without light in a dangerous place, Stress (2) & Blind (1)	Pitch Black - After one day straight without light in a dangerous place, 3 Stress or hide in the dark for two full days, running away from the light.

MUTATION

Your Corruption sinks in, and your body mutates. When you gain a Mutation, **reduce** your Willpower by **10** & **remove all Corruption**. Should your Willpower ever be reduced to **zero**, you become an NPC as a servant of the Dark Gods.

Mutations are not listed with stats; they grant **whatever benefit makes sense**, which could be a **+2 Hits** to a type of Check, **ds** as your **Hits** for special abilities, weapons, armor, movement, or anything else you can think of.

-MUTATION TABLE-

dro	PRIMARY MUTATIONS*	dro	BEAST	dro	ANATOMY
1	Beast + Anatomy	1	Jackal	1	Arm
2	Infusion + Anatomy	2	Carrion	2	Blood
3	Attribute + Anatomy	3	Serpent	3	Head
4	Beast + Function	4	Raven	4	Leg
5	Infusion + Function	5	Toad	5	Organ
6	Attribute + Function	6	Leech	6	Skin
7	Extra Anatomy	7	Spider	7	Tail
8	Backup Function	8	Bat	8	Tentacle
9	Detachable Beast	9	Wolf	9	Torso
10	Infusion Control	10	Vulture	10	Wings
dro	INFUSION	dro	FUNCTION	dro	ATTRIBUTE
1	Sulfuric	1	Armor	1	Amorphous
2	Obsidian	2	Cloak	2	Barbed
3	Frostbitten	3	Shroud	3	Blinding
4	Embered	4	Growth	4	Corrupting
5	Ashen	5	Movement	5	Detachable
6	Verdant	6	Seep	6	Gaseous
7	Stygian	7	Projection	7	Massive
8	Veiled	8	Resistance	8	Metallic
9	Ebon	9	Strike	9	Regenerating
10	Glistening	10	Weapon	10	Vampiric

*Roll First, then roll **bolded** tables.

For detailed examples of each Mutation visit perchance.org/witch-iron--mutation-generator

MUTATION EXAMPLES

Glistening Control: Once per day, release a dazzling light, forcing all creatures within short range (30ft) suffer **Blind** (2).

Regenerating Leg: Your leg is covered in visible, pulsing tendrils of flesh and bone that weave together to repair damages, accompanied by a faint glow. You recover from **one Bleed** or **Pain** condition affecting your legs at the end of each round, but require double food intake to sustain the regenerative process.

Detachable Toad: Once per day, summon a massive amphibian with **Hit Dice** equal to half your **Tier**. The toad persists for **d6 minutes**, can leap 20ft, and secretes a toxin that forces creatures touching it to suffer **Poison** (1).

Backup Resistance: Once per day, gain **Immunity** to a **Condition** of your choice for one round.

Amorphous Seep: Your body periodically seeps a viscous, amorphous liquid that shifts and changes color, appearing as a gooey, iridescent sheen on your skin. You gain +1 Hit to escape grapples or restraints due to your slippery surface.



Extra Head: A second head grows from your shoulders, you can survive the death of one head but not both.

Blinding Resistance: Your eyes shimmer with an ethereal glow, as if infused with a soft, luminescent mist that repels blinding effects, making them seem almost otherworldly. You reduce incoming **Blind** conditions by 1.

Metallic Weapon: Your natural weapons transform into gleaming metallic versions with a sharp, silver light, making them visually striking and lethally effective. You gain melee attacks dealing **QB +4** damage with the **Rend** (1) quality, allowing for more effective tearing and slashing, but suffer -1 Hit to **Stealth** checks due to the noticeable metallic sheen.

Backup Cloak: Once per day, emit a thick cloud of ash in a 15ft radius, granting you +1 AV and imposing -1 Hit on enemy attacks for one round.

Veiled Organ: Your internal organ is enveloped in a translucent, ethereal sheath, giving it an otherworldly appearance, and you gain +1 Hit to **Hardship Quarrels** against **Fatigue**, allowing you to reroll a failed check to resist a disease or poison once per day.

Metallic Wings: Your body grows a pair of wings with a metallic sheen, their surfaces etched with intricate patterns, giving you an otherworldly appearance. You gain a 30ft Flight Speed and your wings deal **MB +4** damage in melee with the **Rend** (1) quality.

Raven Armor: A dark, feather-like carapace covers your torso and arms, evoking the mysterious presence of ravens. You gain +1 AV to your torso and arms, and once per day, you can summon a spectral raven to distract enemies within short range (30ft), imposing a -1 Hit penalty on their next **Quarrel** check, but you suffer -1 Hit to your next **Coerce** check due to the ominous presence.

MADNESS

Your Stress overcomes you, and your mind snaps. When you gain a Madness, **reduce** your Willpower by **10** & **remove all Stress**. Should your Willpower ever be reduced to **zero**, you become an NPC as a servant of the Dark Gods.

Madnesses are not listed with stats; they instead grant **whatever benefit makes sense**, which could be a **+1 Hit** to a type of Check, access to special abilities, weapons, armor, movement, or anything else you can think of.

-MADNESS TABLE-

dro	PRIMARY MADNESSES*	dro	BEAST	dro	EMOTION
1	Beast + Emotion	1	Jackal	1	Wrath
2	Object + Emotion	2	Carrion	2	Dread
3	Attribute + Emotion	3	Serpent	3	Obsession
4	Beast + Awakening	4	Raven	4	Greed
5	Object + Awakening	5	Toad	5	Melancholy
6	Attribute + Awakening	6	Leech	6	Lust
7	Beast Companion	7	Spider	7	Euphoria
8	Imagined Awakening	8	Bat	8	Craving
9	Permanent Emotion	9	Wolf	9	Rage
10	Object Addiction	10	Vulture	10	Despair
dro	OBJECT	dro	AWAKENING	dro	ATTRIBUTE
1	Chalice	1	Aura	1	Battle
2	Mirror	2	Whispers	2	Darkness
3	Blade	3	Visions	3	Death
4	Mask	4	Screams	4	Future
5	Key	5	Truths	5	Huge
6	Crown	6	Dreams	6	Light
7	Bell	7	Horrors	7	Noise
8	Lantern	8	Secrets	8	Past
9	Chain	9	Portents	9	Silent
10	Book	10	Echoes	10	Tiny

*Roll First, then roll **bolded** tables.

For detailed examples of each Madness visit perchance.org/witch-iron--madness-generator

MADNESS EXAMPLES

Leech Companion: Once per day a parasitic leech inexplicably appears. It has **Hit Dice** equal to half your **Tier**, persists for **d6 minutes**, and latches onto enemies to inflict **1 Bleed** per round.

Leech Secrets: Your body is host to an unsettling affinity for parasitic creatures, with leeches whispering dark secrets in your ear. Gain **+1 Hit** to Survival checks in parasitic environments and once per day, transfer **1 Bleed** condition from yourself to an enemy you are grappling with.

Chain Addiction: The chain's presence steadies you. Gain **+1 Hit** to **Muscle Checks**, but suffer **1 Stress** if you fail to carry it during the session.

Imagined Truths: You believe the truths revealed to you are infallible. Once per session, change a **Failed Check** or **Quarrel** to a **+0 Net Hits Victory at a Cost**.

Key Aura: Your aura shimmers with an intense, otherworldly energy, as if the keys you possess hold the power to unlock secrets and knowledge. Gain **+1 Hit** to **Perception** checks involving locks or hidden compartments, and once per day, reveal a hidden passage or secret within short range (**30ft**).

Tiny Dreams: Your mind is filled with visions of intricate miniature worlds, manifesting as an obsessive attention to detail and a fascination with small, hidden things. Gain **+1 Hit** to **Crafting** checks involving miniatures or small items, but suffer **-1 Hit** to **Perception checks** in open or large spaces.

Carrion Greed: Your presence is marked by an unsettling aura of decay, as if the very stench of death clings to you, fueling an insatiable hunger for the flesh of the dead. Recover **1 Bleed** or **Poison** condition when eating decayed flesh, once per day.

Bat Despair: Your mind is shrouded in a darkness that echoes with the haunting calls of bats, driving you to seek solace in the shadows. Gain **+1 Hit** to **Skulk** checks in darkness, but suffer **-1 Hit** to **Steel Quarrels** when resisting fear effects.

Permanent Euphoria: Your joy becomes a constant source of resilience. Gain **+1 Hit** to checks for one **Ability Score** of your choice but the GM can force you to be overcome by your joy once per session.

Light Visions: Vivid, prophetic dreams and an unsettling sensitivity to light haunt your mind, manifesting as an ethereal glow around you. Once per session, you can reroll a failed **Perception** check involving sight, and you gain **+1 Hit** to **Navigation** checks in darkness.

Past Melancholy: A deep, lingering sorrow clings to you, echoing past regrets and losses. Gain **+1 Hit** to **Willpower** checks to resist Stress conditions.

Darkness Aura: Shadows envelop your form, casting a dark, foreboding presence. Gain **+1 Hit** to **Skulk** checks in low-light environments and once per day teleport up to short range (**30ft**) into any shadow you can see.



Combat



Combat & Injury

ROUNDS & INITIATIVE

Bloodthirsty warriors are circling your flanks, the life-sapper and his demonic allies look on eagerly. At the start of Combat roll $d6$.

- ❖ On a **1-3** the opponents go first.
- ❖ On a **4-6** the party goes first.

Each Round is ten seconds. In any order, every combatant on a side may take one **Action** (Attacking, Sprinting (Move at $x2$ Speed), Casting, Readyng an Item, etc...) & **Move** (up to your Speed Ability).

MELEE COMBAT

The sound of steel clashing, the blinding flurry of metal. When attacking while you're **Engaged**, make a **Melee Quarrel**. Your opponent may defend against you with **Melee** or **Light-Foot**.

- ❖ If your Net Hits are **+0** or more, you **Injure** your opponent.
- ❖ If your Net Hits are **-1** or less, your opponent **Injures** you when using **Melee** or simply dodges the blow when using **Light-Foot**.

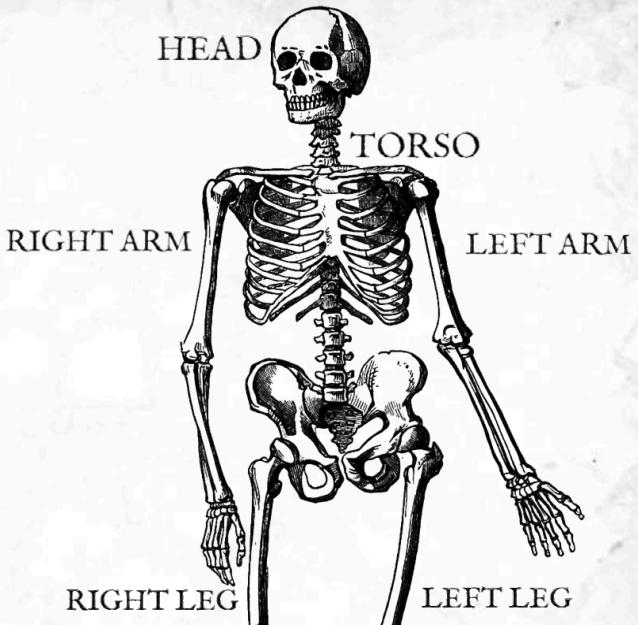
RANGED COMBAT

The iron arrowhead pierced the flesh, sending a shower of blood over the walls before it slumped to the ground. When attacking while you're **not Engaged**, make a **Ranged Quarrel**. Your opponent may dodge with the **Light-Foot** skill.

- ❖ If your Net Hits are **+0** or more, you **Injure** your opponent.
- ❖ If your Net Hits are **-1** or less, they dodge.

HIT LOCATION

A silky, spiked needle pierces your skin, the warped metal tip embedding in your arm. When you strike someone with an attack, the **defender** decides the **hit location**. The **attacker** may **spend two Hits** to move the attack **one hit location** away (**Area** or **unspecified** damage always hits the **Torso**).



INJURY

The blade drives deep into their flesh, causing blood to gush from the open wound. Use the following steps when inflicting an injury:

- ❖ Consult the appropriate **Hit Location** table.
- ❖ Determine the **Injury Location** using the **Units** die of your attack or roll $d10$.
- ❖ Determine severity of the **Injury** with your **Net Damage**: $(\text{Weapon Dmg} + \text{Net Hits}) - (\text{AV} + \text{RB})$.

CRITICAL HIT

A satisfying Crack sounds as your hammer smashes their skull. If you roll a **Critical Hit**, use **+6 Hits** as your **rolled Hits** or gain **+1 Hit** for your Check. Also, **increase** the **Injury** you inflict by $d6^E$.

FUMBLIES

The cold, spattering mud was everywhere, clinging to your legs like a skin. If you roll a **Fumble**, use **-6 Hits** as the roll for your Check, you also fall **Prone**.

BATTLE WEAR

Your blade is starting to blunt and your armor is covered in battle scars.

- ❖ **Increase** the **Damage** of an attack by damaging your weapon by **one for +one Damage**.
- ❖ **Increase** your **Soak** against an attack by damaging your armor by **one for +d6 Soak**.

Advanced Combat

Here are some advanced combat rules, feel free to ignore or rewrite them to suit your game.

GIVING GROUND

You dive to the side, narrowly avoiding the crashing axe. After **dodging** an attack, you may give ground to your opponent, this grants you a **+2 Hits** bonus to this **Light-Foot** Check, but you move **ten feet** away from them in the direction of **their choice**. However, if you do this on **two Checks** in a row, you fall **Prone**.

CHARGE

When you charge in a straight line to an opponent & howl a battle cry, you **+2 Hits** to your Attack.

BRACE

When you use an **Action** to take a defensive stance, you gain a **+2 Hits** to defensive Checks until your next round. However, you **cannot inflict damage**.

DUAL WIELD

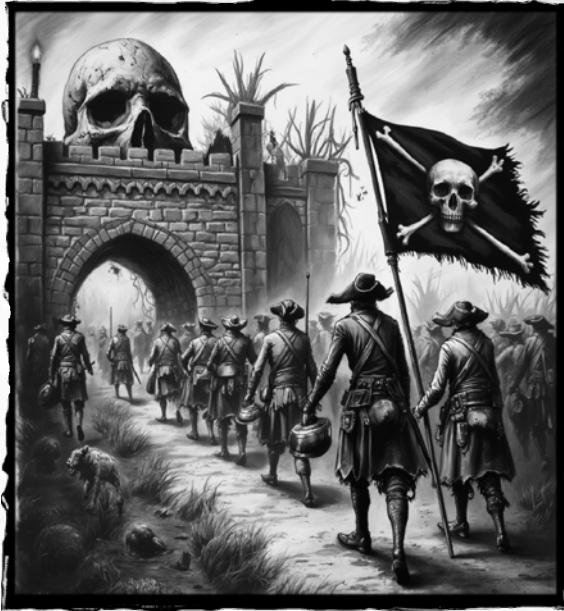
In a whirl of steel, you savagely cut down your foe. When you wield two weapons simultaneously, you may attack with both by **rolling twice** against a **single defensive roll**, and if your first attack isn't blocked your second attack is uncontested, but you suffer **-2 Hits** to both Checks.

MOUNTED COMBAT

Your steed thunder across the battlefield, it's hooves trampling the corpses of the slain. When you are mounted, use the following rules:

- ❖ Gain your mount's **Size*** bonus to **Damage** & **Cavalry Weapon Qualities** on a **Charge**.
- ❖ You control your mount's Move.
- ❖ You may intercept attacks to your mount with a **-20% penalty**.
- ❖ You may gain control with a **Ride or Husbandry Quarrel** vs your mount if it routs or is unwilling.

***Large:** +5 Dmg | **Huge:** +10 Dmg | **Gigantic:** +20 Dmg



ENGAGEMENT & OVERWHELM

A foul smell emerges, as the undead swarm around you. You are outnumbered and surrounded.

- ❖ You are **Engaged** if you are within 5ft of an opponent.
- ❖ **Disengaging** gives an opponent a free attack, or you may take **action** to disengage freely.
- ❖ You **Overwhelm** opponents when your side has more combatants in an engagement.
 - 2:1 grants a **+20%** Attack Modifier.
 - 3:1 grants a **+40%** Attack Modifier.
 - 4:1 grants a **+60%** Attack Modifier.

COVER

Laying low in a hidden position, you clutch your metal shield. When a **hit location** is behind cover, any attack that would strike this hit location hits the **cover instead** (Attackers can still move the attack to an exposed location).

FALL DAMAGE

The ground drops below your feet, your heart thuds in your chest as you try to comprehend what just happened, but it's too late. When you fall, every **foot** inflicts a **cumulative d6** damage to the Body Part that strikes the ground first. The bigger you are, the harder you fall, see the following size modifiers:

Tiny: 1/4 Dmg | **Small:** 1/2 Dmg | **Large:** x1.5 Dmg |
Huge: x2 Dmg | **Gigantic:** x3 Dmg

CONDITIONS (AGAIN)

Each Condition takes up **one** Enc & is removed with a type of Action. These either:

- ❖ Reduce it by **two Ratings** without a Check
- ❖ Reduce it by **one Rating per Hit** with a Check.

AFLAME / BLEED / POISON (RATING)

Smoldering Flesh, Deep Gashes & Vile Toxins. Roll a **d6** at the end of each **round**. On a result of less than or equal to (**Rating**) make a **Hardship Quarrel** vs (**Rating**) **Hits** to overcome and remove all Aflame, Bleed, Poison or **die**.

- ❖ All Aflame, Bleed, Poison Conditions are combined for this **Quarrel**.

Removed by:

- ❖ Washing or rolling it out (Aflame).
- ❖ First aid or bandages (Bleed).
- ❖ Antidote or bloodletting (Poison).

BLIND / DEAF / PAIN (RATING)

Retina Overload, Ringing in Ears & Agony. This Condition inflicts a (**Rating**) \times 10% **Check penalty**. Passively **reduce** by **one** each hour.

Impairs:

- ❖ Sight-based Checks (Blind).
- ❖ Hearing & Speech-based Checks (Deaf).
- ❖ All Checks (Pain).

Removed by:

- ❖ Cleaning out the eyes (Blind).
- ❖ Removing blockage (Deaf).
- ❖ A form of painkiller (Pain).

CORRUPTION / STRESS (RATING)

Traitorous Flesh & Profane Thoughts. Whenever you gain three stacks of this Condition, make a **Hardship** or **Steel Quarrel** vs (**Rating**) **Hits** or become changed.

Changes:

- ❖ Mutation (Corruption).
- ❖ Madness (Stress).

Remove by:

- ❖ Painful purification (Corruption).
- ❖ Indulging in Vices (Stress).

FATIGUE (RATING)

Muscle Exhaustion & Burning Lungs. This Condition only takes up **Enc** slots, but cannot be removed if the source is an active **Lingering Quarrel**.

Remove by:

- ❖ A good night's rest.

ENTANGLE / HELPLESS / STUN (RATING)

Grapples, Nets, Knock Outs & Discombulation. This Condition prevents Actions and/or Movement. Passively **reduce** by **one** each **round**.

Prevents:

- ❖ Movement (Entangle).
- ❖ Actions, Movement & Opponents can inflict **any Injury** of their choice while in melee (Helpless).
- ❖ Actions (Stun).

Remove by:

- ❖ Slipping or breaking out (Entangle).
- ❖ Receiving Damage (Helpless).
- ❖ Smelling salts (Stun).

PRONE

Pinned in Armor & Slipping in Mud. This Condition inflicts a **-20% Check Modifier** to you and a **+20% Check Modifier** to your opponents.

Remove by:

- ❖ Spending an action to stand up.

TRAUMA (RATING) (LOCATION)

Broken Bones & Torn Muscles. This Condition inflicts a (**Rating**) \times 20% **penalty** on all Checks involving (**Location**).

Remove by:

- ❖ Resting one month per Rating.



INJURIES: HEAD

1. Injury location: using the **Units** die of your attack or roll **d10**.
2. Injury Severity†: Equals **Net Damage**: (**Weapon Dmg + Net Hits**) - (**AV+RB**).
3. Medical Aid*: Quarrel vs 1/2 Severity in Hits | **Surgery‡**: Quarrel vs Severity in Hits or **Advanced Surgery**.

†	LOCATION: 1, NOSE	†	LOCATION: 2, JAW	†	LOCATION: 3 ^L -4 ^R , EAR
1+	Swollen Nose, <u>Pain</u> 1	1+	Swollen Cheek, <u>Pain</u> 1	1+	Tenderized Ear, <u>Deaf</u> 2
2+	Nose Slash, <u>Bleed</u> 1	2+	Missing Teeth, <u>Pain</u> 2 dro Lost	2+	Ear Infection, <u>Pain</u> 1
3+	Lose Smell, <u>Trauma</u> 2	3+	Gushing Mouth, <u>Bleed</u> 1	3+	Cauliflower Ear, <u>Deaf</u> 3
4+	Nostril Ripped, <u>Pain</u> 2	4+	Hard Hit, Fall <u>Prone</u>	4+	Discombobulated, <u>Stun</u> 1
5+	Bridge Gash, <u>Bleed</u> 2	5+	Dislocated Jaw, <u>Pain</u> 2	5+	Tinnitus, <u>Deaf</u> 2‡
6+	Bent & Broken, <u>Pain</u> 2‡	6+	Tongue Cut, <u>Speechless</u> *	6+	Half-Severed, <u>Bleed</u> 2
7+	Split Down Middle, <u>Bleed</u> 3	7+	Broken Jaw, <u>Trauma</u> 3‡	7+	Ear Drum Burst, <u>Stun</u> 2
8+	Mangled, Lost Nose <u>Pain</u> 2‡	8+	Out Cold, <u>Helpless</u> 3	8+	Ripped Off, Lost Ear <u>Bleed</u> 2
9+	Removed, Lost Nose <u>Bleed</u> 3	9+	Detached, Lost Jaw ‡ <u>Bleed</u> 3	9+	Hearing Loss, <u>Deaf</u> 4‡
10+	Driven into Brain, Dead	10+	Straight to Brain Stem, Dead	10+	...And Out the Other, Dead
†	LOCATION: 5 ^L -6 ^R , EYE	†	LOCATION: 7-8, NECK	†	LOCATION: 9-10, SKULL
1+	Black Eye, <u>Blind</u> 1	1+	Bruised Neck, <u>Pain</u> 1	1+	Vision Blurred, <u>Blind</u> 1
2+	Sliced Brow, <u>Bleed</u> 1	2+	Nicked Throat, <u>Bleed</u> 2	2+	Shocked, <u>Stun</u> 1
3+	Double-Vision, <u>Blind</u> 2	3+	Whiplash, <u>Pain</u> 2	3+	Brain Bruised, <u>Pain</u> 2
4+	Cut Orbit, <u>Bleed</u> 2	4+	Gashed Neck, <u>Bleed</u> 3	4+	Amnesia, <u>Stun</u> 2 Forget d6 min
5+	Swollen Shut, <u>Blind</u> 3	5+	Gasping, <u>Stun</u> 1	5+	Black Out, <u>Helpless</u> 1
6+	Lid Removed, <u>Pain</u> 2*	6+	Open Wound, <u>Bleed</u> 4	6+	Concussion, <u>Stun</u> 3
7+	Severe Injury, <u>Blind</u> 4	7+	Larynx Shut, <u>Speechless</u> ‡	7+	Out Cold, <u>Helpless</u> 2
8+	Popped Out, Lost Eye ‡	8+	Trachea Injury, <u>Suffocate</u> *	8+	Brain Damage, <u>Pain</u> 5‡
9+	Destroyed, Lost Eye <u>Bleed</u> 4	9+	Broken Neck, <u>Helpless</u> 5‡	9+	Skull Fracture, <u>Helpless</u> 5‡
10+	Run Through, Brain Dead	10+	Head Torn Off, Dead	10+	Brain Destroyed, Dead

† Injury Severity | *Requires Medical Aid to Remove | ‡ Requires **Surgery** to Remove

BLINDNESS/DEAFNESS

Full Blindness/Deafness inflicts Blind/Deaf (4) respectively.

MULTIPLE HEADS

If a creature has more than one head, each head must be killed to end the creature.

INJURIES: TORSO

- Injury location:** using the **Units** die of your attack or roll **d10**.
- Injury Severity†:** Equals **Net Damage**: (**Weapon Dmg + Net Hits**) - (**AV+RB**).
- Medical Aid***: Quarrel vs 1/2 Severity in Hits | **Surgery‡**: Quarrel vs Severity in Hits or **Advanced Surgery**.

†	LOCATION: 1 ^L -2 ^R , SHOULDER	†	LOCATION: 3-4, PELVIS	†	LOCATION: 5-6, RIB CAGE
1+	Tenderized, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1	1+	Throbbing Hit, <u>Pain</u> 1
2+	Beaten, Disarm	2+	Checked, Fall <u>Prone</u>	2+	Organ Press, Fall <u>Prone</u>
3+	Chipped, <u>Pain</u> 2	3+	Chipped, <u>Trauma</u> 1	3+	Fractured Rib, <u>Trauma</u> 1
4+	Torn Rotator Cuff, <u>Trauma</u> 1	4+	Nerve Struck, <u>Stun</u> 1	4+	Nerve Struck, <u>Stun</u> 1
5+	Nerve Damage, Disarm <u>Pain</u> 3	5+	Hairline Fracture, <u>Trauma</u> 2	5+	Few Broken Ribs, <u>Trauma</u> 2
6+	Dislocated, <u>Lost Arm</u> *	6+	Smashed Groin, <u>Stun</u> 2	6+	Vessel Rip, <u>Bleed</u> 2
7+	Fractured, <u>Trauma</u> 2	7+	Major Break, <u>Trauma</u> 3	7+	Many Broken Ribs, <u>Trauma</u> 3
8+	Shattered, <u>Lost Arm</u> ‡	8+	Torn Artery, <u>Bleed</u> 3	8+	Bone Shrapnel, <u>Bleed</u> 4
9+	Torn Off, <u>Lost Arm</u> <u>Bleed</u> 5	9+	Shattered, <u>Lost Legs</u> ‡ <u>Pain</u> 5	9+	Severed Spine, <u>Helpless</u> 5‡
10+	Deflect into Neck, Dead	10+	Cut Abdominal Aorta, Dead	10+	Chopped in Half, Dead
†	LOCATION: 7-8, GUTS	†	LOCATION: 9, LIVER/KIDNEY	†	LOCATION: 10, HEART/LUNG
1+	Bruised, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1	1+	Knocked out Wind, <u>Stun</u> 1
2+	Checked, Fall <u>Prone</u>	2+	Shocked, Fall <u>Prone</u>	2+	Heart Bounce, Fall <u>Prone</u>
3+	Internal Bleed, <u>Bleed</u> 1	3+	Nick, <u>Bleed</u> 1	3+	Interrupt Breathing, <u>Stun</u> 2
4+	Vomiting, <u>Stun</u> 1	4+	Spasmed, <u>Stun</u> 1	4+	Bruised Heart, <u>Trauma</u> 1
5+	Punctured Gut, <u>Bleed</u> 2	5+	Profuse Bleeding, <u>Bleed</u> 2	5+	Paralyzed Diaphragm, <u>Stun</u> 3
6+	Ripped Abs, <u>Pain</u> 2* <u>Bleed</u> 2	6+	Organ Leak, <u>Poison</u> 2	6+	Heart Damage, <u>Trauma</u> 2
7+	Lining Damage, <u>Pain</u> 3	7+	Rupture, <u>Bleed</u> 3	7+	Bleeding Lung, <u>Bleed</u> 5
8+	Exposed Intestine, <u>Bleed</u> 4	8+	Toxic Shock, <u>Poison</u> 4	8+	Punctured Lung, <u>Suffocate</u> *
9+	Fecal Seep, <u>Poison</u> 5	9+	Extraction, <u>Bleed</u> 5	9+	Nicked Heart, <u>Bleed</u> 7
10+	Disemboweled, Dead	10+	Lacerated Vena Cava, Dead	10+	Heart Ripped Out, Dead

† Injury Severity | *Requires Medical Aid to Remove | ‡ Requires Surgery to Remove



INJURIES: ARMS & LEGS

- Injury location:** using the **Units** die of your attack or roll **d10**.
- Injury Severity†:** Equals **Net Damage**: (**Weapon Dmg + Net Hits**) - (**AV+RB**).
- Medical Aid***: Quarrel vs 1/2 Severity in Hits | **Surgery‡**: Quarrel vs Severity in Hits or **Advanced Surgery**.

†	LOCATION: 1-3, HAND	†	LOCATION: 4-7, FOREARM	†	LOCATION: 8-10, UPPER ARM
1+	Bruised, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1
2+	Bashed, Disarmed	2+	Battered, Disarmed	2+	Beaten, Disarmed
3+	Twisted Wrist, <u>Trauma</u> 1	3+	Extended Elbow, <u>Trauma</u> 1	3+	Tendon Sprain, <u>Trauma</u> 1
4+	Nerve Struck, <u>Pain</u> 2	4+	Nerve Struck, <u>Pain</u> 2	4+	Nerve Struck, <u>Pain</u> 2
5+	Hairline Fracture, <u>Trauma</u> 2	5+	Hairline Fracture, <u>Trauma</u> 2	5+	Hairline Fracture, <u>Trauma</u> 2
6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 1	6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 2	6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 2
7+	Broken Carpal, <u>Trauma</u> 3	7+	Broken Ulna, <u>Trauma</u> 3	7+	Broken Humerus, <u>Trauma</u> 3
8+	Cut, d4 Lost Fingers <u>Bleed</u> 1	8+	Torn Artery, <u>Bleed</u> 3	8+	Ripped Artery, <u>Bleed</u> 4
9+	Mangled, Lost Hand‡ <u>Bleed</u> 2	9+	Rent, Lost Forearm‡ <u>Bleed</u> 3	9+	Maimed, Lost Arm‡ <u>Bleed</u> 4
10+	Severed, Lost Hand <u>Bleed</u> 3	10+	Split, Lost Forearm <u>Bleed</u> 4	10+	Severed, Lost Arm <u>Bleed</u> 5
†	LOCATION: 1-3, FOOT	†	LOCATION: 4-7, SHIN	†	LOCATION: 8-10, THIGH
1+	Bruised, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1	1+	Bruised, <u>Pain</u> 1
2+	Bashed, Fall <u>Prone</u>	2+	Battered, Fall <u>Prone</u>	2+	Beaten, Fall <u>Prone</u>
3+	Twisted Ankle, <u>Trauma</u> 1	3+	Extended Knee, <u>Trauma</u> 1	3+	Tendon Sprain, <u>Trauma</u> 1
4+	Nerve Struck, <u>Pain</u> 2	4+	Nerve Struck, <u>Pain</u> 2	4+	Nerve Struck, <u>Pain</u> 2
5+	Hairline Fracture, <u>Trauma</u> 2	5+	Hairline Fracture, <u>Trauma</u> 2	5+	Hairline Fracture, <u>Trauma</u> 2
6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 1	6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 2	6+	Transfixed, <u>Pain</u> 1 <u>Bleed</u> 2
7+	Broken Tarsal, <u>Trauma</u> 3	7+	Broken Tibia, <u>Trauma</u> 3	7+	Broken Femur, <u>Trauma</u> 3
8+	Hacked, d4 Lost Toes <u>Bleed</u> 1	8+	Torn Artery, <u>Bleed</u> 3	8+	Ripped Artery, <u>Bleed</u> 4
9+	Mangled, Lost Foot‡ <u>Bleed</u> 2	9+	Mutilated, Lost Shin‡ <u>Bleed</u> 3	9+	Maimed, Lost Leg‡ <u>Bleed</u> 4
10+	Severed, Lost Foot <u>Bleed</u> 3	10+	Severed, Lost Shin <u>Bleed</u> 4	10+	Severed, Lost Leg <u>Bleed</u> 5

† Injury Severity | ‡ Requires Surgery to Remove



ALTERNATE LIMBS

Non-living: Do not suffer Bleed or Pain.
Wings, Tails, Tentacles, etc: Use Thigh if it moves you, otherwise use Upper Arm.

Combat Advice

Here's some general advice for combat & thoughts.

Quarrel Outside the Box: You can use **Quarrels** for just about anything if it makes sense. Want to **Grapple**? Great, what do you want it to do? Stop an opponent from moving, pin them prone, or stop them from using a weapon? You just need to agree to terms and there you go!

Consistent Quarrels: Do you want to have something set in stone? Write down the terms of the **Quarrel**, have the group agree to it and everyone knows what they're in for when it's used.

No Hit Points?

Yes, the main point of not having hit points is to keep every attack thematic and meaningful. Ideally I didn't want the game time being spent waiting for something to happen, while keeping things crunchy.

How To Not Die

When things are looking bad, you probably still have a few options.

Hit Locations: The only two **Hit Locations** that can instantly kill you are the Head & Torso. It is in your best interest to take hits to your Arms & Legs. The worst case scenario is lose a limb (every Lineage a **Talent** to get these back) or your opponent moves it to your Torso or Head for a **-2** or **-4 Hit Penalty!**

Battle Wear: Armor will save your life, if an injury is that bad consider taking that armor damage, for every one damage you take give you a **d6** extra **Soak** for this attack!

Giving Ground: Giving ground grants you **+2 Hits** to your **Light-Foot Checks** for dodging attacks, that's a big swing in your favor! Just be careful falling prone can be a death sentence.

Instant Access Concoctions: This is important for a couple reasons. First, **Conditions** can only kill you at the end of your round. Second, the Concoctions **Scar Serum** & **Venom's Bane** are common, anyone can buy them & they remove all **Bleed** & **Poison** Conditions. Just be prepared for the **Toxicity**.

Toxicity

Distilling the *Wicked Winds* into a Concoction is a toxic process. After drinking a Concoction, make an **Imbibe Quarrel** vs the Concoction's **Toxicity** in **Hits**.

Toxicity Quarrels

- ❖ **Victory:** Concoction is successfully imbibed.
- ❖ **Victory at a Cost:** Concoction is imbibed, but you suffer **one Corruption**.
- ❖ **Failure:** Concoction is rejected, you suffer **one Corruption** and vomit it out.

Advanced Hit Points

If you would like combat to be closer to standard TTRPGs you can try the **Grit** system:

Grit: As long as you have ≥ 1 Grit, you suffer **no Injuries**.

When an attack would drop you below 0 Grit, reduce the Injury severity by the Grit you still had, then set Grit to 0 .

Example: You have 4 Grit and take 6 net damage to the right arm → Grit falls to 0 and you suffer a **Severity 2** arm injury ($6 - 4 = 2$).

How Much Grit?

- ❖ **Descendants:** higher of **Tier $\times 2$** or **LB $\times 2$** .
- ❖ **Monsters:** equal to their **HD**.

How to Recover Grit?

- ❖ Full night's rest ⇒ restore all Grit.
- ❖ If any effect would heal **Aflame**, **Bleed**, or **Poison** condition & you aren't suffering from that Condition ⇒ regain twice the amount removed.

MAGICK



MAGICK

When you want to cast a spell, you must draw the raw *Wicked Winds* to your body and channel with your movements. Using an action to **Cast**, roll up to your **Magick** in **d10**. If the result is equal to or greater than the spell's **Casting Hits**, your spell is cast successfully. If the result is less than the spell's **CH**, you may continue to make **Casting Checks** in an **Extended Check** (adding the sum of multiple **Casting Checks** together) until the spell is cast.

CHANNELING

You may spend an action to **Channel**, reducing any **Miscast** by a single step.

CURSE OF THE WICKED WINDS

You suffer or escalate your **Magick Miscast** by one step, for each **Double** or **eight** rolled. This accumulates until you have cast your spell or ended it prematurely.

1. Petty Miscast
2. Great Miscast
3. Cataclysmic Miscast, adding +5 to the roll on the table for each additional step

THE APPRENTICE'S FOLLY

If all of your dice roll a **one**, your spell automatically fails, and worse still, you suffer or escalate your **Magick Miscast** by **three** steps.

A SLOW DEATH

If you decide that you do not want to roll your **Miscast**, then you may gain **Corruption** equal to **double** the steps of your **Miscast**, instead.

SPELLCASTING MODIFIERS

Effects that would hamper movement (i.e., **Entangled**), or when wearing mundane armor, cause you to roll **one less d10** per Condition and/or per **AV** of the most armored location (excluding natural or magick armor), for each Casting Check.

SPONTANEOUS MAGICK

The *Wicked Winds* are a dangerous and malleable force. To create a Spontaneous Spell, make a single **Casting Check** then consult your Spontaneous Magick chart for examples of the outcome. For the potency of your effect see the following guidelines:

- ❖ **Lesser:** An effect that manifests on a small scale or impacts a single target, for example, creating a gentle breeze or summoning a small wild animal like a bird.
- ❖ **Greater:** An effect that has a substantial impact, often affecting multiple targets or larger areas, for example, summoning a thunderstorm or transforming into a wild animal like a bear.
- ❖ **Ultimate:** An effect that transcends ordinary limitations, often affecting reality itself or achieving godlike feats, for example, altering the destiny of others, creating new worlds, or even summoning the embodiment of a god.

Use your *Wicked Wind*'s Favored Ability Score's Bonus to determine the potency of its effects.

-GENERAL GUIDELINES-

Effect	Lesser	Greater	Ultimate
Area(r)	Equal to your AB* ft	Double your AB* ft	Five times your AB* ft
Bonus/ Penalty	+/- One Hit	+/- Two Hits	+/- Three Hits
+/- Condition	Quarter your AB*	Half your AB*	Equal to your AB*
Duration	Instant	d6 Rounds	d6 Hours
Damage	(AB*-4) in d6 dmg	(AB*-2) in d6 dmg	(AB*) in d6 dmg
Range	Short (30ft)	Med (60ft)	Long (90ft)
Hits for Quarrels	Half your AB*	Equal to your AB*	Double your AB*
Multiple Targets	Half your AB*	Equal to your AB*	Double your AB*
Hit Dice	Half your AB*	Equal to your AB*	Your AB* plus two

AB*: Favored Ability Score's Bonus.

MAGICK MISCASTS

When you roll a Micast that includes **Domain** in its description, replace it with one of your Wind's Domains.

Example: a Magick Eruption would erupt with shards of metal for The Gold Wind, or Anguish would rack you with brutal pinpoints of light for The White Wind.

dro	-PETTY MISCAST-	dro	-GREAT MISCAST-
o1	Foul Magick, for your next Spell, take 2d6 damage to an arm & gain +1 Magick	o1	Corrupt Magick, for your next Spell, take 4d6 damage to an arm & gain +2 Magick
o2	Carried Aloft, The spell is delayed d6 rounds.	o2	Anguish, you are racked by Domain, suffer 2 Pain.
o3	Toppled, you buckled under Domain, Fall <u>Prone</u>	o3	Shatter, break anything you're holding.
o4	Jolted, you drop anything you're holding.	o4	Horrors, your mind is filled with Domain gain 1 Stress.
o5	Switched, the Winds control your Spell and use it unexpectedly (i.e., target someone else).	o5	Reversed, the Winds control your Spell and use it least beneficially (i.e., benefits an enemy).
o6	Discharge, a Domain surge jets from you, all within short range (30ft) behold you but are unharmed.	o6	Seized, a mischievous Demon controls you for a round and will be actively disruptive without the intent to kill.
o7	Release, you suffer a fierce release of Domain, suffer a Condition (Whatever's Appropriate).	o7	Vent, you suffer a violent venting of Domain, suffer d6 Conditions (Whatever's Appropriate).
o8	Bewitched, a playful Demon controls you for a round and will act childishly.	o8	The Dark Gods Intercept, d6 5 Hit Dice Demons are summoned
o9	Disjoint, lose 1 Magick until you cultivate for 10 min.	o9	Cut Off, lose 2 Magick until you cultivate for one day.
oo	It's Worse, roll Great Micast	oo	It's Even Worse, roll Cataclysmic Micast
dro	-CATACLYSMIC MISCAST-		
o1	Wicked Magick, for your next Spell, take 6d6 damage to an arm & gain +3 Magick		
o2	Overwhelming Torment, you are flooded with unholy visions of Domain, suffer d6 Helpless Conditions.		
o3	Warped, an influx of Domain invades your body, suffer d6 Conditions (Whatever's Appropriate).		
o4	Possessed, a malicious Demon controls you for a round and will cause maximum destruction at any cost.		
o5	Severed, lose 3 Magick until you cultivate for 1 month.		
o6	Dismembered, a Limb is violently torn off by Domain. Roll d6 1-3: Arm, 4-6: Leg; even= left, odd= right.		
o7	Explosive Expulsion, roll Great Micast all within short range (30ft), yourself included, suffer from it, or take 5d6 damage to the head if no one is within short range (30ft).		
o8	Magick Eruption, your body erupts with a Domain for d6 rounds, and you suffer Stun for that time. During this time, all within short range (30ft) suffer 2d6 damage or d6 Condition from this Domain each round.		
o9	Wicked Tempest, A Domain storm is summoned, causing destruction and hysteria for d6 hours in the local area.		
oo	The Dark Gods Answer, and a Gigantic Sized 15 Hit Dice Demon is summoned.		

WIND-SCARRED

The *Wicked Winds* leave a scar on their practitioners. Gain one **Wind-Scar** for every **two Spells** you learn. Each **Wind-Scar** is based on a **Domain** of the Wind. To determine which **Domain**, see the **Primary Scars** result, this will be either the first **Domain** (i.e. Weather for the Blue Wind) or the second **Domain** (i.e. Fate for the Blue Wind).

Wind-Scars are not listed with stats; they grant **whatever benefit makes sense**, which could be a **+1 Hit** to a type of Check, **d6** as your Hits for special abilities, weapons, armor, flight, or anything else you can think of. However the *Wicked Winds* takes a toll on its users, suffering **-5 to an Ability Score** each time you are scarred, **see your Wind**.

-WIND-SCARS TABLE-

dro	PRIMARY SCARS*	dro	THOUGHT	dro	EMOTION
1	1st Domain + Anatomy	1	Memories	1	Wrath
2	1st Domain + Function	2	Reasoning	2	Dread
3	1st Domain + Attribute	3	Perception	3	Obsession
4	1st Domain + Thought	4	Intuition	4	Greed
5	1st Domain + Emotion	5	Imagination	5	Melancholy
6	2nd Domain + Anatomy	6	Conviction	6	Lust
7	2nd Domain + Function	7	Mindset	7	Euphoria
8	2nd Domain + Attribute	8	Dreams	8	Craving
9	2nd Domain + Thought	9	Knowledge	9	Rage
10	2nd Domain + Emotion	10	Wisdom	10	Despair
dro	ANATOMY	dro	FUNCTION	dro	ATTRIBUTE
1	Arm	1	Armor	1	Amorphous
2	Blood	2	Cloak	2	Barbed
3	Head	3	Shroud	3	Blinding
4	Leg	4	Growth	4	Corrupting
5	Organ	5	Movement	5	Detachable
6	Skin	6	Seep	6	Gaseous
7	Tail	7	Projection	7	Massive
8	Tentacle	8	Resistance	8	Metallic
9	Torso	9	Strike	9	Regenerating
10	Wings	10	Weapon	10	Vampiric

*Roll First, then roll **bolded** tables.

WIND-SCAR EXAMPLES

Weather Blood: Your blood becomes like a hurricane, in the heat of battle, enhancing your speed. Gain +10 Speed in combat.

Beasts Weapon: Your hands morph into beast-like claws, sharp and deadly. You Unarmed weapons deal MB+4 dmg and Rend 1.

Metal Amorphism: Your body shifts and flows like semi-liquid metal, allowing you to reshape yourself into various forms. You gain +1 Hits for any Check to grapple or contort and can squeeze through holes as if you were one size smaller.

Nature Conviction: Your will is as unyielding as the oldest tree, and as fierce as a storm. Gain +1 Hit to any Check to resist influence or manipulation.

Shadow Aggression: Your anger manifests as a dark, shadowy aura that intimidates your enemies. Gain +1 Hit to any Check involving intimidation or Charges.

Time Arm: Your arm ages and de-ages at will, allowing you to perform delicate tasks with the precision of your youth. Gain +1 Hit to Checks involving fine dexterity.

Passion Cloud: You can exhale a cloud of mist that embodies your fervor, inspiring those within it. Pick a single word emotion, you grant all within short range (30ft) gain +1 Hit to Check based on this emotion.

Purification Blade: You can summon a blade of pure light that can cut through corruption and darkness. This deals 1B+4 dmg and removes one Corruption from your target, which also inflicts d6 Aflame Conditions if it does.

Corrupted-Fate Dreams: Your dreams are filled with visions of numerous twisted futures, inflicting you with existential nightmares. You may Reroll a single Check each session but you suffer one Stress.

Concentrated-Innovation **Euphoria:** Your innovative spirit, allowing you to craft with a joyous fervor. Gain +1 Hit to Trade Checks. Also, once per session, you can create a one Enc item that costs less than 50s with an action, as your joy inspires you to new heights of creativity.

Concentrated-Fire Wings: You sprout wings of pure flame. These wings grant you a flying speed of 30ft. In addition, you can envelop yourself in these wings to deal two Aflame Conditions to all engaged creatures. However, you suffer one Stress each time.

Corrupted-Beasts Movement: Your movements become eerily silent and unnaturally swift, like a predator stalking its prey. Gain +10 Speed and +1 Hit to Skulk Checks. However, your beast-like movements unsettle others, causing you to suffer -1 Hit to any Check involving social interaction.



SPELL WRITING

You must control *Wicked Wind* to write a Spell. The writing process follows:

Step 1. Spell Surges

- 1 **Twisted:** Spell inflicts one Corruption as wicked energies invade the caster.
- 2 **Volatile:** Caster violently thrown d6x5ft backward by explosive magick backlash.
- 3 **Incomplete:** Spell is unfinished, requiring 20s worth of arcane materials per casting.
- 4 **Cursed:** Spell is hexed; always add +1 step to Magick Mischief results rolled.
- 5 **Intricate:** Spell is complex, always requiring two full rounds per Casting Check.
- 6 **Draining:** Casting drains life energy, inflicting one Fatigue to the caster.
- 7 **Slippery:** Spell rapidly fades; caster has only d6 rounds to finish casting successfully.
- 8 **Demanding:** Immediately fails if you become distracted during casting.
- 9 **Fickle:** When determining random effects, roll twice and always use the lower result.
- 10 **Maddening:** Spell whispers chaotic truths, inflicting one Stress to the caster.

Step 2. Select Effects

Use the Spell Tier Examples Table to guide your Spell design:

- ❖ **Effect Tiers:** You may select effects at or below your own Tier.
- ❖ **Custom Effects:** Create unique effects inspired by the examples provided.
- ❖ **Wicked Winds:** You may combine effects from different Wicked Winds you control.
- ❖ **General Effects:** Utilize the General Spell Effects table to add Duration, Range, Area, or additional Targets. These will increase Casting Hits and Ingredients Cost.

Step 3. Write Spell

- ❖ Spend **one week per total Tier** of all selected effects to create your Nascent Spell.
- ❖ This spell starts with **Surges** equal to its total Tier.

Temper your Spell through careful study:

1. **+0% Research Check** (reduce Surges by 1 per Hit)
2. **+0% Trade Check** (reduce Surges by 1 per Hit)

After tempering the Spell, roll for remaining Surges on the Spell Surges Table (Minimum Surges: 0).

-GENERAL SPELL EFFECTS-

CH	Ingredient Cost	Duration	Range	Area(r)	Targets
+0	No Cost	Instant	Short (30ft)	0 ft	One
+5	+50 Silver	d6 rounds	Medium (60ft)	(AB*) ft	(AB*-4)
+10	+100 Silver	d6 min.	Long (90ft)	(AB* x 2) ft	(AB*)
+15	+250 Silver	d6 x 10 min.	Extreme (120ft)	(AB* x 5) ft	(AB* + 2)
+20	+500 Silver	d6 hours	Artillery (1/2 mile)	(AB* x 10) ft	(AB* + 4)
+25	+1,000 Silver	d6 days	Siege (1 mile)	(AB* x 20) ft	(AB* x 8)

AB*: *Wicked Wind's* Favored Ability Score's Bonus.

SPELL TIER EXAMPLES

<i>Wicked Wind</i>	Examples: Tier 1	Examples: Tier 3	Examples: Tier 5	Examples: Tier 8
Blue Wind	Wind Whistle: Create a deafening noise inflict (QB - 4) Deaf.	Lift-off: Jump to a distant location using a blast of wind.	Wind Wall: A wall that catches all mundane ranged attacks	Wind Blade: Create a wind blade that inflicts (QB + 2) in d6 dmg.
Brown Wind	Beast Call: Summon a small (MB - 4) HD animal to your side	Wild Tongue: Gain +2 Hits to speak and command animals.	Pig Curse: Quarrel using (MB + 2) Hits or your target becomes a 1 HD pig	Beast Form: Transform into a beast of your choice up to (MB + 4) HD.
Gold Wind	Shiny Bait: Create a small, shiny object that distracts enemies, inflicting a -1 Hit penalty to their checks	Steel Shield: Create a shield of reflective metal shards that provides +2 Hits to Defensive Checks	Metal Storm: Rain down a barrage of sharp metal shards on enemies, inflicting (FB) in d6 dmg	Iron Touch: Turn an object to iron, Quarrel using (FB + 4) Hits or a living target transforms to iron
Green Wind	Cleaning: Rotten or Poison food becomes harmless and tastes fresh	Nature Walk: Merge with nature, animals must Quarrel vs (RB) Hits to fight you	Bramble Burst: Wrap your enemies in vines and brambles, inflict (RB) Entangle	Nature's Gift: Grow a potent and beneficial plant, healing (RB + 2) Bleed, Poison or Pain
Gray Wind	Mist Hand: Can lift 1 Enc & open windows from a distance	False Wall: Create a perfect illusionary soft wall, door or ceiling	Spider Legs: You grow shadow limbs can climb walls & ceilings	Beguile: Quarrel using (AB + 4) Hits or take over a target's mind
Purple Wind	Death Touch: Your hand is deadly, inflict (WB - 4) in d6 dmg	Skip: Quarrel using (WB) Hits or stop a target in time for a rnd	Terrify: Quarrel using (WB + 2) Hits or force all who see you to rout	Dust: Living targets Quarrel vs (WB + 4) Hits or age to dust
Red Wind	Enrage: Fuel a target's anger, which provides a +1 Hit to Attacks	Immolate: Envelope your target in flames, inflict (PB - 2) Alfame	Fire-ball: Launch a ball of flames and inflict (PB) in d6 dmg	Inferno: Create a wall of fire, which inflicts (PB + 2) Alfame
White Wind	Whitelight: soft light that cannot be doused & inflicts (IB - 4) Blind when thrown into eyes	Bane: Violently assault an undead or demon with light, inflict (IB - 2) in d6 dmg	Lumen Shield: Create a shield that provides +3 Hits to Defensive Checks	Banish: Quarrel using (IB* x 2) Hits or target demon or undead is turned to ash
Foul Winds	Blood Fountain: Blood erupts from your target's glands, inflict (HB - 4*) Bleed	Undeath: Reanimate a corpse as a (HB* - 2) HD undead, that will follow your orders	Mutation: Quarrel using (HB* + 2) Hits or your target permanently Mutates	Gravity: Quarrel using (HB* x 2) Hits to violently move or rip a target in half
First Winds	Perfect Clarity: Your mind and body sharpen, gain +1 to all Checks	Solid Shadows: You create an illusion then make it real as a (HB* - 2) HD Creature	True Death: Quarrel using (HB* + 2) or kill your target by extracting their soul	Green Perfection: You rebuild and revive a corpse but they suffer a permanent Madness
General Effect Strength				
Quarrel Hits	Use (AB*-4) Hits	Use (AB*) Hits	Use (AB* + 2) Hits	Use (AB* + 4) Hits
Conditions	(AB*-4) Conditions	(AB* - 2) Conditions	(AB*) Conditions	(AB* + 2) Conditions
Damage	(AB*-4) in d6 dmg	(AB* - 2) in d6 dmg	(AB*) in d6 dmg	(AB* + 2) in d6 dmg

HB*: Highest Ability Bonus | AB*: *Wicked Wind's* Favored Ability Score's Bonus.

NOR'EASTER, THE BLUE WIND

Domains: Weather & Fate

Favored Score: Quickness

Wind-Scars: -5 Muscle

-SPELLS OF THE BLUE WIND-

Commonly used spells for Theurgists of the Nor'easter.

DRAMATIC INTERVENTION

CH: 40

You unleash the Blue Wind's power to intervene on your behalf. If you die within $d6 \times 10$ min, make a +20% Luck Check and you succeed, death becomes merely a temporary setback as you miraculously survive and reset your Luck to zero.

LOATHSOME SQUALL

CH: 30

You unleash the Blue Wind's fury, summoning a storm that wreaks havoc in a ($QB + 4$) ft area(r) within short range (30ft). Quarrel using (QB) Hits to send objects flying and launch people violently ($QB \times 5$) ft away.

THE DOOM CURSE

CH: 25

You curse your target's fate with the Blue Wind's power, a target within short range (30ft) automatically fails a Check of your choice with -2 Hits within $d6$ min.

THUNDERSTRIKE

CH: 35

You unleash the Blue Wind's wrath, calling forth lightning to strike ($QB - 4$) targets in medium range (60ft) with (QB) in $d6$ dmg.

TEMPEST'S TOUCH

CH: 25

You imbue your weapon with the power of the Blue Wind, granting it the power to ignore AV for $d6$ min.

SKY-WATCHER

CH: 25

You call upon the Blue Wind to guide a bird as your eyes in the sky. For $d6$ min, you can see through the bird's eyes, turning it sky blue.



-SPONTANEOUS MAGICK EXAMPLES-

CH Examples

+0 The wind gusts lightly around you, letting you sense shifts in direction and speed.

+5 Manipulate the weather, creating small changes such as a breeze or cooling the air.

+10 Summon a small storm or gust of wind strong enough to rattle windows or scatter objects.

+15 Influence the fate of someone nearby, tilting their fortune for good or ill in minor ways.

+20 Create powerful localized winds capable of knocking people down or hurling objects.

+25 Summon a vortex that affects a medium-sized area, damaging structures and displacing enemies.

+30 Command the weather in a large area, creating storms, heavy rain, or lightning strikes at will.

+35 Bend fate to alter significant events, such as ensuring a critical success or failure.

+40 Summon a massive storm system that can devastate a region or battlefield.

+45 Shape reality by manipulating wind and fate together, such as reversing a tornado's path or ensuring an army's collapse due to bad luck.

+50 Command the winds across a continent, bending storms, altering destinies, or even lifting entire cities into the air.

HOWLER, THE BROWN WIND

Domains: Beasts & Savagery

Favored Score: Muscle

Wind-Scars: -5 Intelligence

-SPELLS OF THE BROWN WIND-

Commonly used spells for Myndar of the Howler.

FEAST FOR CROWS

CH: 30

The Brown Wind calls a flock of crows. Command a Large Mob of (MB - 4) HD, Tiny Sized crows for d6 rounds.

FERAL JAVELIN

CH: 35

The Brown Wind summons a vicious spear. You launch it with great force into a target within medium range (60ft) inflicting (MB) in d6 dmg & (MB - 4) in Bleed.

KING OF SAVAGERY

CH: 15

The Brown Wind controls the wild. Target a beast within short range (30ft) & Quarrel using (MB - 2) Hits to issue it a command that it will suicidally follow.

SHED SKIN

CH: 30

The Brown Wind unleashes the inner beast. Shedding your flesh and bursting through your clothes, you become a (MB) HD, Large Sized beast for d6 min.

PREDATOR'S ROAR

CH: 15

With the Brown Wind, you unleash a roar that intimidates your enemies. All targets within a (MB) ft area(r) must Quarrel against (MB - 4) Hits or become routed.

BEASTIAL HIDE

CH: 25

The Brown Wind hardens your skin like a beast's hide bursting through your clothes. You gain (MB) points of AV for d6 min, this destroys anything you're wearing and you cannot wear armor over this hide.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	The wind whispers faintly through the trees, allowing you to sense nearby animals.
+5	Summon a single small wild animal, such as a mouse, sparrow, or squirrel, to assist you.
+10	Communicate with and understand the thoughts of nearby animals, establishing a connection with their instincts.
+15	Summon and briefly control a small pack of wild animals, such as rats or a flock of crows.
+20	Transform into a common wild animal, such as a bear, wolf, or eagle.
+25	Summon and command a large group of animals, such as a herd of deer, swarm of insects, or pack of wolves.
+30	Dominate a wide area, controlling all natural beasts within it, bending them to your will.
+35	Transform into a mythical or legendary beast, such as a griffin, chimera, or dire wolf.
+40	Summon and control an entire ecosystem of wild creatures, causing nature itself to rise up in your defense or to destroy your enemies.
+45	Awaken and command all wild creatures within a large region, bending them to your will.
+50	Command all of the wilds and its creatures, creating new forms of life or molding beasts to suit your vision of nature's primal power.

SOU'WESTER, THE GOLD WIND

Domains: Metal & Innovation

Favored Score: Finesse

Wind-Scars: -5 Quickness

-SPELLS OF THE GOLD WIND-

Commonly used spells for Artifex of the Sou'wester.

FLESH TO IRON

CH: 30

The Gold Wind transmutes a creature into metal. Target a living creature within medium range (60ft) & make a Quarrel using (FB + 2) Hits, or they turn into solid iron.

GOLDEN TOUCH

CH: 35

The Gold Wind reforges an item to your specifications. You remold an item in your hands with (FB) points worth of additional Weapon or Armor Qualities for d6 min.

KNIGHT'S DEMISE

CH: 35

The Gold Wind rusts away arms & armor. Target a (FB) ft area(r) within short range (30ft) and inflict (FB) dmg to all metal weapons & armor in the area.

POLISH THE MIND

CH: 30

The Gold Wind changes dull thoughts into innovation. A target within short range (30ft) may Reverse a Check related to creativity within d6 days.

METAL MELD

CH: 25

The Gold Wind fuses metal objects together. You can combine any two metal objects into a new form, retaining the properties of both for d6 hours.

GILDED CAGE

CH: 30

The Gold Wind forms a cage of impenetrable metal. You create a cage within short range (30ft) that can contain a (FB) ft cube for d6 rounds.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense the presence of nearby metal, detecting its location and rough size.
+5	Magnetize a small metal object, allowing it to attract or repel other metallic items.
+10	Reshape a small piece of metal into a precise form, such as a tool, key, or lock.
+15	Summon a floating shard of metal to orbit around you under your precise control.
+20	Heat a metal object, making it dangerous to touch or soft enough to reshape quickly.
+25	Transmute a small metal object into any material, such as gold, meteoric iron, or lodestone, or fully repair a damaged item.
+30	Create an autonomous metallic construct (e.g., a bird or small golem) that obeys commands.
+35	Encase a target in metal trapping them within a cocoon of unyielding material.
+40	Transmute an entire area of metal (like a gate, statue, or armory) into a creation, such as self-moving machines or walls of liquid steel.
+45	Create a massive, metal construct, such as a mobile fortress, or siege weapon.
+50	Command all metal in a vast area, shaping it to your will—turning an entire city's infrastructure into a machine, or forging a legion of metallic lifeforms imbued with any purpose.

LEVANTE, THE GREEN WIND

Domains: Life & Nature

Favored Score: Robustness

Wind-Scars: -5 Finesse

-SPELLS OF THE GREEN WIND-

Commonly used spells for Thaumaturge of the Levante.

BRAMBLE WHIP

CH: 10

The Green Wind lashes out. A target in short range (30ft) suffers (RB - 4) in d6 damage & (RB - 4) Entangle.

DIVERT RIVER

CH: 55

The Green Wind briefly moves a river. If you are standing in a river, target an (RB) ft area(r) within artillery range, 1/2 mile & Quarrel using (RB + 2) Hits to wreck & wash away structures, objects, and people.

GREEN BLOOD

CH: 30

The Green Wind bubbles a life-giving pool from the earth. Create a pool within short range (30ft) for d6 rounds; anyone who drinks from the pool heals (RB) in Bleed or Poison.

NATURE'S GUARDIAN

CH: 25

The Green Wind concentrates local natural growth into a powerful construct. Summon a (RB) HD, Large Sized Treefolk for d6 x 10 min, with Plant: Cannot Bleed.

LIFE'S EMBRACE

CH: 15

The Green Wind soothes a target's wounds. Heal a creature within short range (30ft), removing (RB - 2) in Bleed, Poison, Pain and Trauma.

VERDANT BURST

CH: 15

The Green Wind causes rapid growth of plant life. You can cause plants to erupt from the ground in a (RB) ft area(r) within short range (30ft) inflicting (RB - 4) Entangle.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense the presence and vitality of nearby plants or animals, understanding their health and age.
+5	Cause moss or ivy to rapidly grow, covering an object or wall to obscure it or make it slippery.
+10	Mend a minor wound or broken item (e.g., fixing a cracked bowl or closing a small gash).
+15	Summon a swarm of insects, such as bees or fireflies, to distract or illuminate an area.
+20	Transform part of your body into plant material, giving it enhanced strength, reach, or defensive properties
+25	Purify water, soil, or air in a medium area, removing toxins or corruptive influences.
+30	Create a sudden burst of life, such as trees erupting from the ground.
+35	Summon a natural construct, such as a treefolk, a massive flytrap, or a shifting mass of vines.
+40	Reshape a landscape, transforming a barren field into a lush forest, or diverting rivers to flood or irrigate areas.
+45	Revitalize all living beings in a vast area to perfect health, curing disease, regrowing limbs, and granting sight to the blind.
+50	Bring a region to life under your will, awakening ancient forests, or commanding entire ecosystems to grow or act as one.

MISTRAL, THE GRAY WIND

Domains: Shadow & Mind

Favored Score: Agility

Wind-Scars: -5 Robustness

-SPELLS OF THE GRAY WIND-

Commonly used spells for Mediums of the Mistral.

THE MIND KILLER

CH: 25

The Gray Wind weaponizes the mind. A target in short range (30ft) gains a shadowy blade for **d6 rounds**, which deals **(IB - 2)** in **d6 dmg** & forces an injured target to rout.

FALSE FACE

CH: 35

The Gray Wind transforms your appearance. You are identical to someone else for **d6 hours**. **Quarrel** using **(IB) Hits** against someone identifying you.

SHADOW PUPPET

CH: 20

The Gray Wind controls thought & action. Force a target within short range (30ft) to take an action of your choice for **d6 rounds**, and **Quarrel** using **(IB) Hits** against them.

THE GRAY BEHEMOTH

CH: 35

The Gray Wind falsifies a huge illusion. Create a mobile house-sized illusion within short range (30ft) for **d6 min**; it is utterly convincing but harmlessly passes through anything physically.

SHADE STRIDE

CH: 30

The Gray Wind merges you with shadows. You can teleport from one shadow to another within long range (90ft), for **d6 rounds**.

MENTAL MIRAGE

CH: 30

The Gray Wind projects an illusion into a target's mind. **Quarrel** using **(IB + 2) Hits** against a target within short range (30ft) or they perceive a false reality for **d6 rounds**.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense the presence and movement of shadows or detect lingering emotions in the area.
+5	Create a small, subtle illusion, such as a shadowy shape or a subtle sound.
+10	Cloak yourself in flickering shadows, muffling your sounds and making you harder to notice.
+15	Implant a fleeting suggestion or thought into someone's mind, such as urging them to investigate something or just leave.
+20	Animate a nearby shadow, causing it to move and act independently, such as grappling someone or interacting with objects.
+25	Project an illusion into multiple minds, such as making them believe they're at a grand ball.
+30	Create a large, mobile illusion, such as an illusory building, or a stalking beast.
+35	Trap a creature in a waking nightmare, causing them to only perceive terrifying visions.
+40	Command shadows to envelop an area, giving you full control of all sights and sounds within.
+45	Rewrite memories of an entire town or district.
+50	Merge shadow and reality, creating immense illusions that can physically affect the world, such as summoning massive, semi-real dragons.

TRAMONTANA, THE PURPLE WIND

Domains: Death & Time

Favored Score: Willpower

Wind-Scars: -5 Agility

-SPELLS OF THE PURPLE WIND-

Commonly used spells for Mortifiers of the Tramontana.

DUST TO DUST

CH: 20

The Purple Wind moves the wheel of time. **Quarrel** using **WB Hits** against a living or non-living target within short range (30ft), or it is aged by **d6 years**, healing all **Conditions** & suffers **one Helpless**.

GRIM WATCHER

CH: 15

The Purple Wind infuses a skull. Connect yourself to a skull you're holding for **d6 hours**. You may see, speak and cast spells through the skull during this time, wherever it is. You suffer **one Stress** if it is destroyed during this time.

PURPLE TORRENT

CH: 25

The Purple Wind slices through the area. Target a **WB ft area(r)** within short range (30ft); for **d6 rounds**, it inflicts **(WB - 2)** in **d6 dmg** to all within each round.

WELCOMED WITH OPEN ARMS

CH: 10

The Purple Wind opens death's door. You & everyone in a **WB ft area(r)** around you suffer **WB Poison**.

BONES OF TIME

CH: 35

The Purple Wind hardens and sharpens bones. You can extract the bones of a deceased creature, transforming them into a spiked bone whip for **d6 rounds**; which deals **(WB - 4)** in **d6 dmg** & ages the target **d6 years**.

GHOSTLY WHISPERS

CH: 15

The Purple Wind converses with the departed. You can **Quarrel** using **(WB) Hits** against a deceased corpse or spirit, to extract three facts it knew during life.



-SPONTANEOUS MAGICK EXAMPLES-

CH Examples

+0	Sense faint traces of mortality or decay in the area, such as identifying deaths or failing items.
+5	Instill a creeping awareness of time's passage in a single target, instilling existential unease.
+10	Cause an object to show signs of wear or age, such as rusting a blade or cracking a stone.
+15	Reach beyond the veil to speak with a nearby spirit, asking it a question or final thoughts.
+20	Manipulate time for a single object or creature, causing it to slowly fall or quickly run.
+25	Create a ripple in time, allowing you to rewind a single action by a few moments.
+30	Erode an object or creature, reducing walls to crumbling dust or decay someone to bones.
+35	Slow or hasten the flow of time in a localized area, making everything within it moving unnaturally fast or excruciatingly slow.
+40	Summon a host of spirits forcing them to reveal lost knowledge, fight for you or haunt an area.
+45	Halt time within a small area for a brief moment, freezing all movement and actions except your own.
+50	Command the entire flow of time and death within a region, aging cities into ruins or rewinding catastrophic events.

SIROCCO, THE RED WIND

Domain: Fire & Passion

Favored Score: Personality

Wind-Scars: -5 Willpower

-SPELLS OF THE RED WIND-

Commonly used spells for Sanguists of the Sirocco.

BURNING FURY

CH: 20

The Red Wind instills a red rage. Target a **(PB) ft area(r)** within short range (30ft). All targets **Charge** & fight any enemy they're aware of; if there are none, they attack their allies. They gain **+one Hit** to all Checks related to hand-to-hand combat for **d6 rounds**.

HELLFIRE

CH: 55

The Red Wind burns hot enough to melt bone. Target a **(PB) ft area(r)** within medium range (60ft) and inflicting **(PB) in d6 Dmg & (PB - 2) Aflame**.

THE RED BRAND

CH: 15

The Red Wind manifests as a fiery blade. A target in short range (30ft) gains a flaming longsword for **d6 rounds**, which deals **(PB - 4) in d6 Dmg & (PB - 4) Aflame**

UNBURNING

CH: 35

The Red Wind protects against flame. You and all allies within **(PB) ft** cannot suffer **Aflame Conditions** for **d6 min.**

INFERNO'S KISS

CH: 35

The Red Wind ignites a passionate flame. Target a **(PB) ft area(r)** within medium range (60ft), for **d6 min**, Quarrel using **(PB - 2) Hits** vs all in the area or they are aflame with your choice passion and will act out without inhibition.

PHOENIX'S BIRTH

CH: 15

The Red Wind revives a dying flame. Target a burning creature or extinguishing fire within medium range (60ft); it will reignite with the heat of a bonfire or retain **Alfame Conditions** even if they would be put out for **d6 rounds**.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense the intensity of heat sources or detect emotions such as anger, or love.
+5	Summon a small flame in your hand, enough to light a campfire or torch.
+10	Ignite an object with a touch, such as setting fire to a cart or causing metal to glow red-hot.
+15	Stoke the emotions of a single target, filling them with courage, rage, or unbridled desire.
+20	Summon a whip-like tendril of flame, allowing you to lash out at range.
+25	Release a controlled explosion, causing a burst of flame in a medium area.
+30	Command fire in a large area, shaping it into a fiery wall or advancing wave of flame.
+35	Ignite the passions of a group, inspiring a riot, driving a crowd to frenzy, or overwhelming enemies with despair or rage.
+40	Summon a massive elemental of flame or create fire that behaves unnaturally, like underwater.
+45	Take control of all fire in a great area, shaping it into walls, weapons, extinguishing it, causing explosions or moving it a far distance.
+50	Bend fire in a region to your will, melting armies, reducing cities to ash or force flames to freeze, or burn memories instead of matter.

BOREAS, THE WHITE WIND

Domain: Light & Purification

Favored Score: Intelligence

Wind-Scars: -5 Personality

-SPELLS OF THE WHITE WIND-

Commonly used spells for Purgators of the Boreas.

BEGONE!

CH: 25

The White Wind turns back a demon or spirit. Target a demon or undead within short range (30ft) and Quarrel using (IB +2) Hits against them or banish them.

CLEANSE THE MIND

CH: 35

The White Wind rids impure thoughts. Target someone within short range (30ft) and Quarrel using (IB - 2) Hits against them to rid them of any mental state of your choice for d6 hours.

WHITE LIGHT

CH: 25

The White Wind creates light. A target within short range (30ft) and create a bonfire light for d6 hours, this can inflict (IB - 2) Blind when targeting eyes.

IRRADIANT COLUMN

CH: 30

The White Wind casts a pillar of brutal light. Target a 10ft area(r) within medium range (60ft) outdoors and inflict (IB - 2) in d6 dmg & IB Blind.

PURIFICATION WAVE

CH: 30

The White Wind washes over the tainted. Target a **Mob** of demons or undead creatures within medium range (60ft) and Quarrel using (IB) Hits to banish them.

LUMINOUS AEGIS

CH: 30

The White Wind clothes you in pure light. You, or an ally within short range (30ft), are protected by a shield of solid light, deflecting any attack with less than (IB) Net Hits for d6 rounds.



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense the presence and purity of light and the level of taint in the area.
+5	Create a small, steady orb of light that hovers near you, bright enough to illuminate a room.
+10	Infuse an object with radiance, such as creating holy water that harms undead or anointed weapons that glow faintly.
+15	Create a floating shield of blinding light, protection and dazzling those who strike it.
+20	Banish possession from a person, object, or area, routing hidden demons or undead.
+25	Release a radiant burst of light that blinds foes, reveals hidden creatures, or disrupts illusions.
+30	Surround yourself and allies with an aura of protective and fearless radiance.
+35	Call down a pillar of burning light to smite enemies and cleanse an area.
+40	Manifest a crystalline construct of living light to guide you or smite enemies.
+45	Banish all corruption or dark influences from a region, rendering lodestone inert, sealing off shadowy realms or exorcising entire towns.
+50	Command a colossal wave of horrific light, turning battlefields barren, minds blank, demons into mortals, and cities forever in awe.

MIASMA, THE FOUL WINDS

How to Learn: Have a total of 8 Mutations/Madness.

Special Rule: The caster always suffers one Corruption & Spells are written with -10 CH.

Domains: Every Wind Twisted & Corrupted

Favored Score: Your Highest Score

Wind-Scars: -5 You highest Ability Score / roll d8 to choose which Wind is Corrupted

-SPELLS OF THE FOUL WINDS-

Commonly used spells for Malificars of the Miasma.

CORRUPT STRENGTH

CH: 20

The Foul Winds strengthen you with a great command over the *Wicked Winds*. For the next $d6 \times 10$ min, gain +2

Magick. The caster suffers one Corruption.

DEMONIC COMMAND

CH: 15

The Foul Winds rule over demons. Target a Demon within short range (30ft) and **Quarrel** using (HB*) **Hits** or will suicidally follow a command you issue until it is completed.

The caster suffers one Corruption.

THE DREAD VERSE

CH: 30

The Foul Winds resonate a foul note. All within long range (90ft), excluding the caster, are racked with horrendous torment. They suffer (HB - 4*) in **d6 Dmg** & (HB*) Pain Conditions. The caster suffers one Corruption.

CURSE OF MUTATION

CH: 20

The Foul Winds twist flesh and bone. Target a living creature within short range (30ft) and **Quarrel** using (HB* + 2) **Hits**, they become feral for **d6 rounds** and suffer a permanent **Mutation**. The caster suffers one Corruption.

GATE OF THE VOID

CH: 20

The Foul Winds tear open reality. A gate to the Void is opened within short range (30ft) for **d6 rounds**, summoning a demon with (HB*) **HD each round**, they are not under your control. The caster suffers one Corruption.

HB*: Highest Ability Bonus



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Sense corruption in the area, detecting tainted winds, poisoned water, or diseased plants.
+5	Summon a faint, corrupted breeze that carries unsettling whispers, foul odors.
+10	Rot and corrupt a small area, causing plants to ooze toxic sap, or water to turn poisonous.
+15	Corrupt and empower an object, such as a sword that drips acid or a doll that hunts.
+20	Summon a twisted and corrupted version of a creature, such as a wolf too long with extra legs.
+25	Unleash a violent vortex of corrupted wind in a medium area.
+30	Infect a creature with a grotesque mutation, leaving them a writhing mass of pain.
+35	Summon a massive, corrupted version of a mythical beast, such as a hydra with rotting heads or a phoenix that burns with toxic fire.
+40	Corrupt an entire ecosystem, turning trees into grasping horrors, water into poison, and animals into mindless, hostile creatures.
+45	Warp an entire region with Foul Winds, creating nightmarish landscapes where buildings melt and the skies burn.
+50	Command the full power of the Foul Winds, and become Death, the Destroyer of Worlds.

AETHER, THE FIRST WINDS

How to Learn: Upon learning 11 Spells.

Special Rule: Spells are written with -10 CH.

Domains: Every Wind Concentrated & Perfected

Favored Score: Your Highest Score

Wind-Scars: -5 You lowest Ability Score / choose which Wind is Concentrated

-SPELLS OF THE FIRST WINDS-

Commonly used spells for Imperion of the Aether.

STEP THROUGH THE VEIL

CH: 30

The First Winds send you through the veil. You travel across the void to any location you've been to before. The journey takes d6 rounds, during which you must defend yourself against the horrors of the void.

Roll d20 for your encounter in the void.

- ❖ 1-5, a 5 Hit Dice Demon
- ❖ 6-9, d6 Hit Dice Demons
- ❖ 10, a Gigantic Sized 15 Hit Dice Demon

SUNDER MAGICK

CH: 15

The First Winds can shatter any *Wicked Wind*. Immediately end all spells affecting a target or destroy any handheld magick item within short range (30ft) by using the galeforce power of the First Winds.

THEURGIC GROUNDING

CH: 15

The First Winds ground you from the harmful backlash of the *Wicked Winds*. For the next d6 min, prevent the next **Miscast**, regardless of its severity.

VORTEX OF THE ARCANE

CH: 55

The First Winds spiral into the gaping maw of magick. A powerful vortex is created within long range (90ft) covering a (HB*) ft area(r), for d6 rounds it draws in all and deals (HB) d6 dmg & inflicts a random (HB* - 2) Conditions each round.

Roll d8 every round for the inflicted Condition.

- ❖ 1, Stun | 2, Bleed | 3, Pain | 4, Entangle
- ❖ 5, Deaf | 6, Poison | 7, Aflame | 8, Blind

HB*: Highest Ability Bonus



-SPONTANEOUS MAGICK EXAMPLES-

CH	Examples
+0	Feel the balance of the Winds around you, intuitively sensing their intensity.
+5	Adjust a natural phenomenon, such as calming a rain storm or intensifying a breeze.
+10	Create a perfect microclimate in a small area, such as a circle of warmth in freezing weather.
+15	Bind a single <i>Wicked Wind</i> into an object, such as a sword with fire or a cloak with shadow.
+20	Summon an ephemeral made from harmonized Winds, such as a shadowy wolf, or a water horse.
+25	Control nearby magick, nullifying a magickal effect or amplifying it to chaotic extremes.
+30	Unleash a storm of converging elements—such as ice shards spinning in fire or lightning bolts crackling through shadow.
+35	Reshape the terrain around you, altering its physical properties—for example, raising hills, creating rivers, or opening temporary pathways.
+40	Summon a construct of perfection, such as a crystalline being of light or an arcane colossus.
+45	Rewrite the rules of a region with the First Winds, altering gravity, stopping time, or merging the elements into a surreal landscape.
+50	Merge completely with the First Winds, gaining ultimate control over creation, destruction, and the laws of reality itself.

Faith



FAITH

When you want to enact a miracle, you must verbally request the power of your God and hear their reply. Using an action to **Cast**, roll up to your **Faith** in **d6**. If the result is equal to or greater than the spell's **Casting Hits**, your miracle is cast successfully. If the result is less than the miracle's **CH**, you may continue to make **Casting Checks** in an **Extended Check** (adding the sum of multiple **Casting Checks** together) until a miracle is finished.

CRUEL GODS

You suffer or escalate your **Divine Wrath** by one step, for each **Double** rolled. This accumulates until you have cast your spell or ended it prematurely.

1. Petty Wrath
2. Great Wrath
3. Cataclysmic Wrath, adding +5 to the roll on the table for each additional step

AN IMPATIENT LORD

If all of your dice roll a **one**, your miracle **automatically fails**, and worse still, you escalate your Divine Wrath by **three** steps.

THE STRESS OF SINNERS

If you decide you do not want to roll your Divine Wrath, you gain **Stress** equal to double the steps of your Divine Wrath.

VESTMENTS OF FAITH

Vestments are sacred items or symbols tied to a god's essence. Your **Faith Score** is capped by the number of visible vestments worn, they cannot be concealed.

- ❖ 1 Vestment allows up to 2 Max Faith
- ❖ 2 Vestments allows up to 4 Max Faith
- ❖ 3 Vestments allows any Max Faith

MIRACLE DISCOVERY MODIFIERS

Effects that hamper speech or your ability to listen to your god (i.e., **Deafened**), cause you to roll **one** less **d6** per Condition, for each Casting Check.

SPONTANEOUS MIRACLES

The Gods are not to be trifled with. To create a Spontaneous Miracle, make a single **Casting Check** then consult your Spontaneous Miracle chart for examples of the outcome. For the potency of your effect see the following guidelines:

- ❖ **Lesser:** An effect that manifests on a small scale or impacts a single target, like Bygorr offering survival advice or Corvis granting good luck.
- ❖ **Greater:** An effect that has a substantial impact, often affecting multiple targets or larger areas, like Furnos creating a brutal blizzard to ravage your enemies or Dominus rallying and inspiring others to fight.
- ❖ **Ultimate:** An effect that transcends ordinary limitations, often affecting reality itself or achieving godlike feats, like Minera granting god-like powers of health and healing or Ynir ensuring immense bountiful harvests.

Use your God's Favored Ability Score's Bonus to determine the potency of its effects.

-GENERAL GUIDELINES-

Effect	Lesser	Greater	Ultimate
Area(r)	Equal to your AB* ft	Double your AB* ft	Five times your AB* ft
Bonus/ Penalty	+/- One Hit	+/- Two Hits	+/- Three Hits
+/- Condition	Quarter your AB*	Half your AB*	Equal to your AB*
Duration	Instant	d6 Rounds	d6 Hours
Damage	(AB*-4) in d6 dmg	(AB*-2) in d6 dmg	(AB*) in d6 dmg
Range	Short (30ft)	Med (60ft)	Long (90ft)
Hits for Quarrels	Half your AB*	Equal to your AB*	Double your AB*
Multiple Targets	Half your AB*	Equal to your AB*	Double your AB*
Hit Dice	Half your AB*	Equal to your AB*	Your AB* plus two

AB*: Favored Ability Score's Bonus.

DIVINE WRATH

When you roll Divine Wrath that includes **Presence** in its description, replace it with one of your God's Presences.

Example: a Divine Eruption would erupt with a cleansing flame for Dominus, or Divine Backlash would lash out with hunting trophies for Bygorr.

dro	-PETTY WRATH-	dro	-GREAT WRATH-
or	Tried , for your next Miracle, take $2d6$ damage to an arm & gain +1 Faith.	or	Tested , for your next Miracle, take $4d6$ damage to an arm & gain +2 Faith.
o2	Abandoned? The miracle is delayed for d6 rounds.	o2	Pray , you see Presence visions, suffer a <u>Stun Condition</u> .
o3	Kneel , you buckled under Presence , Fall <u>Prone</u>	o3	Conceited , break anything you're holding.
o4	Vain , you drop anything you're holding.	o4	Visions , your mind is filled with Presence gain 1 <u>Stress</u> .
o5	Witness Me , your God controls your miracle and uses it unexpectedly (i.e., target someone else).	o5	I Tire of You , your God controls your miracle and uses it least beneficially (i.e., benefits an enemy).
o6	Grand Display , a Presence explosion discharges from you, all within short range (30ft), beholding you but unharmed.	o6	Shared Burden , roll Petty Wrath all within short range (30ft), yourself included, suffer from it, or take $3d6$ damage to the head.
o7	Divine Feedback , you suffer Presence feedback suffer a <u>Condition</u> (Whatever's Appropriate).	o7	Divine Backlash , you suffer a Presence backlash, suffer d6 <u>Condition</u> (Whatever's Appropriate).
o8	Tribute , your God takes d6 random consumable items or d6 x 10 silver (i.e., torches, rations, potions).	o8	The Dark Gods Intercept , d6 \leq <u>Hit Dice</u> Demons are summoned.
o9	Penance , lose 1 Faith until you repent for 10 min.	o9	Atonement , lose 2 Faith until you repent for one day.
oo	It's Worse , roll Great Wrath	oo	It's Even Worse , roll Cataclysmic Wrath
dro	-CATASTROPHIC WRATH-		
o1	Evaluated , for your next Miracle, take $6d6$ damage to an arm & gain +3 Faith		
o2	Overwhelming Torment , you are flooded with visions of Presence , suffer d6 <u>Helpless Conditions</u> .		
o3	Maddening , apocalyptic messages of Presence replace your thoughts, gain d6 <u>Stress</u> .		
o4	Narcissistic , you are bathed in Presence and lose all items on your person. Any magick items you had on you can be found at the nearest holy location related to your God.		
o5	Punishment , lose 3 Faith until you repent for one month.		
o6	Fade Away , a Limb is slowly amputated by Presence . Roll d6 1-3: Arm, 4-6: Leg; even= left, odd= right.		
o7	Allotted Suffering , roll Great Wrath all within short range (30ft), yourself included, suffer from it, or take $5d6$ damage to the head if no one is within short range (30ft).		
o8	Divine Eruption , your body erupts with a Presence for d6 rounds, you suffer Stun for that time. During this time all within short range (30ft) suffer $2d6$ damage or d6 <u>Conditions</u> from this Presence , each round.		
o9	Feel My Wrath , A Presence storm is summoned, causing destruction and hysteria for d6 hours in the local area.		
oo	The Dark Gods Answer , a <u>Gigantic Sized</u> \leq <u>Hit Dice</u> Demon is summoned.		

GOD-STAINED

The Gods leave a stain on their devotees, Gain one God-Stain for every two miracles you learn. Each God-Stain is based on a Presence of your God. To determine which Presence, see the Primary Stain result, this will be either the first Presence (i.e. Luck for Corvis) or the second Presence (i.e. Trickery for Corvis).

God-Stains are not listed with stats; they grant whatever benefit makes sense, which could be a +1 Hit to a type of Check, d6 as your Hits for special abilities, weapons, armor, flight, or anything else you can think of. However the Gods require payment in exchange, suffer -5 to an Ability Score each time you are stained, see your God.

-GOD-STAINS TABLE-

dro	PRIMARY STAIN*	dro	THOUGHT	dro	EMOTION
1	1st Presence + Anatomy	1	Memories	1	Wrath
2	1st Presence + Function	2	Reasoning	2	Dread
3	1st Presence + Attribute	3	Perception	3	Obsession
4	1st Presence + Thought	4	Intuition	4	Greed
5	1st Presence + Emotion	5	Imagination	5	Melancholy
6	2nd Presence + Anatomy	6	Conviction	6	Lust
7	2nd Presence + Function	7	Mindset	7	Euphoria
8	2nd Presence + Attribute	8	Dreams	8	Craving
9	2nd Presence + Thought	9	Knowledge	9	Rage
10	2nd Presence + Emotion	10	Wisdom	10	Despair
dro	ANATOMY	dro	FUNCTION	dro	ATTRIBUTE
1	Arm	1	Armor	1	Amorphous
2	Blood	2	Cloak	2	Barbed
3	Head	3	Shroud	3	Blinding
4	Leg	4	Growth	4	Corrupting
5	Organ	5	Movement	5	Detachable
6	Skin	6	Seep	6	Gaseous
7	Tail	7	Projection	7	Massive
8	Tentacle	8	Resistance	8	Metallic
9	Torso	9	Strike	9	Regenerating
10	Wings	10	Weapon	10	Vampiric

*Roll First, then roll bolded tables.

GOD-STAIN EXAMPLES

Survival Skin: Bygorr hardens your skin into a tough, leathery hide that protects you from the elements and injuries. Gain +1 AV to all locations.

Luck Sense: Corvis grants you a sixth sense that guides your actions in fortuitous ways. Once per session, you can **Reroll** a **Cunning** Check.

Rulership Vampirism: Dominus allows you to siphon the willpower of your subjects to strengthen your own resolve. Whenever you successfully command someone, you gain +1 Hit to your next Check.

Battle Intuition: Furnos heightens your instincts in battle, allowing you to anticipate your enemies' attacks. Gain +1 Hit to **Lightfoot** Checks.

Charity Blindness: Minera blinds you to a person's faults when they are in need, driving you to help. Gain +1 Hit to Checks involving helping others.

Dead Melancholy: Nox gives you a deep sadness when around the dead, but this sorrow gives you a unique catharsis. Once per session you may remove one Stress or Corruption when touching a corpse.

Fertility Imagination: Ynir tends your imagination, giving life to new ideas and concepts. Gain +1 Hit to Checks involving creativity or problem-solving.



Sea Growth: Thonjun molds your body for life in the water, slicking your skin, webbing your hands and feet. You swim at your **Speed** and move as naturally as you walk on land.

Tamed Nature Reflection: Ynir reveals your true reflection to be made of the harvest itself. Animals are more likely to trust you, granting you +1 Hit to Checks involving animals.

Storm Rage: Thonjun builds your anger into a storm, complete with thunder and lightning. When you are angry, you can create a small storm in a 30 ft radius around you, everyone suffers -1 Hit for any physical Check in the area, but you suffer one Stress.

Dream Tail: Nox grants you a bone white tail that can be pressed into the spine of someone sleeping to read and enter their dreams. You gain +1 Hit to Checks to convince them of something when they wake up, they will believe this is their idea.

Alchemy Disgust: Minera bestows a revulsion for artificial substances to you, making you prefer natural remedies. Gain +1 Hit to Checks involving the identification or use of natural remedies.

Bitter Winter Movement: Furnos grants you swift and precise movements in the cold, like a winter wind. Gain +10 Speed in cold environments.

Cleansing Corruption Craving: Dominus makes you crave the act of cleansing corruption, whether it's a physical or metaphorical corruption. You can smell exactly how corrupt someone or something is.

Trickery Mindset: Corvis shapes your mind to be adept at deception and misdirection. Gain +1 Hit to Checks involving deception or trickery.

Wild Nature Thrill: Bygorr fills you with a rush of excitement when in the wild, driving you to take risks. Gain +1 Hit to Checks involving risky or daring actions in a wild environment.

MIRACLE DISCOVERY

You must be a devotee of a God to work a Miracle. The writing process takes the following steps:

1. Miracle Trials

- 1 **Mental Endurance:** Miracle strains the devotee's mind, inflicting one Stress.
- 2 **Terrible Vision:** A terrible glimpse of divine truth, inflicting one Blind to the devotee.
- 3 **Life Drain:** Drains vital essence from the devotee, inflicting one Fatigue.
- 4 **Prayer Needed:** Requires 10 minutes of uninterrupted prayer before each use.
- 5 **Dark Touch:** Touched by shadow, inflicting one Corruption upon use.
- 6 **Forceful Blast:** Devotee hurled d6x5ft backward after use.
- 7 **Sacrifice:** Consumes 20s of divine materials with every use.
- 8 **Cursed:** Miracle increases any Divine Wrath severity by one step.
- 9 **Riddling:** Miracle demands intricate focus, requiring two rounds per Casting Check.
- 10 **Divine Challenge:** Miracle fails if the devotee becomes distracted during casting.

STEP 1. GATHER INGREDIENTS

You require divine ingredients to discover a Miracle:

- ❖ **Ingredients Cost:** 100 silver per Tier.

STEP 2. SELECT EFFECTS

Use the Miracle Tier Examples Table below to determine your Miracle's effects:

- ❖ **Effect Tiers:** You can select effects whose Tier is equal to or lower than your own.
- ❖ **Custom Effects:** You may create unique Custom Effects inspired by provided examples.
- ❖ **God Devotion:** You can only select effects from Gods you are devoted to; you cannot mix effects from multiple Gods.
- ❖ **General Effects:** Apply General Spell Effects (Duration, Range, Area, or Targets). These adjustments increase Casting Hits (CH) and Ingredient Costs.

STEP 3. WORK MIRACLE

- ❖ Spend one week per total Tier of all selected effects to Discover your Miracle.
- ❖ Initially, your Discovered Miracle has **Trials** equal to its total Tier.

Then perfect your Miracle by making the following checks:

1. +0% Research Check (reduce Trials by 1 per Hit)
2. +0% Trade Check (reduce Trials by 1 per Hit)

After refining, your Miracle retains any remaining Trials (Minimum Trials: 0).

-GENERAL SPELL EFFECTS-

CH	Ingredient Cost	Duration	Range	Area(r)	Targets
+0	No Cost	Instant	Short (30ft)	0 ft	One
+5	+50 Silver	d6 rounds	Medium (60ft)	(AB*) ft	(AB*-4)
+10	+100 Silver	d6 min.	Long (90ft)	(AB* x 2) ft	(AB*)
+15	+250 Silver	d6 x 10 min.	Extreme (120ft)	(AB* x 5) ft	(AB* + 2)
+20	+500 Silver	d6 hours	Artillery (1/2 mile)	(AB* x 10) ft	(AB* + 4)
+25	+1,000 Silver	d6 days	Siege (1 mile)	(AB* x 20) ft	(AB* x 8)

AB*: Favored Ability Score's Bonus.

MIRACLE TIER EXAMPLES

Gods	Examples: Tier 1	Examples: Tier 3	Examples: Tier 5	Examples: Tier 8
Bygorr	Prey Marked: Mark a target, all Attacks gain +1 Hit against them	Hunter's Grace: gain +2 Hits to stalk silently through the wild	Wild Call: Summon a (QB + 2) HD predator to aid you	Final Shot: Fire a shot from Bygorr rifle, deal (QB + 2) in d6 dmg
Corvis	Shadow's Grasp: Can lift 1 Enc & open windows from a distance	Glamor: Disguise yourself as anyone, Quarrel using (AB) Hits vs investigators	Trove: Silently transport a 3 Enc from a distance place to your hand	Trickster's Mirror: create an illusory duplicate of yourself as a (AB + 4) HD illusion.
Dominus	Royal Presence: Exude an aura of authority, giving you +1 Hit to all social interactions	Royal Shield: Create a shield that provides +2 Hits to Defensive Checks	Iron Fist: Your hands harden with Dominus's rulership are deadly, inflict (PB) in d6 dmg	Dominate: Quarrel using (PB + 4) Hits or your target must follow your exact order
Furnos	Frost Chop: Swing a brutally cold blade of winter, dealing (MB - 4) in d6 dmg	Winter's Bite: Create a blast of icy wind, inflict (MB + 2) Pain	Biting Fury: Build your target into a shield biting fervor, their Attacks gain +3 Hits	War Flesh: Violently transform into a muscular Huge (MB + 4) HD wolf of Furnos
Minera	Healing Touch: Patch up your target, heal (IB - 4) Bleed or Poison	Infectious Charity: Quarrel using (IB) Hits or your target must help those in need	Attendant's Boon: Fortify your patient, granting them +3 Hits to overcome a disease	Greater Healing: Full restore your target, heal (IB + 2) Bleed, Poison, Pain or Trauma
Nox	Sleep: Quarrel using (WB - 4) Hits or your target falls into a deep sleep	Final Gasp: Suck the life from your target, dealing (WB - 2) in d6 dmg	Nightmare: Enter the dreams of a sleeping target and inflict (WB) Poison	Eternal Rest: Quarrel using (WB + 4) Hits or put your target into an unwakeable sleep
Thonjun	Tidal Wave: Summon a wave that knocks your target Prone	Sea's Embrace: Transform into a (RB) HD sea creature of your choice	Ocean's Fury: Create a massive whirlpool, Quarrel using (RB + 2) Hits or targets drown	Typhoon: Create a massive typhoon that devastates the area deal (RB + 2) in d6 dmg
Ynir	Fertility Blessing: Cause a plant to bear fruit or a creature to reproduce	Fruitful Growth: Rapidly grow a medical plant, healing (FB - 2) Bleed, Poison or Pain	Harvest Moon: Explosively grow all plants in an area, inflict (FB) Entangle	Sever Line: Quarrel using (FB + 4) Hits or your target and their family become barren
General Effect Strength				
Quarrel Hits	Use (AB*-4) Hits	Use (AB*) Hits	Use (AB* + 2) Hits	Use (AB* + 4) Hits
Conditions	(AB*-4) Conditions	(AB* - 2) Conditions	(AB*) Conditions	(AB* + 2) Conditions
Damage	(AB*-4) in d6 dmg	(AB* - 2) in d6 dmg	(AB*) in d6 dmg	(AB* + 2) in d6 dmg

AB*: Favored Ability Score's Bonus.

BYGORR, THE GOD HUNTER

Presence: Survival & Wild Nature

Favored Score: Quickness

God-Stain: -5 Intelligence

Vestments: Claw Pendant, Blade, Stag Antlers

-MIRACLES OF BYGORR-

Commonly used miracles for the Stagborne Council.

BYGORR'S ARMORY

CH: 15

Bygorr grants the weapons of the wild. A target in short range (30ft) gains the claws of a beast for **d6 rounds**, which are a melee weapon that uses the Ranged skill instead of Melee and inflicts (QB - 4) in **d6 dmg** & (QB - 4) in **Bleed**.

HUNTER'S EYE

CH: 25

Bygorr grants the senses of the wild. A target in short range (30ft) gains **+one Hit** to all **Checks** related to hunting or tracking, for **d6 hours**.

RACE TO SURVIVE

CH: 25

Bygorr grants unnatural speed. A target in short range (30ft) doubles their **Speed** for **d6 minutes**.

THE WILD REMEMBERS

CH: 15

Bygorr commands the wild. Ask any wild location or animal a question, and make a **Quarrel** using (QB - 2) Hits, against the target of your question to determine the accuracy of the answer.

NATURE'S RESILIENCE

CH: 25

Bygorr bolsters your natural toughness. A target in short range (30ft) gains **+one Hit** to all **Checks** related to deprivation and survival, for **d6 hours**.

FOREST'S EMBRACE

CH: 30

Bygorr commands the forest. Vines and branches within short range (30ft) assault your foes. Becoming a **Small Mob** of (QB - 4) **HD** hateful forest spirits for **d6 rounds**, with **Plant:** Cannot Bleed & inflict **Entangle 1**.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense nearby animals and subtle changes in the environment, the presence of predators.
+5	Borrow a sense from a wild creature, such as the eyesight of a hawk or the keen nose of a wolf.
+10	Leap or climb like a predator, scaling trees, cliffs, or walls with unnatural ease.
+15	Coat a weapon or some ammo with a spectral toxin, harming or hindering those struck.
+20	Communicate with an animal or swarm, sending them to scout, track, distract, or harass.
+25	Summon a vicious animal, such as a gray wolf, bear, or large falcon, to guide or fight for you.
+30	Call upon Bygorr's favor to heal yourself or an ally by drawing strength from the wild around you, mending wounds and restoring vitality.
+35	Summon a large stampede of wild animals (e.g., deer, boars, ravens, or snakes).
+40	Command the wild itself causing trees to entangle enemies, rivers to reroute, winds to scatter your foes or rock to crush them.
+45	Unleash Bygorr's wrath—a massive storm that combines howling winds, lashing rain, and striking lightning to devastate a battlefield.
+50	Become an Avatar of the Hunt, gaining godlike mastery over the wilds—hunt any foe, dominate all beasts, and reshape the wild to your will.

CORVIS, THE GOD THIEF

Presence: Luck & Trickery

Favored Score: Agility

God-Stain: -5 Muscle

Vestments: Tarnished Coin, Cloak, Beaked Mask

-MIRACLES OF CORVIS-

Commonly used miracles for the Corvid Cabal.

GREAT GAMBLE

CH: 20

Corvis tricks a target into doing what you want. Force a target within short range (30ft) to take an additional action of your choice, but if it is unwanted make a **Quarrel** using (AB - 4) Hits against your target. If this fails they will be able to recognize you and know what you tried to do.

LUCK OF CORVIS

CH: 25

Corvis grants their blessing. Four targets within short range (30ft) may **Reverse** any one Check they make.

MUST BE NOTHING

CH: 25

Corvis forbids others from noticing you. For $d6 \times 10$ min, if someone attempts to, **Quarrel** using (AB - 4) Hits, against them to make them forget.

TRICK LATCH

CH: 15

Corvis' blessing allows you to pop open any closed chest, or door. Open a target within a short range (30ft) however, you must make a **Quarrel** using (AB - 2 Hits) against whoever would be altered to determine how obvious it is.

SHADOW'S GRASP

CH: 25

Corvis allows you to pilfer from afar. You can steal an item from a target within long range (90ft) as if you were right next to them. You must make a **Quarrel** using (AB - 2 Hits) against your target to determine how obvious it is.

FATE'S FAVOR

CH: 35

Corvis bends the threads of fate in your favor. The next Check you **Succeed** on is a **Critical Hit** within $d6$ min.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the flow of luck in your surroundings, detecting opportunities or danger.
+5	Flicker out of attention for a moment, causing someone nearby to lose track of you.
+10	Plant a seed of doubt in someone's mind, making them second-guess their next action.
+15	Tip the scales of chance, such as causing a die to roll favorably or a lockpick to click.
+20	Curse a single target, causing them to stumble, miss their attacks, or drop something crucial.
+25	Steal someone's good fortune, granting you a stroke of luck while transferring them bad luck.
+30	Summon an ethereal "shadow double" to assist you in subtle manipulations, such as stealing, planting items, or picking locks.
+35	Manipulate the perception of everyone in a large area, causing confusion or diverting attention away from a critical location or event.
+40	Twist fate itself, forcing all nearby enemies to critically fail, or allies critically succeed.
+45	Summon Corvis' storm of chaos—a tide of improbable events (e.g., collapsing buildings, exploding mills) causing havoc across a region.
+50	Become the Avatar of Luck, granting you complete control over probabilities, and illusion—nothing occurs without your consent.

DOMINUS, THE GOD KING

Presence: Rulership & Cleansing Corruption

Favored Score: Personality

God-Stain: -5 Agility

Vestments: Black Metal, Heavy Chain, Crown

-MIRACLES OF DOMINUS-

Commonly used miracles for the Chainforged Order.

CLEANSING FLAME

CH: 35

Dominus brutally cleanses corruption. A target in short range (30ft) loses (PB) **Corruption** and suffers **two Aflame** per **Corruption** lost.

FOR DOMINUS!

CH: 25

Dominus grants the blessing of an indomitable will. You and all allies within (PB + 4) area(r) cannot be routed for d6 min.

SHACKLED IN WITCH IRONS

CH: 20

Dominus shackles any witch or heretic. Inflict (PB - 4) **Deaf** & **Entangle** on a target within medium range (60ft).

METEOR HAMMER OF DOMINUS

CH: 20

Dominus bestows his weapon of judgment. A target in short range (30ft) gains a meteor hammer for d6 rounds, inflicting (PB - 4) in d6 dmg & (PB - 4) in **Stun**.

KING'S DECREE

CH: 30

Dominus lends you his voice of command. Your words hold power, compelling others to obey your orders. Make a **Quarrel** using (PB) Hits against a target to command them for any one task.

DOMINUS' FAVOR

CH: 25

Dominus bestows a divine favor. A target in short range (30ft) is wrapped in a cloak of divinity, that increases their AV by (PB - 4) for d6 rounds.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the balance of order and chaos in the area, discerning unrest, or corruption.
+5	Speak with a commanding tone, forcing a single creature to hesitate, or lose focus briefly.
+10	Enhance a weapon or shield with Dominus' blessing, making it blackened and hardened.
+15	Project an aura of command that compels all nearby allies to focus and act as one.
+20	Issue a royal command, forcing a group of enemies to kneel, or drop their weapons.
+25	Raise an ethereal shield over your allies, protecting them from ranged attacks or magickal harm in a small area.
+30	Summon temporary battlements or fortifications, such as black walls or barriers.
+35	Deliver an edict in Dominus' name, compelling all who hear it to obey a single task or action, such as surrendering or retreating.
+40	Use Dominus' flame to cleanse a large area of corruption, setting fire to it all.
+45	Summon Dominus' guard, a giant heavy metal dreadknight that acts as both a devastating weapon and an inspiring beacon.
+50	Become the Avatar of Domination, break armies, reshaping land with your will alone and, bend the hearts and minds of all who see you.

FURNOS, THE GOD WOLF

Presence: Battle & Bitter Winter

Favored Score: Muscle

God-Stain: -5 Quickness

Vestments: Wolf Fang, Fur Mantle, Axehead

-MIRACLES OF FURNOS-

Commonly used miracles for the Frostfang Lodge.

BATTLE RAGE

CH: 35

Furnos grants the blessing of fury and savagery. You and all allies within **MB ft** gains of **+one Hit** to all Checks related to hand-to-hand combat, for **d6 min**.

BITING BLIZZARD

CH: 25

Furnos calls down a brutal blizzard. Target a **(MB + 4) ft area(r)** within short range (30ft) each round it inflicts **(MB - 4) in d6 dmg** to all within from its ice and cold, this lasts **d6 rounds**.

FURNOS' AXE

CH: 20

Furnos bestows his cruel, frozen blade. A target in short range (30ft) gains a wicked battle axe for **d6 rounds**, inflicting **(MB - 4) in d6 dmg & (MB - 4) in Pain**.

ICE IN THE VEINS

CH: 25

Furnos forbids you from feeling pain. You ignore **Pain Conditions** for **d6 hours**.

WINTER'S FURY

CH: 20

Furnos stirs the fury of the winter storm. A target in short range (30ft) becomes encased in frost, **Quarrel** using **(MB - 2) Hits** or they suffer one **Helpless**.

WOLF PACK

CH: 35

Furnos summons a pack of ethereal wolves. The wolves aid you in combat, a **Small Mob** of **(MB - 2) HD**, dire wolves for **d6 rounds**.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense nearby heat and cold, discerning the presence of living creatures or coming storms.
+5	Summon a chilling breeze that carries your scent away or conceals the sounds of your steps.
+10	Frostbite a target's weapon or armor, making plates brittle and edges dull.
+15	Emit a savage howl that strikes fear into enemies and emboldens allies within earshot.
+20	Blast the ground with frost, forcing creatures to lose balance or painful frostbitten feet.
+25	Call upon Furnos' frost-fueled fury, sheathing yourself in icy armor that bites attackers back.
+30	Summon a white wolf pack to aid you in battle, chasing down and tearing through foes.
+35	Transform into a massive, ice-clad wolf, gaining enhanced strength, speed.
+40	Unleash a brutal winter storm that blinds a battlefield, freezing rivers, collapsing weak structures, and crippling morale.
+45	Command winter itself, forcing an entire region to fall under heavy snow and ice, disrupting travel and crushing resistance.
+50	Become the Avatar of Winter, taking the form of a colossal uber-wolf with godlike strength, wreathed in frost and storms, bending the winds, snow, and icy terrain at will.

MINERA, THE GOD TONIC

Presence: Alchemy & Charity

Favored Score: Intelligence

God-Stain: -5 Finesse

Vestments: Flask, White Cloth, Leather Apron

-MIRACLES OF MINERA-

Commonly used miracles for the Flaskbearer Covenant.

ALMS FOR THE WOUNDED

CH: 20

Minera grants good health to the wounded. A target within short range (30ft) gains heals (IB - 4) in Bleed, Pain, or Trauma Conditions.

FIND THE SOURCE

CH: 20

Minera commands an illness to tell you its origin or cure. Ask any disease a question, and make a Quarrel using (IB - 2) Hits against the disease to determine the accuracy of the answer.

MINERA'S GIFT

CH: 35

Minera fortifies against a potent disease. Target someone within short range (30ft) and gain +two Hits against any disease and suppresses all symptoms for the next d6 hours.

PLAQUE MASK

CH: 25

Minera forbids disease from infecting you. You cannot gain a disease for d6 hours, and if something tries to infect you, Quarrel using (IB) Hits against this disease.

TONIC TRANSMUTATION

CH: 25

Minera transforms any liquid into a potent tonic. The transmuted tonic has (IB) Tiers of alchemic effects and zero **Toxicity**, becoming inert in d6 minutes.

LIQUID MERCY

CH: 20

Minera distills up to one Enc of any liquid into a sweet and powerful poison, which offers a painless death. The transmuted elixir inflicts (IB) Poison to those who consume it and loses all other effects.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the purity of nearby substances, detecting poison, or contamination.
+5	Transmute a single drop of water into a minor elixir, granting slight relief to exhaustion.
+10	Summon a soft, glowing mist that lingers in the air, slowly knitting wounds and soothing pain.
+15	Neutralize a toxin afflicting a target, turning it crystallize and falls harmlessly from their body.
+20	Create an aura of clarity that shields allies from mental afflictions, such as confusion, fear.
+25	Infuse a lantern or staff with curative energy, it can douse fire or close wounds when touched.
+30	Enchant a small area with the essence of life, blooming plants and healing the injured.
+35	Instantly mend critical injuries, regrowing limbs, and stops life threatening ailments.
+40	Summon an alchemical abomination that heals allies and weakens enemies within its radius.
+45	Unleash Minera's Elixir of Renewal, bathing a large area that revives the recently deceased and renews the bodies and minds of the living.
+50	Become the Avatar of Life, gaining godlike healing powers to restore entire cities, regrow limbs, cure plagues, and purge corruption with a touch.

Nox, the God Tomb

Presence: The Dead & Dreams

Favored Score: Willpower

God-Stain: -5 Robustness

Vestments: Bones, Black Veil, Obsidian Ring

-MIRACLES OF NOX-

Commonly used miracles for the Veiled Conclave.

RESTING VEIL

CH: 15

Nox halts the dead. A target within short range (30ft) stops, inflicting (WB - 2) **Stun** Conditions to an **undead** target or preserves a corpse for a day.

SLEEPING OMENS

CH: 20

Nox grants you a messenger raven that travels in the resting world. Send a (WB) word long message to someone you know, who is asleep.

THE FEAR OF NOX

CH: 15

Nox blesses you with the face of death. You terrorize everyone looking at you within short range (30ft). Make a **Quarrel** using (WB - 4) **Hits** against them or they rout.

TOMB QUAKE

CH: 35

Nox smites the most hated undead. Target a (WB) ft area(r) within short range (30ft) and inflict (WB - 2) in d6 dmng to all **undead** within the area.

SPECTER TOUCH

CH: 10

Nox bestows a touch of death. Your touch deals (WB - 4) in d6 damage to a living creature or heals (WB - 4) in **Pain** or **Trauma** to an undead creature.

REALM OF DREAMS

CH: 25

Nox sends a target into a deep sleep. The target sleeps peacefully and receives a prophetic dream of your choice. If they resist **Quarrel** using (WB) **Hits** against them.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the presence of lingering spirits, sleeping souls, or areas touched by death.
+5	Whisper into a sleeping mind, delivering a message, planting a thought, or sowing unease.
+10	Summon a spectral raven or other minor spirit to scout, deliver a message, or as an omen.
+15	Shroud yourself in death's veil, becoming partially incorporeal and harder to perceive.
+20	Animate the corpse of a small creature, such as a hound or crow, to follow your orders.
+25	Infect an area with decay, causing plants to wither, metal to tarnish, and weaken enemies.
+30	Summon a field of spectral hands that emerge from the ground to restrain enemies.
+35	Force an enemy into a waking nightmare, overwhelming them with their worst fears.
+40	Call forth a legion of spectral undead that fight alongside you, dissolving into ash upon defeat.
+45	Blanket a region in a pall of death, turning the land hostile, sapping life and awakening death.
+50	Become the Avatar of Death, taking on a spectral, godlike form that controls life and death, commanding souls, extinguishing life, and sealing or opening the veil between worlds.

THONJUN, THE GOD WHALE

Presence: Storms & The Sea

Favored Score: Robustness

God-Stain: -5 Personality

Vestments: Scrimshaw, Fishing Net, Drum

-MIRACLES OF THONJUN-

Commonly used miracles for the Stormtide Brotherhood.

ALL ABOARD!

CH: 15

Thonjun flash floods an area, which swiftly sinks back into the ground. Target a **(RB) ft area(r)** within short range (30ft) and cause all to fall Prone.

EYE OF THE STORM

CH: 30

Thonjun forbids a storm or winds from affecting an area. Create a **(RB) ft area(r)** within short range (30ft) that cannot be affected by storm or wind for **d6 hours**.

THE SUNKEN CURSE

CH: 25

Thonjun curses a target's lungs to fill with seawater. A target within short range (30ft) is Air Deprived^L for **d6** rounds and Quarrel using **(RB)** Hits if someone tries to save them.

UNSINKING

CH: 30

Thonjun forbids a target from sinking. A target within short range (30ft) will not sink, if something tries to force it under, make a Quarrel using **(RB - 2)** Hits against the target. This lasts for **d6 x 10 minutes**.

LEVIATHAN'S ROAR

CH: 30

Thonjun calls upon the roar of the sea. All within a **(RB) ft area(r)** of you suffer **(RB - 4)** Stun and **(RB)** Deaf.

STORM'S FURY

CH: 45

Thonjun summons a powerful storm. A **(RB x 5) ft area(r)** within long range (90ft) is affected by a powerful storm for **d6 hours**. All within the area suffer **(RB - 4)** Deaf & Fatigue, every minute.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the rhythm of the ocean, detecting nearby currents, tides, or coming storms.
+5	Call upon a playful breeze or gentle wave to guide a ship, carry a scent, or knock over items.
+10	Harden your skin like a whale's blubber, reducing impacts or cold temperatures.
+15	Trap an enemy in a localized whirlpool or sinkhole, leaving them sick and disoriented.
+20	Call upon Thonjun's blessing to breathe underwater or resist crushing pressure.
+25	Summon a school of ethereal fish or spectral jellyfish that confuse enemies and light the way.
+30	Call upon Thonjun's wrath to summon a massive crashing wave no matter where you are.
+35	Animate the ocean's creatures, commanding sharks, or giant crabs to follow your orders.
+40	Alter the ocean's behavior, parting the waves or raising tides to engulf a settlement.
+45	Summon a colossal leviathan that fights at your side, crushing foes and leveling the battlefield.
+50	Become the Avatar of the Deep, taking on a towering, leviathan-like form with godlike control over storms, tides, and fish of the sea.

YNIR, THE GOD HARVEST

Presence: Fertility & Tamed Nature

Favored Score: Finesse

God-Stain: -5 Willpower

Vestments: Seed, Woven Circlet, Harvesting Tool

-MIRACLES OF YNIR-

Commonly used miracles for the Sheafwoven Circle.

READY FOR HARVEST

CH: 15

Ynir commands a crop to grow. Target a (FB) ft area(r) within short range (30ft) and cause all plant life to fully grow, this inflicts (FB - 4) in Entangle Conditions to anyone in the area.

THE RITE OF YNIR

CH: 30

Ynir grants a great blessing. Target someone within short range (30ft) and Reroll their **Genetic Phenotype**, someone may only gain this benefit **once**.

CALM THE CATTLE

CH: 20

Ynir settles the mind of a beast. Target a domesticated animal, they will not rout for any reason for d6 hours.

EAR TO THE GROUND

CH: 20

Ynir allows you to commune. Ask any tamed land or animal a question, and make a Quarrel using (FB - 4) Hits in against your target of your question to determine the accuracy of the answer.

FRUITS OF LABOR

CH: 20

Ynir ensures a bountiful harvest. Target a (FB) ft area(r) within short range (30ft) all plants and pregnant creatures within the area will immediately produce their offspring.

SACRED GROVE

CH: 35

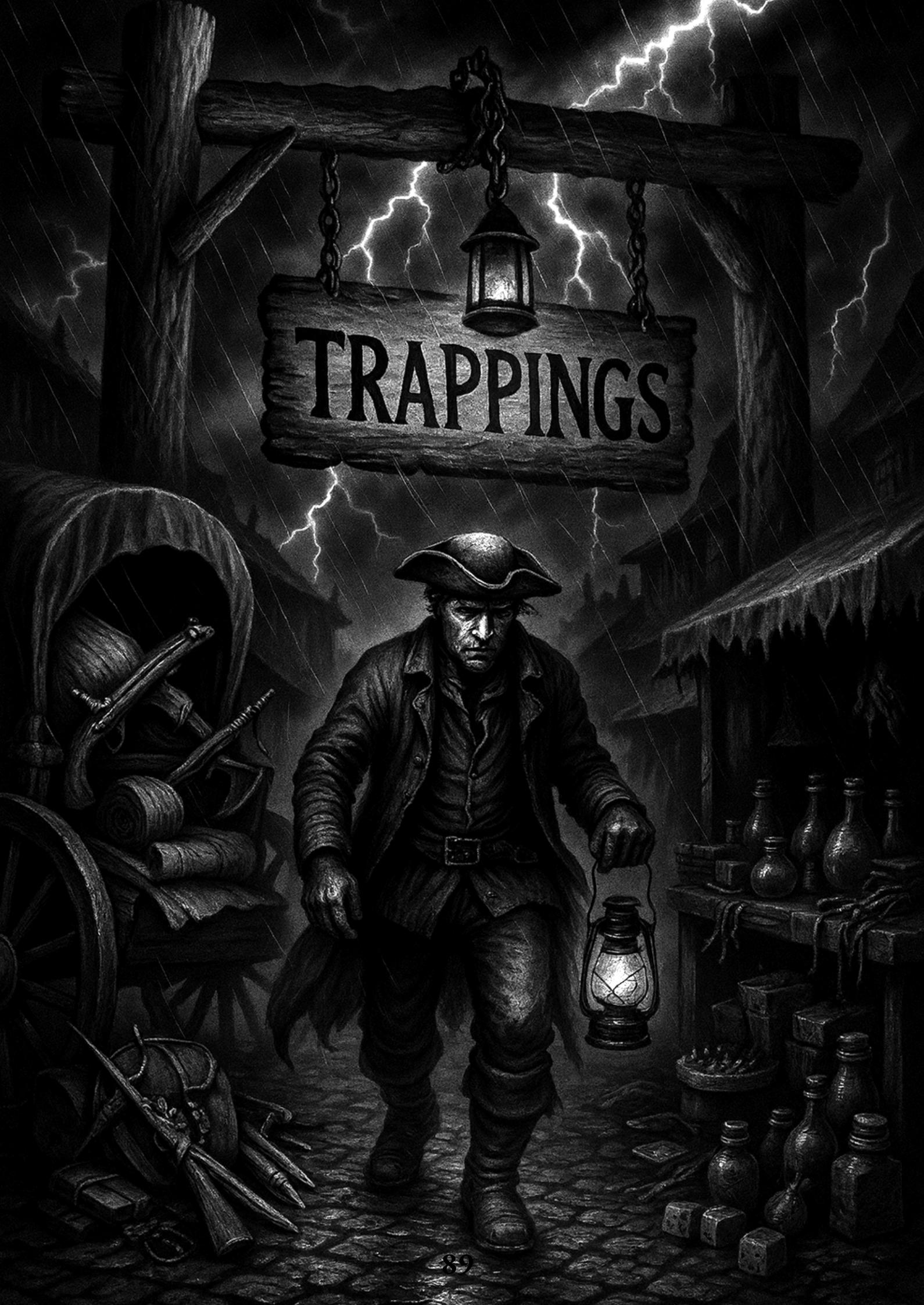
Ynir grows a grove of sacred trees. You can grow a grove of trees within a (FB) ft area(r) within short range (30ft). The grove lasts for d6 days and will Quarrel using (FB - 2) Hits against anyone committing violence or they rout.



-SPONTANEOUS MIRACLE EXAMPLES-

CH	Examples
+0	Sense the cycles of nature, detecting the health of soil, the age of plants, or the fertility.
+5	Enrich a small patch of land or a plant, making it grow faster, bloom brighter, or yield a fruit.
+10	Summon creeping vines or roots to secure a small area, covering objects or mild protection.
+15	Transform a handful of seeds into a full crop instantly, enough to feed a few for a day.
+20	Command a herd of livestock or a swarm of bees, guiding their movement and purpose.
+25	Animate a scarecrow or agricultural tool (e.g., plow, hoe) to assist in work or defend you.
+30	Create an area of rapid growth, causing plants to erupt into tall grasses, fruit-bearing trees, thick brambles or thorny hedges.
+35	Summon a massive harvest horror, a towering protector made of straw, vines, and earth.
+40	Blanket an area in rejuvenating rain, healing allies, and encouraging miraculous growth.
+45	Call forth an army of sentient plants—walking trees, grasping vines, and animate grain fields.
+50	Become the Avatar of Abundance, embodying a verdant godlike form that commands all nature, reshaping the land to your will and vast bounty.

TRAPPINGS



GENERAL TRAPPING RULES

SILVER STANDARD

In Witch Iron, silver is the currency of choice, replacing gold in any prewritten adventures. Silver weighs **one encumbrance** for 200 pieces.

WEAPON & ARMOR DAMAGE

In the heat of battle, weapons and armor can take a beating.

- ❖ For each point of damage a weapon takes, its weapon damage (i.e., the +4 in a Cutlass's **MB +4**) is reduced by **one**.
- ❖ The same applies to armor, with armor's Armor Value (**AV**) reduced by **one** for each point of damage taken.
- ❖ When a weapon or armor's value reaches **zero**, it is considered **destroyed** and is no longer functional.

REPAIRING WEAPONS & ARMOR

Damaged weapons and armor can be repaired, but it requires both resources and skill. To fully repair a weapon or armor, make a successful **Trade Check** or it is destroyed in the process. The process of repairing an item takes about **ten minutes**, during which the creature must have access to appropriate tools.

Of course, **Contacts** can be used for this Check.

BATTLE WEAR

Your blade is starting to blunt and your armor is covered in battle scars.

- ❖ **Increase the Damage** of an attack by damaging your weapon by **one for +one Damage**.
- ❖ **Increase** your **Soak** against an attack by damaging your armor by **one for +d6 Soak**.

SPECIAL MATERIAL: METEORIC IRON

Meteoric Iron, a celestial relic, is an indestructible material that originates from the core of fallen stars.

How to Find

This rare metal lies in meteor craters, the scars of cosmic collisions. It carries the chill of the void and the searing heat of fallen suns.

How to Use

Despite its stubborn nature, Meteoric Iron can be shaped by a master blacksmith into artifacts of unparalleled power and beauty. It **cannot** be **damaged** or **destroyed**, making it an ideal material for crafting weapons and armor that are meant to last. However, its indestructibility also means it cannot be used for **Battle Wear**.

SPECIAL MATERIAL: LODESTONE

Lodestone is a volatile ore with a magnetism that can warp steel, flesh and the *Wicked Winds*.

How to Find

Deep underground, Lodestone is mined in veins rich with metal. Those who know its signs can feel its uncanny pull on their mind beneath the earth.

How to Use

Lodestone can be used to power a wide array of arcane devices. However, it can also be consumed to enhance one's magical abilities. Consuming Lodestone **doubles** your **Magick** or **Faith Score** for **d6 x 10 minutes**, but you suffer **d6 Corruption**. Furthermore, weapons crafted from Lodestone ignore any **Armor Value**, but you suffer **one Corruption** for each day you had contact with it.

ALCHEMY

You must be an **Alchemist** to brew **Concoctions**. The brewing process takes the following steps:

STEP 1. GATHER INGREDIENTS

Collect the ingredients for your Concoction:

- ❖ **Ingredients Cost:** Determined by Tier & Essence (see Concoction Tier Examples Table).

STEP 2. SELECT EFFECTS

Use the Concoction Tier Examples Table below to determine your desired effects:

- ❖ **Effect Tiers:** You can select effects whose Tier is equal to or less than your own.
- ❖ **Custom Effects:** You can create unique effects inspired by provided examples.
- ❖ **General Effects:** Use the General Concoction Effects table to add Duration, Range, or Area of Effect. These effects increase Toxicity and Ingredients Cost.

STEP 3. CONCOCT

- ❖ Spend **one week per total Tier** of all selected effects brewing your Crude Concoction.
- ❖ Your Crude Concoction initially has **Toxicity equal to its total Tier**.

Then refine by making the following checks:

1. **+10% Research Check** (reduce Toxicity by 1 per Hit)
2. **+10% Trade Check** (reduce Toxicity by 1 per Hit)

After refining, your final Concoction has all left-over Toxicity (Toxicity 0 is completely safe to use).

TOXICITY

Distilling the *Wicked Winds* into a Concoction is a toxic process. After drinking a Concoction, make an **Imbibe Quarrel** vs the Concoction's **Toxicity** in Hits.

TOXICITY QUARRELS

- ❖ **Victory:** Concoction is successfully imbibed.
- ❖ **Victory at a Cost:** Concoction is imbibed, but you suffer **one Corruption**.
- ❖ **Failure:** Concoction is rejected, you suffer **one Corruption** and vomit it out.



-GENERAL CONCOCTION EFFECTS-

Toxicity	Ingredient Cost	Extra Concoctions	Duration	Range	Area(r)
+2	+10 Silver	+1 Concoctions	d6 rounds	Short (30ft)	5ft
+4	+50 Silver	+2 Concoctions	d6 min.	Medium (60ft)	10ft
+6	+100 Silver	+3 Concoctions	d6 x 10 min.	Long (90ft)	20ft
+8	+250 Silver	+4 Concoctions	d6 hours	Extreme (120ft)	40ft
+10	+500 Silver	+5 Concoctions	d6 days	Artillery (½ mile)	80ft

CONCOCTION TIER EXAMPLES

<i>Wicked Essence</i>	Examples: Tier 1	Examples: Tier 3	Examples: Tier 5	Examples: Tier 8
Blue Essence	Gust bomb, knock a target prone	Speak to birds, gain +2 Hits to commands	See the future, Reverse any Check	Sprout wing & fly 60ft per round
Ingredients	Hawk Feather (25s)	Pegasus Hoof (50s)	Sapphires (100s)	Griffon Wing (200s)
Brown Essence	Tooth & claw, 2d6 Dmg weapon	Beast oil, Half the Soak of a Beast	Grow to Large Size, +5 Dmg & Soak	Grow to Huge Size, +10 Dmg & Soak
Ingredients	Wolf Claw (25s)	Krieg Beast Quill (50s)	Amber Lumps (100s)	Hydra Head (200s)
Gold Essence	Eurika! +1 Hits to Intelligence	Can melt a lock's worth of steel or lesser metal	Your skin turns to gold, +2 AV to all Locations	Quarrel against 8 Hits or turn to Stone
Ingredients	Iron Ore (25s)	Cup of Mercury (50s)	Gold Nuggets (100s)	Basilisk Eye (200s)
Green Essence	Scar over wounds, Remove 1 Bleed	Cure poison, Remove 2 Poison	Grow a shrub, Entangle 4 or Suffocate imbiber	Return to life in 2d6 rounds after dying
Ingredients	Tree Sap (25s)	Troll Toe (50s)	Jade Stones (100s)	Treefolk Limb (200s)
Gray Essence	Smoke bomb, impenetrable smoke	Nerve Toxin, Suffer 2 Poison	Fog-like, +3 Hits to Agility	You cannot be seen by intelligent creatures
Ingredients	Whole Spider (25s)	Criminal Evidence (50s)	Obsidian Shards (100s)	Jabberwack Brain (200s)
Purple Essence	Rat Killer, Suffer 1 Poison	Undead oil, Half the Soak of an Undead	Enter stasis, Immune to harm until waking	Extend your Lifespan by one-year
Ingredients	Skeleton Bone (25s)	Murder Weapon (50s)	Amethysts (100s)	Vampire Skull (200s)
Red Essence	Liquid fire, can start a fire or deal 1 Aflame	Rage, gain +1 Attack charging nearest foe	Breath fire, inflict 4d6 Dmg	Turn red-hot, gaining immunity to fire
Ingredients	Burning Coal (25s)	Arsonist's Heart (50s)	Rubies (100s)	Dragon Scale (200s)
White Essence	Torchlight, Blind 1 when splashed	Reaction, +2 Hits to Quickness	Neutralizes any Concoction to water	Demon-Bane, Half the Soak of a Demon
Ingredients	Magnifying Glass (25s)	Blinded Eye (50s)	Diamonds (100s)	Demon Ash (200s)
General Effect Strength				
Quarrel Hits	Use 2 Hits	Use 4 Hits	Use 6 Hits	Use 8 Hits
Conditions	1 Conditions	2 Conditions	4 Conditions	6 Conditions
Damage	2d6 dmg	3d6 dmg	4d6 dmg	6d6 dmg

RUNE CARVING

You must be a **Rune-Carver** to create Runes. The carving process takes the following steps:

STEP 1. GATHER MATERIALS

Collect necessary materials to carve your Rune:

- ❖ **Gemstones:** 100 silver worth of the correct gemstone per Tier.
- ❖ **Item:** An object to carve the Rune into.

STEP 2. SELECT EFFECTS

Use the Rune Tier Examples Table below to determine your Rune's effects:

- ❖ **Effect Tiers:** Choose effects equal to or lower than your Tier.
- ❖ **Custom Effects:** You may create unique Custom Effects inspired by provided examples.
- ❖ **General Effects:** Use the General Rune Effects table to add Duration, Range, or Area of Effect. These effects increase Will and Cost.

STEP 3. CARVE

- ❖ Spend one week per total Tier of all chosen effects carving your Wild Rune.
- ❖ Your Wild Rune initially has Will equal to its total Tier.

Then refine your Rune by making these checks:

1. +10% Research Check (reduce Will by 1 per Hit)
2. +10% Trade Check (reduce Will by 1 per Hit)

After refining, your Rune retains any remaining Will (Will 0 is completely safe to use).

WILL

Activating a Rune is challenging due to its remaining untamed Will. After activating a Rune, make an **Hardship Quarrel** vs the Rune's Will in Hits.

WILL QUARRELS

- ❖ **Victory:** Rune is successfully activated.
- ❖ **Victory at a Cost:** Rune activates successfully but corrupts you, inflicting **one Corruption**.
- ❖ **Failure:** Rune is hampered, you suffer **one Corruption** and the activation is delayed by d6 rounds.



THE RUNIC LAWS

Every Runic item has the following properties:

- ❖ An item may only have one Rune.
- ❖ Runes can never be removed.
- ❖ Items can be damaged but never destroyed.

-GENERAL RUNE EFFECTS-

Will	Additional Ingredient Cost	Duration	Range	Area(r)
+2	+50 Silver	d6 rounds	Short (30ft)	5ft
+4	+100 Silver	d6 min.	Medium (60ft)	10ft
+6	+250 Silver	d6 x 10 min.	Long (90ft)	20ft
+8	+500 Silver	d6 hours	Extreme (120ft)	40ft
+10	+1,000 Silver	d6 days	Artillery ($\frac{1}{2}$ mile)	80ft

RUNE TIER EXAMPLES

<i>Wicked Essence</i>	Examples: Tier 1	Examples: Tier 3	Examples: Tier 5	Examples: Tier 8
Blue Essence (Sapphire)	Rune of Gust: Unleash a gust of wind, knocking your target Prone	Rune of Charge: Supercharge your weapon, gaining +2d6 dmg	Rune of Luck: Sway luck in your favor, Reverse a Check	Rune of Fate: Bend the threads of destiny, quarrel using 8 Hits or alter a single event.
Brown Essence (Amber)	Rune of Savagery: Unleash your inner beast, gaining +1 Hit to Attacks	Rune of Beast: Your item transforms into a loyal 3 HD beast.	Rune of Growth: Explode with growth becoming Large Size, +5 Dmg & Soak	Rune of the Wild: Your item transforms into a powerful Huge 10 HD beast.
Gold Essence (Gold)	Rune of Mending: Repair minor dents and cracks, repair 2 weapon or armor dmg	Rune of Shielding: Fortify your armor, gaining +2d6 Soak.	Rune of Forging: Fully reforge any destroyed weapon, armor or small item	Rune of Invincibility: Make your armor nearly impervious, gaining +4d6 soak
Green Essence (Jade)	Rune of Scars: Accelerate healing, removing one Alfame, Bleed or Poison	Rune of Roots: Wrap your target in grasping roots, inflict 2 Entangle	Rune of Vine: Unleash a force of nature, your item transforms into a Large 7 HD vine beast	Rune of Surgery: Perfectly fix body, passing a Surgery of 6 Hits or less
Gray Essence (Obsidian)	Rune of Steps: Teleport across short distances in the blink of an eye.	Rune of Charisma: Quarrel using 4 Hits or a living target follows you command	Rune of Shadow: Blend into the shadows, gaining +3 Hits to Skulking	Rune of Dismay: Quarrel using 8 Hits or your target suffers 1 Helpless.
Purple Essence (Amethyst)	Rune of Dust: Your weapon ages wounds to dust gaining +d6 dmg	Rune of Age: Age your target by d6 years, living targets Quarrel against 4 Hits.	Rune of Time: Rewind time for your target, reverting them to d6 round ago.	Rune of Desolation: Wield the power of time, enhancing your weapon +4d6 dmg
Red Essence (Ruby)	Rune of Ignition: Ignite a small, intense fire inflict 1 Alfame.	Rune of Rage: Fight with fury, gaining +1 Hit to Attacks	Rune of Flame: Engulf your weapon in flames, gaining +3d6 dmg	Rune of Inferno: Ignite your target from the inside out, inflict 6 Alfame
White Essence (Diamond)	Rune of Light: Create a beacon of light, inflicting 1 Blind on attacks	Rune of Purity: Annihilate a source of up to 2 Corruption or Poison.	Rune of Radiance: Unleash a blast of intense light, inflict 4 Blind	Rune of Banishing: Quarrel using 8 Hits or target demon or undead turns to ash
General Effect Strength				
Quarrel Hits	Use 2 Hits	Use 4 Hits	Use 6 Hits	Use 8 Hits
Conditions	1 Conditions	2 Conditions	4 Conditions	6 Conditions
Damage	+d6 Dmg	+2d6 Dmg	+3d6 Dmg	+4d6 Dmg
Armor	+d6 Soak	+2d6 Soak	+3d6 Soak	+4d6 Soak

INVENTING

You must be a **Black-Thumb** to create an **Invention**.

The writing process takes the following steps:

STEP 1. GATHER PARTS

You need raw materials to start inventing:

- ❖ **Inventions:** 50 silver per Tier in Parts.
- ❖ **Vehicles:** Cost based on HD & Size (see Advanced Vehicles).

STEP 2. SELECT EFFECTS

Use the Invention Tier Examples Table (below) to guide your invention:

- ❖ **Quality Points:** Each Tier lists the **total points** you can spend on Qualities.
- ❖ **Max Rating:** Indicates the highest rating allowed for any individual Quality.
- ❖ **Choosing Qualities:** Pick existing Qualities or create new Custom Qualities inspired by provided examples.
- ❖ **Custom Qualities:** Custom Qualities increase both the invention's **total Tier** and **Quirks**, thereby increasing required Parts and refinement difficulty.

Note: Weapons begin at MB+4 or QB+4 Damage before applying Qualities.

STEP 3. INVENTION

- ❖ Spend **one week per total Tier** of all chosen effects and Qualities crafting your Crude Invention.
- ❖ Your Crude Invention initially has a number of **Quirks equal to its total Tier**.

Then refine your invention by making the following checks:

1. +10% **Research Check** (reduce Quirks by 1 per Hit)
2. +10% **Trade Check** (reduce Quirks by 1 per Hit)

Finally, roll all remaining Quirks after Refining on the Quirk Table (Minimum Quirks: 0).



-QUIRK TABLE-

dro Invention Quirks

- | | |
|----|--|
| 1 | Unreliable: On use, roll d6; on a 5-6 it fails. |
| 2 | Overheats: 10 min cooldown after each use, Pain if reused too soon. |
| 3 | Expensive Fuel: Requires 20s of resources per use/hour. |
| 4 | Overcomplicated: 3 actions to ready a weapon or 2 hours otherwise. |
| 5 | Loud: Roll d6 per use/hour; attracts trouble on a 6. |
| 6 | Massive: Twice normal size or requires a cart for transport. |
| 7 | Frequent Repairs: Requires a successful +10% Trade Check after every use or hour of use before functioning again. |
| 8 | Recoil: User knocked Prone after each use. |
| 9 | Awkward Handling: -20% penalty on Checks using this Invention. |
| 10 | Volatile: Roll dro per use/hour; on 10, explodes (d6 Dmg/Tier, 10ft radius handheld, 2d6 Dmg/Tier, 20ft large). |

INVENTION TIER EXAMPLES

Scope	Examples: Tier 1	Examples: Tier 3	Examples: Tier 5	Examples: Tier 8
Melee Weapons (MB+4)	Qualities: 3 Points Max Rating: 2	Qualities: 6 Points Max Rating: 3	Qualities: 9 Points Max Rating: 4	Qualities: 12 Points Max Rating: 5
Custom Melee Quality	Worn (Points 1): Cannot be Disarmed	Sunder (Points 2): Deals one dmg to weapons when parried	Cripple (Points 3): Inflicts one Trauma to a Body Part	Devastate (Points 4): Always inflicts a Critical Hit
Ranged Arms (MB+4/QB+4)	Qualities: 3 Points Max Rating: 2	Qualities: 6 Points Max Rating: 3	Qualities: 9 Points Max Rating: 4	Qualities: 12 Points Max Rating: 5
Ammunition	1 Points of Qualities, Max Rating: 1	2 Points of Qualities, Max Rating: 2	3 Points of Qualities, Max Rating: 3	4 Points of Qualities, Max Rating: 4
Custom Ranged Quality	Breakdown (Points 1): Appears harmless, takes one min	Grapple (Points 2): Pulls target 10ft per round, can be cut	Launcher (Points 3): Can fire a weapon with Single Use.	Seek (Points 4): You do not need line of sight to attack
Armor	Qualities: 3 Points Max Rating: 2	Qualities: 6 Points Max Rating: 3	Qualities: 9 Points Max Rating: 4	Qualities: 12 Points Max Rating: 5
Custom Armor Quality	Spiked (Points 1): Unarmed loses the Superficial Quality	Secure (Points 2): Protects 3 items from damage & wear	Powered (Points 3): +20 & +1 Hits to Muscle Checks	Autonomous (Points 4): The armor is also 3 HD Creature
Misc. Inventions (0-4 Enc)	Foldable Wall: An expandable 5ft x 5ft wood wall	Steam-Powered Grappling Hook: climbing or pulling.	Lightning Cannon: Fires bolts of electricity at enemies.	Clockwork Wings: Allow flight over short distances
Cont. Misc. Inventions (0-4 Enc)	Mechanical Torch: Suffer 1 Fatigue for 1 hour of light	Skeleton Key: Can open any Lock that Quarrels using 3 Hits.	Steam-Powered Drill: Can dig through 15ft of rock per hour.	Clockwork Carrier: A mechanical bird that flies up to 5 miles.
-Optional-Vehicles	Vehicles can have HD up to 2x your Tier Use the Advanced Vehicles table for Stats, Points & Cost. Vehicles have Quirks = half its HD.			
Custom Vehicle Quality	Spikes (2 Points): Vehicle deals +2 Dmg per Size on a ram.	Reinforced Cabin (4 Points): Crew take half crash Dmg.	Siege Platform (6 Points): +2 Hits with Mounted Weapons.	Flight (12 Points): Vehicle can fly at its base Speed.

DETERMINING ENCUMBRANCE

An estimate of the bulkiness and weight of an item:

- ❖ **Enc 1-2:** A Sidesword or Head
- ❖ **Enc 3-4:** A Halberd or a Large Shield
- ❖ **Enc 10+:** A Steam-Assisted Crane

DETERMINING WEAPON CATEGORIES

Weapon categories are designed for a broad range of weapons in a similar theme, such as Yeoman Weapons being practical and easy to use. Using that idea the GM and inventor should agree on the most likely category for a custom built weapon.

ADVANCED VEHICLES

Here are some advanced Vehicles rules, feel free to ignore or rewrite them to suit your game.

-VEHICLE STATS-

Stats	Description
Type	(Land or Sea) Where it's made for
HD	Its Hit Dice chosen at creation
*Power	How Difficult to change its Speed
*Maneuver	How Difficult to change its direction
Enc.	Total carrying capacity
Soak	Damage reduction
Qualities	Additional abilities or enhancements

*These start at the **Hits** specified by the **Vehicle Hit Dice**, higher is worse.

VEHICLE SPEED

A vehicle's maximum achievable speed depends entirely on the terrain it travels over. Vehicle stats and qualities do not directly alter speed—only the environment matters. Use the table below to quickly determine how fast any vehicle can move based on the conditions of the road or sea:

Speed	Land Going	Sea Going
20	Rough terrain	Stormy waters
30	Crowded streets	Moderate waves
40	Packed dirt roads	Calm, stable seas
50-60	Military routes	Smooth waters
70-90	Laid roads	Ideal seas
100-120	Specialized roads	Magickal currents

Note: Flying vehicles can always reach 120 Speed.

Alternate Speed
If you Speed = $(24 - \text{Power} - \text{Maneuver}) \times 5$

STEP 1: CHOOSE TYPE

Decide if your vehicle is **Land**-based or **Sea**-based.

- ❖ (Exotic movement types like Flight can be added with Custom Qualities)

STEP 2: CHOOSE VEHICLE HIT DICE

HD determines your vehicle's basic durability, strength, and complexity. Vehicles can be built with HD up to 2x your Tier.

HD	Hits	Soak	Cost	Points	Max
1-3	1	2	400S	3	2
4-6	2	4	800S	5	2
7-9	3	6	1,600S	7	3
10-12	4	8	3,200S	9	3
13-15	5	10	6,400S	11	4
16-18	6	12	12,800S	13	4
19-20+	7	14	25,600S	15	5

- ❖ **Hits:** Base difficulty for both **Power & Maneuver**.
- ❖ **Soak:** Vehicle's starting damage reduction.
- ❖ **Points:** Total Points for Qualities & Size.
- ❖ **Max:** The max Rating of Qualities.

STEP 3: DETERMINE VEHICLE SIZE

Vehicle size greatly influences maneuverability, power, carrying capacity, and toughness.

Scale	Soak	Points Cost
Medium	+0	0
Large	+5	5
Huge	+10	10
Gigantic	+20	20

STEP 4: SELECT QUALITIES

You can now spend any remaining Points on Vehicle Qualities. You must have a final total equal to the Points amount from your HD or lower.

POWER (ACCELERATE & DECELERATE)

How quickly your vehicle reaches top speed or fully stops **without a Quarrel** from the Driver.

- ❖ A **Driver** is able to push their vehicle to their **Vehicle** at any acceleration or deceleration as long as they can win a **Quarrel vs its Power**.

Hits	Example of Normal Operation
0	Instant acceleration or braking.
1	Full speed or stop in 1 round.
2	Achieves top speed or halts in 2 rounds.
3	Full speed adjustments take 3 rounds.
4	Requires 6 rounds for significant speed.
5	Takes 2 minutes to reach full speed or stop.
6	Needs 5 minutes to fully accelerate or stop.
7	10 minutes to reach maximum speed or halt.
8	Speed adjustments take around 30 minutes.
9+	Takes 1 hour for full acceleration or braking.

MANEUVER (TURNS & STUNTS)

How sharply and quickly your vehicle can change direction **without a Quarrel** from the Driver.

- ❖ A **Driver** is able to push their vehicle to their **Vehicle** at any turns or stunts as long as they can win a **Quarrel vs its Maneuver**.

Hits	Example of Normal Operation
0	Instant reverse, or full directional change.
1	Sharp turns and tight maneuvers in 1 round.
2	Precise maneuvers within 2 rounds.
3	Moderate maneuvers in about 3 rounds.
4	Turns comfortably within 1 minute.
5	Significant change takes 2 minutes.
6	Full turn takes 5 minutes.
7	10 minutes for a directional adjustment.
8	Major turns take 30 minutes.
9+	Directional changes require 1 hour.

CHASES & QUARRELS

1. Pick the Stat

- ❖ Open road or open water? Use **Power**.
- ❖ Tight alleys or reefs? Use **Maneuver**.

2. Roll the Quarrel

Each driver makes an **Operate / Ride Check** and counts their **Hits** as usual.

3. Beat Your Machine

If your **Hits** are lower than your vehicle's **Hits** value, you can't wrangle your rig— you spin out, stall, or fall behind. You're out of the chase.

4. Beat Your Rival

If both pilots beat their machine, compare **Hits** normally for a **Quarrel** and detain the outcome from there (Ties go to the better Vehicle).

-VEHICLE CAPACITY TABLE-

HD	Med → Gigant	HD	Med → Gigant
1	11 22 44 88	11	21 42 84 168
2	12 24 48 96	12	22 44 88 176
3	13 26 52 104	13	23 46 92 184
4	14 28 56 112	14	24 48 96 192
5	15 30 60 120	15	25 50 100 200
6	16 32 64 128	16	26 52 104 208
7	17 34 68 136	17	27 54 108 216
8	18 36 72 144	18	28 56 112 224
9	19 38 76 152	19	29 58 116 232
10	20 40 80 160	20	30 60 120 240

Enc Capacities: Medium | Large | Huge | Gigantic

VEHICLE QUALITIES

ARMORED (2 PTS)

+₂ Soak per point.

MANEUVER ASSIST (2 PTS)

-₁ Hits for Maneuver checks.

HIGH-POWER ENGINE (2 PTS)

-₁ Hits for Power checks.

STREAMLINED (2 PTS)

+₁₀ ft Speed.

WEAPON MOUNTS (1 PT EACH)

Mounted weapons use Finesse (Operate).

STURDY SUSPENSION (3 PTS/RATING)

Ignore one Locomotion injury/day per rating.

WEAK FRAME (-2 PTS/RATING)

-₁ Soak per rating.

OVERWEIGHT (-2 PTS)

+₁ Hits for Maneuver checks.

UNSTABLE PROPULSION (-2 PTS)

+₁ Hits for Power checks.

FUEL-HUNGRY (-3 PTS)

Consumes 50 silver/hour worth of fuel.

RAMMING

1. Declare the Ram

Choose Power (straight charge) or Maneuver (angled smash).

2.. Driving Quarrel

Pilot rolls Operate / Ride vs. their vehicle's Hits for the chosen stat.

3. On success

Inflict Damage = vehicle Soak + Net Hits.

4. Both rigs suffer the damage

Unless the target is wrecked outright.

5. Miss or Bust

Your vehicle takes half that Damage as the failed impact jars the frame.

MELEE WEAPONS

WEAPON	ENC	PRICE	DMG	QUALITIES
-STAR-				
Dirk	1	8s	MB+2	Size (Small), Defend 1
Bayonet	1	15s	MB+3	Size (Small), Brutal 1, Disrupt 1
Hunting Spear	2	18s	MB+4	Reach 1
Smallsword	1	8os	MB+4	Accurate 1, Defend 1
Rapier	1	9os	MB+4	Defend 1, Blade-Trap
Lance	2	6os	MB+4	Cavalry (Brutal 4, Reach 1)
Long Pike	4	19s	MB+9	Size (Large), Reach 2, Inaccurate 1
-CHOP-				
Tomahawk	1	15s	MB+3	Size (Small), Brutal 1, Versatile
Cutlass	1	18s	MB+4	Bleed 1
Woodsman's Axe	3	5os	MB+5	Brutal 1, Rend 1, Disrupt 1
Officer's Sabre	2	55s	MB+4	Accurate 1, Bleed 1
Boarding Axe	2	95s	MB+10	Size (Large), Brutal 1, Rend 1, Exhaust 1
Pole-Cleaver	3	32os	MB+9	Size (Large), Reach 1, Bleed 1, Inaccurate 1
Claymore	3	36os	MB+11	Size (Large), Brutal 2
Halberd	3	33os	MB+9	Size (Large), Reach 1, Rend 1, Inaccurate 1
-BASH-				
Unarmed	0	0s	MB+2	Size (Small*), Superficial
Improvised Weapon	1	0s	MB+4	Size (Vaires*), Superficial
Club	1	4s	MB+4	Stun 1
Spiked War-Club	2	28s	MB+5	Stun 1, Bleed 1
Iron-Head Mace	2	32s	MB+4	Stun 1, Defend 1
War-Flail	3	375s	MB+11	Size (Large), Brutal 2, Stun 1, Hazardous
Buckler	1	3os	MB+2	Size (Small), Shield 1, Defend 1
Militia Shield	2	8os	MB+4	Shield 2, Defend 1, Inaccurate 1
Pavise Board	3	115s	MB+4	Shield 3, Defend 1, Inaccurate 2, Superficial

All above Weapons are **Size (Medium)** unless otherwise stated in **Qualities**

*Improvised Weapons can be any size | Unarmed are always one size smaller than the Monster

RANGED ARMS

WEAPON	ENC	PRICE	DMG	RANGE	AMMO	QUALITIES
-DRAW-						
Sling	0	5s	QB+4	Short	Bullet	Stun 1
Sling Staff	2	80s	QB+7	Med	Bullet	Size (Large), Hybrid, Reload 1
Shortbow	2	15s	MB+9	Med	Arrow	Size (Large), Accurate 1, Fragile
Longbow	2	80s	MB+10	Long	Arrow	Size (Large), Accurate 1, Brutal 1, Fragile
Warbow	2	145s	MB+9	Long	Arrow	Size (Large), Accurate 2, Fragile
Crossbow	2	45s	QB+9	Long	Bolt	Size (Large), Reload 1
Crossbow-Pistol	1	30s	QB+4	Short	Bolt	Size (Small), Pistol, Reload 1, Brutal 2
Volley Crossbow	3	170s	QB+9	Med	Bolt	Size (Large), Multi-Barrel 3, Reload 1
-SHOT-						
Flintlock Pistol	1	75s	QB+7	Short	Shot	Size (Small), Gunpowder, Pistol, Reload 1, Brutal 3
Musket	2	140s	QB+12	Long	Shot	Size (Large), Gunpowder, Accurate 1, Reload 3, Rend 1
Blunderbuss	2	105s	QB+12	Short	Shot	Size (Large), Gunpowder, Area 1, Reload 1
Duck-Foot Pistol	1	150s	QB+7	Short	Shot	Size (Small), Gunpowder, Multi-Barrel 2, Reload 2, Pistol, Brutal 3
Long Rifle	2	400s	QB+12	Extreme	Shot	Size (Large), Gunpowder, Accurate 3, Reload 4
-THROW-						
Throwing Knife (6)	1	30s	MB+2	Short	-	Size (Small), Versatile
Harpoon	1	25s	MB+4	Short	-	Versatile
Bomb	1	250s	QB+9	Short	-	Gunpowder, Area 2, Brutal 2, Single Use
Fire Flask	1	200s	QB+2	Short	-	Size (Small), Area 2, Aflame 3, Single Use
-AMMO-						
Arrows (20)	1	12s	+o	-	-	-
Bolts (20)	1	12s	+o	-	-	-
Shot & Powder (20)	1	25s	+o	-	-	-
Sling Bullets (20)	1	0s	+o	-	-	-

All above Weapons are **Size (Medium)** unless otherwise stated in **Qualities**
 Weapons with a value in the Range or Ammo columns have the **Range** or **Ammo Quality**

WEAPON QUALITIES

ACCURATE (RATING) POINTS: 3

This weapon gains (Rating) Hits when attacking.

AFLAME (RATING) POINTS: 4

This weapon inflicts (Rating) Aflame Conditions when attacking.

AMMO (TYPE) POINTS: -4

(Max one) This weapon needs (Type) of ammunition to fire.

AREA (RATING) POINTS: 3

This weapon attacks all within a (Rating) x 5ft(r). You still inflict damage if you lose a Combat Quarrel, but Damage is reduced by -Net Hits.

BLEED (RATING) POINTS: 3

This weapon inflicts (Rating) Bleed Condition if it deals damage to a location with one or less Armor Value when attacking.

BRUTAL (RATING) POINTS: 2

This weapon gains +(Rating) Damage.

BLADE-TRAP POINTS: 4

(Max one) This weapon may disarm any weapon it successfully defends against.

CAVALRY (ALL QUALITIES) POINTS: -6

(Max one) This weapon gains (All Qualities) when attacking with a mounted charge.

DEFEND (RATING) POINTS: 3

This weapon gains (Rating) Hits when defending.

DISRUPT (RATING) POINTS: 1

This weapon can force an opponent back 5ft x (Rating) when attacking.

ENTANGLE (RATING) POINTS: 2

This weapon inflicts (Rating) Entangle Conditions when attacking.

EXHAUST (RATING) POINTS: -3

When you attack with this weapon you suffer (Rating) Fatigue Conditions, unless you Charge.

FRAGILE POINTS: -6

(Max one) This weapon is broken if struck in combat or dropped with force.

GUNPOWDER POINTS: 3

(Max one) This weapon must have Reload & Ammo (Shot & Powder) OR Single Use. Gaining +3 Damage.

HAZARDOUS POINTS: -3

(Max one) This weapon strikes its wielder to the primary arm on a Fumble.

INACCURATE (RATING) POINTS: -2

This weapon suffers a (Rating) Hits penalty when attacking.

MULTI-BARREL (RATING) POINTS: 2

This weapon may be fired (Rating) +1 times before it needs to reload.

PISTOL POINTS: 2

(Max one) This weapon can attack in melee. (Ranged Only).

REACH (RATING) POINTS: 3

This weapon can Engage opponents (Rating) x 5ft + 5ft away. (Melee Only).

RANGE (RATING)

POINTS: 2

This weapon fires out to (Range). (Ranged Only).

Rating	Range	Rating	Range
0	Short (30ft)	2	Long (90ft)
1	Medium (60ft)	3	Extreme (120ft)

REND (RATING)

POINTS: 3

This weapon damages (Rating) Armor Value.

RELOAD (RATING)

POINTS: -3

This weapon needs to be reloaded after firing, which uses (Rating) Attacks.

SIEGE

POINTS: -6

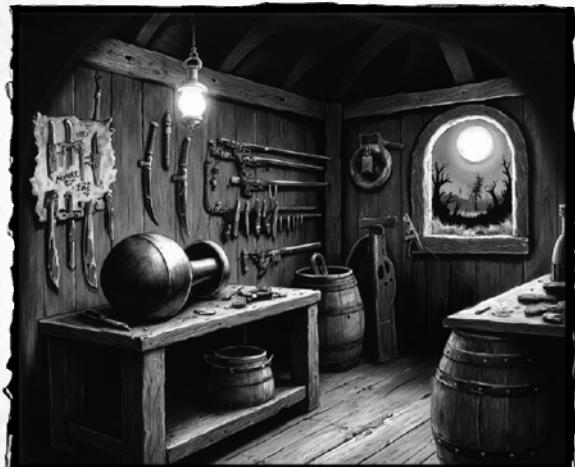
(Max one) This weapon may be used by creatures **Two or more Scale** smaller than the **Size** of the weapon. It requires a number of Attacks to Ready the weapon between uses. See table for number of attacks by scale:

Scale	Attacks	Scale	Attacks
Tiny	N/A	Large	2
Small	N/A	Huge	4
Medium	1	Gigantic	8

SINGLE USE

POINTS: -6

(Max one) The weapon is destroyed after use. It ignores Quality Rating Maxes (Non-Ammo only).



SIZE (SCALE)

POINTS: *

(Max one) This is the scale of the weapon. You can only wield a weapon **One Scale** larger or smaller than your size. Weapons **One Scale** large must be wielded with two hands. Weapons **One Scale** smaller may ignore the **-2 Hits** penalty for dual wielding (only one weapon needs to be smaller).

This **Damage Modifier Replaces** the Modifier from the **Size (Scale) Monster Quality**.

Scale	Damage Mod	Points
Tiny	-5 (Min 1)	-10
Small	-2 (Min 1)	-5
Medium	+0	+0
Large	+5	+5
Huge	+10	+10
Gigantic	+20	+20

SHIELD (RATING)

POINTS: 3

This weapon adds (Rating) Armor Value against damage, when used to defend. It may also be used with Melee to defend against **Ranged** attacks.

STUN (RATING)

POINTS: 3

This weapon inflicts (Rating) Stun Conditions if it successfully hits the Head.

SUPERFICIAL

POINTS: -4

(Max one) This weapon doubles the effective Armor Value, for any hit location it strikes.

VERSATILE

POINTS: 4

(Max one) This weapon can effectively fight in melee or at Short Range (30ft) using either the Ranged or Melee Skill, retaining all damage & qualities (except for Gunpowder).

Unless you have the Ammo Quality you are throwing your weapon when attacking at range.

ARMOR

ARMOR	ENC	COST	HIT LOCATION	AV	QUALITIES	(FACTION)
-SKINS-						
Linen Cap	0	12S	Head	+1	Under-Layer, Weak-Spot 1	
Hide Jerkin	1	30S	Torso	+1	Under-Layer, Weak-Spot 1	
Sail-cloth Wraps	1	20S	Arms	+1	Under-Layer, Weak-Spot 1	
Leather Boots	1	20S	Legs	+1	Under-Layer, Weak-Spot 1	
-MILITIA-						
Militia Cap	1	60S	Head	+2	Under-Layer	
Buff Jacket	2	115S	Arms, Torso	+2	Under-Layer, Bulk 1	
Militia Leggings	1	80S	Legs	+2	Under-Layer	
-FIELD-						
Field Sallet	1	140S	Head	+3	Bulk 1, Weak-Spot 1	
Field Cuirass	3	260S	Torso	+3	Bulk 1, Weak-Spot 1	
Field Vambraces	2	180S	Arms	+3	Bulk 1, Weak-Spot 1	
Field Tassets	2	180S	Legs	+3	Bulk 1, Weak-Spot 1	
-SIEGE-						
Siege Harness	5	600S	Head, Torso	+5	Stiff, Bulk 2, Noisy, Scaled 2, Fluted 1	
Siege Gauntlets	3	300S	Arms	+5	Stiff, Bulk 2, Noisy, Scaled 2, Fluted 1	
Siege Greaves	3	300S	Legs	+5	Stiff, Bulk 2, Noisy, Scaled 2, Fluted 1	
-FACTION REGALIA-						
Sash & Gorget	1	60S	Torso	+1	Under-Layer, Noisy	(Crown)
Liberty Tabard	1	90S	Torso	+2	Under-Layer, Bulk 1, Fluted 1	(Marchers)
Laminar Sleeves	3	140S	Arms	+3	Bulk 2, Built-In (Buckler)	(Guild)
Bear Cloak	2	70S	Head, Torso	+1	Beastskin	(Pact)
Mirror-Silks	1	140S	Head, Torso	+1	Under-Layer, Scaled 1	(Échelon)
Board-Plated Coat	4	325S	Arms, Torso	+4	Stiff, Scaled 2	(Reavers)

AV: Armor Value for Soak | All above Armor is Size (Medium)

ARMOR QUALITIES

ARMOR VALUE (RATING)

POINTS: 2

This Armor has (Rating) Armor Value for Soak.

BEASTSKIN

POINTS: 1/2 HD

(Max one) This cloak may be worn over any other armor, providing **half the AV** of the creature and the Qualities of its hide to the Head & Torso. **This must be the only Armor Quality.**

BUILT-IN (ITEM)

POINTS: 1

(Max one) This armor includes a weapon or tool that cannot be removed (add cost & enc to armor).

BULK (RATING)

POINTS: -1

When you attempt to Swim or Climb, succeed on a Quarrel vs (Rating) Hits or you sink / fall (Only use the Rating of the highest Bulk price).

FLUTED (RATING)

POINTS: 1

This armor reduces incoming Rend by (Rating).

HIT LOCATION (RATING)

POINTS: 1

This Armor protects (Rating) hit locations. (A pair of Arms, or a pair of Legs, count as one hit location).

NOISY

POINTS: -1

(Max one) While wearing this armor any failed Stealth check becomes a Critical Failure (-6 Hits).

SCALED (RATING)

POINTS: +2

This armor gains (Rating) AV when struck from a ranged attack.

SIZE (SCALE)

POINTS: *

(Max one) This is the scale of the armor. You can only wear armor equal to your size.

Scale	Points	Scale	Points
Tiny	-4	Large	+3
Small	-2	Huge	+6
Medium	0	Gigantic	+12

STIFF

POINTS: -2

(Max one) This armor cannot be worn with Under-Layer armor, and +1 to AV.

UNBALANCED

POINTS: -2

(Max one) While wearing this armor you cannot fire Pistol weapons or use dual-wielding attacks.

UNDER-LAYER

POINTS: 2

(Max one) This armor may be worn under one layer of armor. You **cannot** have more than one Under-Layer piece on a single Hit Location.

WEAK-SPOT (RATING)

POINTS: -1

When a wearer suffers a Critical Hit, ignore (Rating) Armor Value. (Rating up to Armor Value)



COMMON CONCOCTIONS

CONCOCTION	ENC	COST	TOXICITY	EFFECT
Feral Fury	1	100S	2	Transforms the drinker's hands into beast-like claws, dealing $2d6$ damage for $d6 \times 10$ min.
Wurm Tongue	1	150S	3	Allows the drinker to communicate with reptiles for $d6$ hours.
Nerve Toxin	1	100S	2	Causes the target to suffer 2 Poison conditions when applied to a weapon.
Rat's Reprieve	1	50S	1	The drinker becomes undetectable to rodents for $d6$ min.
Gale Sprint	1	150S	3	Doubles the drinker's Speed for $d6 \times 10$ min.
Stonehide Salve	1	100S	2	Increases the drinker's Soak by $+d6$ for 1 hour.
Rat Killer	1	50S	1	The drinker suffers 1 Poison condition when consumed.
Iron Gut	1	100S	2	The drinker becomes immune to ingested poisons for $d6$ hours.
Scar Serum	1	50S	1	Removes $d6$ Bleed conditions when applied to wounds.
Venom's Bane	1	100S	2	Removes $d6$ Poison conditions when consumed.
Serpent's Kiss	1	150S	3	Transforms the drinker's tongue into a venomous snake that can be used as a weapon dealing 2 Poison for 1 hour.
Lantern's Glow	1	50S	1	Makes the drinker's body glow brightly, illuminating a 30-foot radius for $d6$ hours.
Nightseer Brew	1	150S	3	Transforms the drinker's eyes, allowing them to see as clearly at night as during the day for $d6$ hours.
Gorgon's Glare	1	150S	3	The drinker's gaze can petrify small creatures (no larger than a dog) for $d6$ minutes.
Liquid Courage	1	100S	2	The drinker's courage becomes unshakeable, making them immune to fear effects for $d6$ hours.

TOXICITY

Distilling the *Wicked Winds* into a Concoction is a toxic process. After drinking a Concoction, make an **Imbibe Quarrel** vs the Concoction's **Toxicity** in **Hits**.

TOXICITY QUARRELS

- ❖ **Victory:** Concoction is successfully imbibed.
- ❖ **Victory at a Cost:** Concoction is imbibed, but you suffer **one Corruption**.
- ❖ **Failure:** Concoction is rejected, you suffer **one Corruption** and vomit it out.

MISCELLANEOUS TRAPPINGS

TRAPPING	ENC	COST	TRAPPING	ENC	COST	TRAPPING	ENC	COST
Animal Trap, Large	5	5OS	Dice, Bone	0	2S	Nose, Gilded	0	5OS
Animal Trap, Small	2	1OS	Drill	1	5S	Paper, Stack	1	5S
Astrolabe	1	60OS	Fishing Pole	1	5S	Pipe	1	5S
Barrel, Empty	2	12S	Flask, Empty	0	3S	Pole, 10 ft	2	5S
Bedroll	1	2S	Flint and Steel	0	1S	Quill pen & ink	0	6S
Bell	0	1S	Grappling Hook	1	2OS	Rations, Two Day	1	1OS
Block & Tackle	1	3S	Hammer	1	2S	Rope, 50 ft	2	3S
Book, Blank	1	1OS	Holy Symbol	1	5OS	Saddle, riding	2	32OS
Book, Reading	1	2OS	Holy Scripture	1	20OS	Saw	1	5S
Book, Spell (Blank)	1	16OS	Horn	1	1OS	Scale, Merchant's	1	1OS
Bottle, Empty	0	3S	Hourglass	1	10OS	Shovel	2	5S
Bridle & bit	1	4OS	Ink	0	5S	Soap, Brick	1	3S
Bucket, wood	1	4S	Instrument	1	2OS	Spectacles	0	1,00OS
Caltrop, Bag	1	5S	Ladder, 10 ft	3	15S	Spike, Bundle	1	5S
Candle	0	1S	Lantern (6ft)	1	1OS	Spyglass	1	48OS
Chain, per foot	1	3S	Lantern, Hooded	1	15S	Tarp	2	5S
Chalk, Pack	0	1S	Lantern, Oil (1 Hour)	1	5S	Teeth, Wood	0	5S
Chisel	0	2S	Lard	1	1S	Tent, (2-person)	2	6OS
Clothing, Rich	1	12OS	Lock	1	4OS	Tinderbox	1	5S
Clothing, Normal	1	5S	Manacles	1	15S	Torch	1	1S
Clothing, Poor	1	1S	Map, Regional	1	8OS	Twine, 50 ft	1	1S
Clothing, Winter	2	1OS	Map, Local	1	15S	Waterskin	1	1S
Cooking Pot	1	5S	Mirror	1	3OS	Wax, Block	1	2S
Compass	0	16OS	Nails, Bag	1	1S	Whetstone	1	1S
Crampons	1	5S	Net	2	1OS	Whistle	0	1S

FOLLOWERS

Example	Cost*	HD	Ability + Hits	Assists With	Limits
Porter	50S + 20S	1	30% + 1 Hit	Carries 10 Enc	Will not risk life or Provide Light
Torchbearer	50S + 20S	1	30% + 1 Hits	Provides Light & Carries up to 10 Torches	Will not risk life
Laborer	100S + 50S	1	30% + 1 Hits	Excavation & Construction	Will not risk life
Crew	100S + 50S	1	30% + 1 Hits	Crews Vessels	Will not risk life
Indentured	25S	1	30% + 1 Hits	Bonded Service	Will try to run away
Barber-Surgeon	200S + 100S	5	50% + 2 Hits	Medical Care	Will not risk life
Mercenary	250S + 150S	5	50% + 2 Hits	Combat, Owns Side-Sword & Gambeson	Will not enter Dungeons
Delver	250S + 1 Share	5	50% + 2 Hits	Anything, Needs Trappings	None
Coachman	250S + 150S	5	50% + 2 Hits	Travel, Carries 50 Enc	Will not risk life
Captain	1000S + 1000S	5	50% + 2 Hits	Travel, Carries 200 Enc	Will not risk life
Light Horse	250S + 100S	1	30% + 1 Hits	Travel, Carries 20 Enc	Will not risk life
War Horse	500S + 200S	5	50% + 2 Hits	Travel, Combat, Carries 20 Enc	None
Small & Vicious Dog	20S	1	30% + 1 Hits	Fighting Rats, Barking	None
War Dog	200S + 20S	5	50% + 2 Hits	Watch Dog, Combat	None

Cost: Hiring Cost + Weekly Upkeep | **Share:** an equal share of all treasure

UNLOCKABLE LINEAGES



ANCHORITE

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Agility, Willpower, Personality

In the devout city of Kyv, Thaddeus "The Martyr" built a monastery with his so-called divine limb. He survived on faith and little else, spending his days in endless prayer. When plague swept through Kyv, he used his supposed divine power to heal the sick, neglecting his own spiritual needs. His divine connection faded without him noticing. He asked for one last miracle, wiping out the plague and himself along with it.

LINEAGE TALENTS:

ALL-ENCOMPASSING DEVOTION

Your stubborn faith gives you a strange link to the divine. You gain a +1 Faith and become a devotee of all gods, gaining the benefit from any combination of Vestments. You can channel their power through Spontaneous Miracles, but you cannot memorize Miracles from any deity.

HOLY SUSTENANCE*

Your belief provides you with spiritual nourishment, enabling you to survive on faith alone. You gain a +1 Faith, and as long as you spend 10 minutes per hour in prayer and devotion, you ignore all basic needs. However, if you neglect your prayers, you must dedicate a full hour of devotion for every 10 minutes of missed prayer to regain this benefit.

DIVINE INTERVENTION*

In times of great need, your deity may intervene on your behalf. Once per session, you may plead for divine assistance from a god of your choice. The effect is equivalent to one round of a +45 CH Spontaneous Miracle. You then suffer a Cataclysmic Wrath that cannot be mitigated.



INDOMITABLE FAITH LIMB*

Your god-touched limb is a gift directly from the divine. This limb, made of who-knows-what, is covered in strange engravings and appears both mummified and imposing. You gain a Soak equal to your Faith for that limb, but you cannot wear any armor or clothing over it. Future lost limbs may be replaced by spending 1 month in prayer and devotion to regain it.

SPIRIT WALKER*

Your connection with your deity allows you to traverse the spiritual realm. You gain a +1 Faith, and through intense meditation and prayer, you can perform astral projection, allowing your spirit to leave your body. While in this state, your physical body remains vulnerable and begins suffocating after PB x 10 minutes. You may do this PB times per session.

*If you are not a Devotee of at least one God, Learn All-Encompassing Devotion instead

UNLOCKING THE ANCHORITE

Become initiated into the Anchorite lineage by completing a task that tests your resilience and faith.

- ❖ Undertake a pilgrimage to a sacred site.
- ❖ Die in defense of or conquer a Monastery.

PROJECT, MONASTERY

Your Line begins constructing a secluded monastery or hermitage. Gain the following stacking benefit for your Line:

- ❖ Anchorite Descendants can earn +1 Tier per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Anchorite Lineage may add to the Monastery. Use the following table for the cost of **each Rating** of the Monastery & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Humble Hermitage
2	2,000	1m	Secluded Monastery
3	4,000	2m	Modest Abbey
4	8,000	4m	Adequate Priory
5	16,000	8m	Stately Cathedral
6	32,000	1y 4m	Imposing Basilica
7	64,000	2y 8m	Venerable Sanctuary
8	128,000	5y 4m	Majestic Temple
9	256,000	10y 8m	Grandiose Shrine
10	512,000	21y 4m	The Gathering of Gods



ERYNDRAL, THE SAINT'S RELIQUARY

-Gain 1 Stage each session you remain connected-

Stage 1: A simple amulet of raw Witch Iron, its rough surface faintly glowing with divine energy. The shard strengthens your resilience, making you more resistant to spiritual harm. You gain a +1 Faith and the ability to create a divine shield around you that provides a Soak equal to your Faith for one round. However, the taxing nature of the divine drains you, you suffer one Stress.

Stage 2: The Witch Iron amulet refines, its crude shape becoming smooth and engraved with intricate divine symbols. The shard grants you access to a sanctum, a small sacred space in the spirit realm. Your connection to the divine allows you to cloister your body away in the sanctum while you **Spirit Walk**. It cannot suffer harm within this sanctum. However, each time you use this ability, you suffer one Stress.

Stage 3: The Witch Iron sanctum fully transforms, becoming a radiant pocket of divine space within you. Your transformation is complete, allowing you to perform **Divine Interventions** without suffering a **Cataclysmic Wrath** and you are no longer limited to once per session. However, each time you perform a divine intervention, suffer d6 Corruption.

Additionally, your body is etched with glowing divine symbols, and you are cloaked in holy wrappings originating from your sanctum. These wrappings flow eternally with divine energy. You may not wear any other armor or clothing, but you gain AV equal to your Faith to all body parts, which fully repairs itself after a night's rest. Also you always count as having **Three Vestments** of all gods.

You are no longer human, and the **Line of Anchorites is at an end**. Only death can cut your connection to the sanctum.

ARCANIST

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Quickness, Finesse, Intelligence, Willpower

William Kruckenberg, dubbed "The Creator," wielded cosmic forces through a crystal limb, casting spells that few could rival. His obsession with dark magick consumed him, blinding him to caution. With growing power came reckless ambition. A demon of the Cackling God deceived him, convincing him that his allies had betrayed him, so he brought a meteor down upon himself and these traitors. The Creator met his end by his own folly.

LINEAGE TALENTS:

ARCANE FUSION*

Gain +1 **Magick**. You may spend an action to combine the effects of two spells, creating a unique hybrid spell that has the strongest effects of each spell. The new spell has a **CN** equal to the higher **CN** plus half of the lower **CN**. Suffer one **Stress** each time you cast this.

Example: (Nature's Guardian + Life's Embrace)

Would give you a (RB) HD, Large Sized Treefolk for $d6 \times 10$ min, with Plant: Cannot Bleed. It has the ability to Heal a creature within short range (30ft), removing (RB-2) in Bleed, Poison, Pain and Trauma.

CRYSTAL LIMB

You have replaced one of your limbs with a magickal crystal, granting it the ability to channel and store magickal energies. This crystal limb replaces any of your existing limbs or missing limbs and retains all normal functions. You may use the limb to store a spell you have cast, allowing you to release it at a later time without having to cast it in the moment **once per limb, each session**.

Future lost limbs may be replaced by dedicating 1 month growing and shaping a new crystal limb.



SPELLWEAVER*

Gain +1 **Magick**. You have mastered the art of weaving complex spells. You may spend an action to cast up to **IB** spells simultaneously. Increase the **CN** of all spells by 5, for each spell you cast after the first.

RAPID SPELLWRIGHT*

Your expertise in spell writing allows you to work at an accelerated pace. Three times per session, you may research and write a new spell in just **one minute** per **Tier**, instead of the usual **one week**, but you suffer **one Stress** each time you do this.

WICKED EXPERTISE

You have honed your skills in understanding and controlling the *Wicked Winds*. Gain +1 **Magick** and control over a *Wicked Wind* of your choice (excluding the First Wind). You can memorize **two Spells per Tier** but you cannot cast **Spontaneous Magick**.

*If you are not a Practitioner of a *Wicked Wind*,
Learn Wicked Expertise instead

UNLOCKING THE ARCANIST

Become initiated into an Arcanist by completing a task that Arcanist.

- ❖ Discover and decipher a long-lost arcane text.
- ❖ Die in defense of or conquer an Arcane Reliquary.

PROJECT, ARCANE RELIQUARY

Your Line begins constructing a home for arcane knowledge and magickal research. Gain the following stacking benefit for your Line:

- ❖ Arcanist Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Arcanist Lineage may add to the Arcane Reliquary. Use the following table for the cost of **each Rating** of the Arcane Reliquary & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Humble Scroll Collection
2	2,000	1m	Small Library
3	4,000	2m	Modest Library
4	8,000	4m	Adequate Library
5	16,000	8m	Impressive Library
6	32,000	1y 4m	Grand Library
7	64,000	2y 8m	Arcane Repository
8	128,000	5y 4m	Library of the Ages
9	256,000	10y 8m	Grand Arcane Repository
10	512,000	21y 4m	Nexus of Grand Arcana



ORYNDAL, THE CODEX OF WHISPERS

-Gain 1 Stage each session you remain connected-

Stage 1: A crude book of raw Witch Iron, its jagged pages etched with glowing arcane symbols. The shard bonds with you, enhancing your magickal prowess. The Codex becomes an extension of your magickal abilities, allowing you to store **three spells** per session without in the same way as a **Crystal Limb**. However, the raw power contained within the Codex is mentally taxing, causing you to suffer **one Stress** each time you cast a stored spell.

Stage 2: The Witch Iron Codex refines, its pages now smooth and resonating with potent arcane energy. The bond strengthens, you become a practitioner of an additional **Wicked Wind**, and your spells have a maximum of **three Surges**. However, each time you write a spell, you suffer **one Stress** for every **Surge** you would have received past this max, after refining.

Stage 3: The Witch Iron Codex fully transforms, its pages glowing with shifting, eldritch symbols that whisper secrets only you can understand. Your transformation is complete, gain **+1 Magick** & you become a practitioner of the **First Winds** and you can cast **Spontaneous Magick** again. However, you suffer **one Stress** for every new Spell you learn.

Additionally, your body is etched with arcane runes that glow faintly with the same energy as the Codex. These runes pulse with power, providing **AV** equal to your **Magick** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Arcanists is at an end**. Only death can cut your connection to the Codex.

BEAST

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Quickness

Theron, "The Burned," unmatched hunter in savage lands, he was nearly invincible. Yet, fire was his downfall. Theron met a mighty drake, and engaged in fierce combat, only to fall to its fiery breath.

LINEAGE TALENTS:

BLOODSCENT

Your heightened senses allow you to detect the scent of blood from great distances, making it easier for you to track wounded prey. If you get the scent of a creature you always know their general direction, up to 10 miles away. Additionally, you can pinpoint the location of a bleeding creature within a range of 100 ft, even if the creature is hidden or invisible.

BESTIAL EMBRACE

You embrace your beastly nature, allowing certain aspects of your true form to present themselves. These effects are always active, and every two **Tiers**, you gain one of the following benefits:

- ❖ **Razor Claws:** Your hands transform into razor-sharp claws, dealing **MB+5** damage each. But, all held weapons suffer from **Inaccurate 2**.
- ❖ **Thickened Hide:** Your skin becomes tough and leathery, granting you a **+3 Soak**. But, you ignore the **Under-Layer** quality for all armor.
- ❖ **Coiled Legs:** Your legs become more powerful, allowing you to leap great distances, jumping up to 60 ft at a time. But, you suffer one **Stress** due to the strain on your body each time.

UNTAMED WILL

Your primal spirit is a bastion of mental fortitude, giving you immunity to being convinced, intimidated, scared, or affected by any mind-altering effects. This also gives you full control over your transformation.



TRUE SKIN

Your true form lurks just beneath your skin. You may take your true form as an action, it last **d6 x 10 min**, and you must consume one full-grown human worth of meat during this time to stave off your hunger. Every two **Tiers**, gain one of the following benefits:

- ❖ **Colossal Form:** You grow **One Size Larger**, but your transformation is uncontrollable.
- ❖ **Twin Actions:** You have two **Actions & Moves** each round, but suffer the **Flaw: Silver, Poison 2**.
- ❖ **Flesh Mending:** Rapidly regenerate all injuries by mundane weapons after one round, but suffer the **Flaw: Fire, Aflame 2**.
- ❖ **Climbing Prowess:** Gain a climb speed of **+60 ft**, but the full moon forces you to transform.

REGENERATIVE SLUMBER

Your powerful connection to your inner beast enables your body to heal at an exceptional rate when you rest. Over the course of a night's rest, you recover one trauma or regrow a lost limb. Additionally, after a night's rest, you recover all fatigue and pain, ensuring that you're always ready for the challenges ahead.

UNLOCKING THE BEAST

The Beast Lineage is added to your Line if you do one of the following tasks:

- ❖ Survive your first full moon while under the curse of the beast
- ❖ Die in defense of or conquer a Wolf's Den.

PROJECT, WOLF'S DEN

Your Line begins constructing a sanctuary for the pack and learning the ways of the wild. Gain the following stacking benefit for your Line:

- ❖ Beast Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Beast Lineage may add to the Wolf's Den. Use the following table for the cost of each **Rating** of the Wolf's Den & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Secluded Hideaway
2	2,000	1m	Growing Pack's Den
3	4,000	2m	Hidden Forest Retreat
4	8,000	4m	Protected Mountain Lair
5	16,000	8m	Vast Wilderness Sanctuary
6	32,000	1y 4m	Dominant Territory
7	64,000	2y 8m	Mountain Stronghold
8	128,000	5y 4m	Kingdom of the Wild
9	256,000	10y 8m	Great Hunting Grounds
10	512,000	21y 4m	The Realm of the Beast



THAROKK, THE WILDHEART TOTEM

-Gain 1 Stage each session you remain connected-

Stage 1: A raw Witch Iron totem, its jagged surface carved with crude, primal symbols and pulsating faintly with wild energy. The shard sharpens your senses, allowing you to detect the scent of a bleeding creature from up to 300 ft away. However, the totem's power increases your hunger, requiring you to consume twice as much food.

Stage 2: The Witch Iron totem refines, its primal carvings glowing with an intense, feral light. The shard unlocks your connection to the beast within, enhancing your physical abilities. You gain a **+20%** bonus to **Muscle, Robustness, Agility, and Quickness**. However, the totem's power strains your body, causing you to suffer **one Stress** each time you transform into your **True Skin**.

Stage 3: The Witch Iron totem fully transforms, its light pulsating in sync with your heartbeat, radiating untamed energy. Your transformation is complete, and your **True Skin** is now **Two Sizes Larger** (instead of one). In this form, your attacks deal additional damage equal to your **MB**, and your **Speed** by **+30**. However, each time you transform, suffer **one Corruption**.

Additionally, your body is covered in inky, matted fur, and your skin hardens into a dripping, leathery hide. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **RB + MB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Beasts** is **at an end**. Only death can cut your connection to the totem.

BERSERKER

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Willpower

Ormir "The Flat"—a nickname earned the hard way—was a berserker of legendary strength. On the battlefield, he was unstoppable; off it, he fancied himself a builder. Ignoring all advice, he expanded his War Hall of the Ancients using the cheapest materials he could find. The shoddy construction couldn't support his grand ambitions, and the hall collapsed, crushing him beneath the rubble. The man who tore down walls met his end beneath his own.

LINEAGE TALENTS:

BRUTAL STRENGTH

Your body is larger and more muscular than most. Gain +1 Attack, you ignore the two-handed requirement when using a weapon One Size larger, as well as up to three Ratings of the Tiring weapon quality, reducing this effect by one per AV on your most armored location.

DEATH OR DISHONOR

Your insatiable thirst for battle shields you from retreat or hesitation. You are immune to all effects that would cause you to retreat, surrender, or otherwise end a fight, including your own survival instincts.

RAGE LIMB

Your ferocity has been embodied in a monstrous limb gifted by The Bloody Axe. This limb replaces any existing or missing limb and retains all normal functions. Once per limb, each combat, you can tear the muscles in this limb to:

- ❖ Break a sword or snap a spear.
- ❖ Shatter teeth or pull off claws.
- ❖ Crack a helmet or rip a shield in half.

Future lost limbs may be replaced by spending 1 month crafting and reforging a replacement.



SAVAGE DEEDS

You are capable of horrific violence, leaving hacked up bodies in your wake. Gain an extra effect on a successful attack depending on the number of Net Hits on your Melee Check and struck body part:

Hits	Example
2	Big Chop, inflict 1 Bleed
4	Cleave, strike up to 3 targets
6	Shred, inflict 3 Bleed
8	Rip and Tear, strike up to 5 targets
10	Diabolical, obliterate your opponent's body leaving only blood chunks

UNBRIDLED RAGE

You are able to tap into a primal rage, increasing your strength, speed, and endurance, but also causing you to act recklessly. You gain +2 Hits to all attacks and double charge range for d6 rounds, but this does not apply to defending, also you must make a +0 Willpower Check to resist attacking indiscriminately.

UNLOCKING THE Berserker

The Berserker Lineage is added to your Line if you do one of the following tasks:

- ❖ Survive the Red Trial
- ❖ Die in defense of or conquer a War Hall.

PROJECT, WAR HALL

Your Line begins constructing a War Hall, a place for honing combat skills, fostering a warrior's spirit, and celebrating victories. Gain the following stacking benefit for your Line:

- ❖ Berserker Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Berserker Lineage may add to the War Hall. Use the following table for the cost of **each Rating** of the War Hall & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Humble War Hall
2	2,000	1m	Growing War Hall
3	4,000	2m	Fortified War Hall
4	8,000	4m	War Hall of Heroes
5	16,000	8m	War Hall of Legends
6	32,000	1y 4m	War Hall of the Ancients
7	64,000	2y 8m	War Hall of the Immortals
8	128,000	5y 4m	War Hall of the Gods
9	256,000	10y 8m	War Hall of the End
10	512,000	21y 4m	The Realm of Battle



AZHRAK, THE AXE OF CARNAGE

-Gain 1 Stage each session you remain connected-

Stage 1: A crude, jagged axe of raw Witch Iron, its edges chipped and dripping with a faint, unnatural ichor. The shard bonds with you, amplifying your physical might. The axe becomes a weapon **One Size** larger than you (i.e. has **two-handed** requirement & deals extra damage **+5** if your **Medium Size**) with damage equal to your **MB + (MB x 2)**. It also fully repairs itself every time you take a life. However, the raw power contained within the axe is taxing, causing you to suffer **one Stress** each battle you use it.

Stage 2: The Witch Iron axe refines, its blade sharper and imbued with a crimson glow that pulses in sync with your rage. The bond strengthens, allowing you to channel your fury into the weapon. You may spend an action to imbue the axe with your rage, causing it to deal additional damage equal to your **MB** for the next **d6 rounds**. However, each time you use this ability, you suffer **one Stress**.

Stage 3: The Witch Iron axe fully transforms, its blade now sleek and jagged, like the perfect fang of a monstrous beast. Your transformation is complete, you gain the ability to transform into a hulking Berserker Demon with **Hit Dice** equal to **twice** your **Tier** for **RB x 10 minutes**. In this form, your attacks deal additional damage equal to your **MB**. However, each time you transform, suffer **d6 Corruption**.

Additionally, your body is covered with thick, battle-hardened skin, which is in a constant state of tension, ready for the next fight. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **MB + RB** (rounded down) to all body parts, which fully repairs itself after a night's rest..

You are no longer human, and the **Line of Berserkers is at an end**. Only death can cut your connection to the axe.

BLOOD

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Quickness

Edmund, "The Wet", a feared vampiric powerhouse, ruled in terror. One desperate night, Edmund attacked a village, but was met with a holy congregation. The villagers then ran him into a river, rendered him helpless, and promptly beheaded.

LINEAGE TALENTS:

BLOOD FEAST*

You are gifted with the night's maw, your fangs grow long and lips rot away. Gain +1 **Attack**, & you gain a **Melee** bite attack dealing **MB+4 Damage** that also heals one **Bleed, Poison & Pain**, per Bleed suffered by your target.

MIDNIGHT ASCENSION

You are no longer a mere mortal, but your body demands sacrifice. You gain a +20% to all **Primary Abilities** and no longer need **Food or Water**, but you must consume one full-grown human worth of blood each week. You cannot die of old age as long as you state this hunger, but you also suffer **three random Monster Flaws**, rerolling duplicates.

RANDOM MONSTER FLAW-

- | | |
|-----------------------------|------------------------------|
| 1- <u>Fire, Aflame</u> 2 | 4- <u>Silver, Poison</u> 2 |
| 2- <u>Religious Symbols</u> | 5- <u>Sunlight, Aflame</u> 2 |
| 3- <u>Running Water</u> | 6- <u>Threshold</u> |

EYES OF THE NIGHT*

You have developed enhanced senses or abilities to detect hidden objects or people due to your vampiric nature. You gain **Infravision**, allowing you to see in heat up to **90 ft** away. You are also able to hear the heartbeats of living creatures up to **30 ft** away, even through walls. Finally, you also no longer have the **Basic Need for Light**.



MONSTROUS VISAGE*

Your true form lurks just beneath your skin. You may take your true form as an action, it last **d6 x 10 min** and you must consume one full-grown human worth of blood during this time to stave off your hunger. Every two **Tiers**, gain one of the following benefits & a random **Monster Flaw** while transformed:

- ❖ **Horrible Presence:** Become **One Size Larger**.
- ❖ **Dual Actions:** You have two **Actions & Moves** each round.
- ❖ **Dark Conduit:** Gain +2 **Magick/Faith** & ignore one **Miscast/Wrath** step each Casting Check.
- ❖ **Black Wings:** Gain a flight speed of +60 ft.

PREDATORY LIMB

You have regrown lost arms and legs with a gift from the night. This limb replaces any of your limbs present or missing while retaining all normal functions. You gain the ability to deliver ruthless strikes, attacks with these weapons deal **MB+5**. You gain **one free attack** per limb with these weapons. Future lost limbs may be replaced by spending **1 month** regrowing and refining a new one.

*Requires Midnight Ascension

UNLOCKING THE BLOOD

The Blood Lineage is added to your Line if you do one of the following tasks:

- ❖ Drink the blood of a powerful vampire.
- ❖ Die in defense of or conquer a Blood Crypt.

PROJECT, BLOOD CRYPT

Your Line begins constructing a crypt, a sacred place for vampires and those of the Blood Lineage. Gain the following stacking benefit for your Line:

- ❖ Blood Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Blood Lineage may add to the Blood Crypt. Use the following table for the cost of **each Rating** of the Blood Crypt & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Secluded Crypt
2	2,000	1m	Whispering Crypt
3	4,000	2m	Ghoulish Crypt
4	8,000	4m	Crypt of Shadows
5	16,000	8m	Blood-soaked Crypt
6	32,000	1y 4m	Crypt of the Damned
7	64,000	2y 8m	Crypt of Eternity
8	128,000	5y 4m	Majestic Mausoleum
9	256,000	10y 8m	Citadel of the Night
10	512,000	21y 4m	Seat of the Blood Lords



QORRASH, THE BLACK CHALICE

-Gain 1 Stage each session you remain connected-

Stage 1: A simple goblet of raw Witch Iron, its surface jagged and dark, begging to be filled with human blood. Drinking from the chalice enhances your vampiric abilities, allowing you to inflict an additional **2 Bleed** with your **Blood Feast** attacks and increase its damage to **MB+(RB+RB)**. However, the blood in the chalice is addictive, and you must consume human blood from it once per day or suffer **one Stress**.

Stage 2: The Witch Iron chalice transforms, becoming more ornate, with carvings of night creatures etched along its rim. Your bond with the chalice deepens, granting you dominion over the blood within it. You may make an **Imbibe Check** to do one of the following tasks up to **RB x 10 minutes**. However, each time you command the blood, you suffer **one Stress**:

Hits Example

- 1 Solidify blood into a wall or door.
- 2 Manipulate blood to form a sturdy barrier.
- 3 Merge completely with a pool of blood.
- 4 Summon a huge flood of blood into a river.

Stage 3: The Witch Iron chalice fuses with your heart, it pulsates with crimson light. Your Monstrous Visage is now **Two Sizes Larger** (instead of one). In this form, you deal additional damage equal to your **RB**, and your **Speed** increases by **+30**. However, each time you transform, suffer **d6 Corruption**.

Additionally, your body becomes encased in a hardened layer of coagulated blood, forming a protective glistening shell. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **MB + RB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer just a predator, and the **Line of Blood is at an end**. Only death can cut your connection to the chalice.

CRUSADER

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Willpower, Personality

LINEAGE TALENTS:

OATHS*

You must swear a sacred oath to uphold a specific tenet or facet of your faith. Suffer one **Corruption & Stress** if you ignore or violate your oath.

BATTLE PRAYERS

Your unwavering faith lets you tap into your deity's power. Gain +1 Faith and become the devotee of a god of your choice. You may memorize one Miracle every two Tiers, also you may use an Attack to Cast a Miracle with a CN equal to or less than your Faith Score \times 10 without rolling. You may not use Spontaneous Miracles. **Swear an Oath***

-SAMPLE GODS-

<u>Bygorr, the God Hunter</u>	<u>Corvis, the God Thief</u>
<u>Dominus, the God King</u>	<u>Furnos, the God Wolf</u>
<u>Thonjun, the God Whale</u>	<u>Minera, the God Tonic</u>
<u>Nox, the God Tomb</u>	<u>Ynir, the God Harvest</u>

DIVINE GUARDIAN

As a devoted protector of your faith, you gain increased armor and the ability to safeguard your allies. Gain +1 Faith, and you gain +Hits equal to your Faith to defend while bracing, resist diseases and poisons; also you may intercept one attack per round, aimed at an ally within 10 ft. **Swear an Oath***



BANEFUL WEAPON

You are able to imbue your weapon with holy energy. Gain +1 Faith, and choose an enemy of your deity. Any weapon you wield gains +Hits equal to your Faith to attack these heretics and deals a minimum of MB+5 damage. **Swear an Oath***

SACRED APPENDAGE

Your faith has granted you a limb with unparalleled resilience, capable of enduring great punishment. This new limb replaces any existing or missing limbs, retaining all normal functions. You may use this limb to absorb an attack or resist a debilitating effect once per limb, each combat.

Future lost limbs may be replaced by dedicating 1 month in prayer and self-sacrifice to regain it.

UNSHAKABLE BELIEF

Your unyielding faith acts as a shield for your mind, making you immune to persuasion, intimidation, fear, or any mind-altering effects. You also no longer suffer from the Basic Need for Light or Sleep. **Swear an Oath***

UNLOCKING THE CRUSADER

The Crusader Lineage is added to your Line if you do one of the following tasks:

- ❖ Join the ranks of a grand crusade.
- ❖ Die in defense of or conquer a Crusader's Fortress.

PROJECT, CRUSADER'S FORTRESS

Your Line begins constructing a fortress, a bastion of hope and a symbol of your Lineage's crusade. Gain the following stacking benefit for your Line:

- ❖ Crusader Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Crusader Lineage may add to the Crusader's Fortress. Use the following table for the cost of **each Rating** of the Crusader's Fortress & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Guardian Outpost
2	2,000	1m	Bastion of Faith
3	4,000	2m	Sanctuary of Righteous
4	8,000	4m	Stronghold of Valor
5	16,000	8m	Fortress of the Devout
6	32,000	1y 4m	Citadel of the Holy
7	64,000	2y 8m	Castle of the Contempt
8	128,000	5y 4m	Cathedral of the Divine
9	256,000	10y 8m	The Celestial Warfront
10	512,000	21y 4m	The Great Crusade



TYRONTHAL, THE GREAT BULWARK

-Gain 1 Stage each session you remain connected-

Stage 1: A crude shield of raw Witch Iron, its surface etched with jagged, glowing symbols of your deity. The shard bonds with you, amplifying your divine connection. The shield becomes a symbol of your faith, it deals **MB+4** dmg, has **Defend 2**, a number of **Shield Qualities** equal to your **Faith**, and is fully repaired after each battle. However, the raw power contained within the shield is physically taxing, causing you to suffer **one Stress** each battle you use it.

Stage 2: The Witch Iron shield refines, its holy symbols radiating a golden glow and pulsating with divine energy. The bond strengthens, allowing you to channel your deity's power through your defenses. Each time you successfully defend against an attack, you can heal or inflict **Pain Conditions** equal to your **Faith**. However, each time you use this power, you suffer a random **Miracle Trial**.

Stage 3: The Witch Iron shield fully transforms, its symbols blazing with unrelenting divine light. Your transformation is complete, granting you the ability to smite your enemies in your deity's name. All within a **60 ft radius** must **Quarrel** against your **Faith x 2 Hits** or suffer your **Faith** in **3d6** damage and fall **Prone**. However, each time you smite your foes, suffer **one Corruption**.

Additionally, the aegis fuses with your body, becoming a full suit of twisted armor forged with divine wrath. You may not wear any other armor or clothing, but you gain **AV** equal to **Faith + (1/2 RB rounded down)** to all body parts, which fully repairs itself after a night's rest. Also you always count as having **Three Vestments** of your god.

You are no longer human, and the **Line of Crusaders** is at an end. Only death can cut your connection to aegis.

CURSELING

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Agility, Quickness, Willpower

LINEAGE TALENTS:

CORRUPT FLESH

Your body has become a vessel for the Dark Gods' unholy gifts, happily reshaping itself to their will. When you gain a **Mutation** reduce your **Willpower** by -5% instead of -10%. Also, gain a mutation with twice the normal benefit, so Extra Arm could be 2 extra arms, or Snake Musk could give you +2 Hits to snake charming or intimidating.

TWISTED CLARITY

Your mind has been warped into a receptacle for the Dark Gods' touch, and longs for more. When you gain a **Madness**, reduce your **Willpower** by -5% instead of -10%. Also, gain a madness with twice the normal benefit, so Fire Obsession could give you a +2 Hits to burn things, or Light Fear could give you +10 ft Speed when running away from light.

MORPHING HERITAGE

Your mutated biology temporarily bestows you with great gifts. At the beginning of each session, you select a **Lineage Talent** from any lineage your line has unlocked. You must fulfill any requirements for the chosen talent to gain its benefits. However, you cannot select the same talent two sessions in a row.



FUGITIVE'S FORTUNE

As an outcast from civilization, you've honed an uncanny knack to turn fortune in your favor. Each time you spend **Luck** to modify a roll, the exchange rate is improved to 2:1 and you can also use **Luck** to modify others' rolls in the same way. Also, at the end of each session, gain an **additional d6 Luck**, refilling your pool of twisted fortune. However, whenever you use **Luck** you must roll a d6: on a 1 gain a **Corruption** and on a 6 gain a **Stress**.

CORRUPTING LIMB

Your grotesque limb is a nasty keepsake from your connection with corruption. This limb replaces any of your limbs present or missing while retaining all normal functions. It manifests a **random Arm or Leg Mutation** without reducing your **Willpower**. If unsatisfied with its current form, you can force your limb to painfully reconfigure, rerolling for a new mutation **once per limb, each session**.

Future lost limbs may be replaced by **spending 1 month** undergoing corruptive rituals to regrow it.

UNLOCKING THE CURSELING

The Curseling Lineage is added to your Line if you do one of the following tasks:

- ❖ Lose a Descendant to madness or mutation.
- ❖ Die in defense of or conquer a Curseling's Haven.

PROJECT, CURSELING'S HAVEN

Your Line begins constructing a haven, a refuge for mutants and those of the Curseling Lineage. Gain the following stacking benefit for your Line:

- ❖ Curseling Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Curseling Lineage may add to the Curseling's Haven. Use the following table for the cost of **each Rating** of the Curseling's Haven & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Hidden Hollow
2	2,000	1m	Mutant's Hideaway
3	4,000	2m	Enclave of Echoes
4	8,000	4m	Refuge of the Rejected
5	16,000	8m	Bastion of the Bizarre
6	32,000	1y 4m	Citadel of the Corruption
7	64,000	2y 8m	Fortress of the Forgotten
8	128,000	5y 4m	Sanctuary of Shadows
9	256,000	10y 8m	Haven of the Damned
10	512,000	21y 4m	The Cursed Beacon

NYRRANTH, THE CHAOS HEART

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to form a grotesque, pulsating heart-like organ within your chest. The shard whispers promises of power, its voice echoing in your mind. With your **Morphing Heritage** you can select the same talent as many sessions in a row as you want & you don't need to have the **Lineage** unlocked to use their **Lineage Talents**. However, you suffer **one Stress** at the start of each session.

Stage 2: Nyrranth grows, its pulsations becoming stronger and more erratic. The shard's voice grows louder, becoming an integral part of your being. At any point you can force your body and mind to painfully reconfigure, rerolling a **Mutation** or **Madness**, but you suffer **one Corruption** each time.

Stage 3: Nyrranth fully integrates with your body, its chaotic rhythm now the driving force of your existence. The shard's voice is now indistinguishable from your own thoughts, its will intertwined with yours. You now have full control over change, instead of rolling for a **Mutation** or **Madness** you may choose the outcome instead. However if you do you suffer **one Corruption & Stress**, each time.

Additionally, Nyrranth provides you with a protective layer of shifting, chaotic energy. You may not wear any other armor or clothing, but you gain **AV** equal to your **LB** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Curseling** is **at an end**. Only death can cut your connection to the heart.



DEMON

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Intelligence

LINEAGE TALENTS:

DEFILER'S BLESSING*

You are one with The Serpent of Vice, you gain:

- ❖ **Demonic Grace:** While wearing no Armor you may instead of a normal **Move** you may Leap up to you **Speed** in any direction, **Sprinting** doubles this & you gain +2 Hits to all **Lightfoot Checks**.
- ❖ **Temptation:** You may **Quarrel** against someone by tempting them over one week to turn them into a suicidally fanatic follower of yours. You may only attempt this once per person.

LEPER'S BLESSING*

You are one with The Smiling Sickness, you gain:

- ❖ **Spread Rot:** You may spend an Attack to inflict 1 **Poison** & **Pain** to all **Engaged** with you.
- ❖ **Resilience:** Gain +2 **Soak** & reduce all incoming **Poison** or **Pain** Conditions by **two**.

TRAITOR'S BLESSING*

You are one with The Cackling God, you gain:

- ❖ **Bend Fate:** You may change the result of any Check up or down this chain: Fumble (-6 Hits) - Failure (-3 Hits) - Success (+3 Hits) - Critical Hit (+6 Hits). You suffer **one Stress** for each step moved on this chain.
- ❖ **Impossible Knowledge:** Three times per session, you may ask the GM any question which they must answer with a truth and a lie.



MURDERER'S BLESSING*

You are one with The Bloody Axe, you gain:

- ❖ **Breath Fire:** You may telegraph for one round then target a **soft area(r)** within 60 ft, and inflict **MB+6+Size Mod dmng** & **2 Aflame**.
- ❖ **Savage Killer:** You may gain +d6 to **Damage** & target all **Engaged** opponents with each melee attack (vs Mobs gain +1 Hit to attack, per **Scale**).

SACRIFICIAL LIMB*

Your limb's branded for sacrifice, forging a dark pact in exchange for this limb after your death. This new limb replaces any of your limbs present or missing while retaining all normal functions. You gain a Demon contact, they can make a **Check** for you with 70% +3 Hits, your **Tier** times each session. Future lost limbs may be replaced by **spending 1 month** negotiating with the demon to regain it.

If you are using the Advanced Contacts Rules, you gain a Master Contact and with your **Tier** in Favors, each session. If you lose this Contact for any reason, you can replace them in **Tier** weeks, at no cost.

*Lose d6 years from your **Lifespan**.

UNLOCKING THE DEMON

The Demon Lineage is added to your Line if you do one of the following tasks:

- ❖ Complete the final stage of a Witch Iron Artifact.
- ❖ Die in defense of or conquer a Demon's Cabal.

PROJECT, DEMON'S CABAL

Your Line begins constructing a cabal, a place of power and a symbol of your Lineage's pact with the demonic. Gain the following stacking benefit for your Line:

- ❖ Demon Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Demon Lineage may add to the Demon's Cabal. Use the following table for the cost of **each Rating** of the Demon's Cabal & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Whispering Cavern
2	2,000	1m	Shadow's Den
3	4,000	2m	Unseen Pit
4	8,000	4m	Infernal Fortress
5	16,000	8m	Damned Citadel
6	32,000	1y 4m	Corrupted Castle
7	64,000	2y 8m	Cathedral of Chaos
8	128,000	5y 4m	Sinister Sanctuary
9	256,000	10y 8m	Abyssal Palace
10	512,000	21y 4m	The Malefic Imperius



KAELITHAR, THE ABYSSAL SHROUD

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to take the form of a dark, ethereal cloak, its edges flickering like shadowy flames. The shard pulses with power, its presence coiling around your mind like a whisper from the Void, promising strength and protection. You gain **+20%** to your **Muscle, Robustness, Agility** and **Quickness**.

Stage 2: The Abyssal Shroud grows in size and power, its shadowy form now enveloping your body completely. The shard's connection to the Void deepens, its whispers becoming a constant presence, guiding your actions and revealing forbidden secrets. Your shroud is now a deadly weapon that deals **QB+(MB+AB)** damage, and has medium range (**6ft**), and can be used in melee as well. Additionally you can envelop yourself in the shroud and become completely invisible for **d6 rounds**, but you suffer **one Corruption** each time.

Stage 3: The Abyssal Shroud reaches its full potential, its form now a swirling mass of darkness that seems to devour all light. The shard's bond with you is complete, its will merging with your own. The shroud can now transform into great wings that allow you to **fly** at a speed of **60ft**. Additionally, you can summon **d6** winged demons with **Hit Dice** equal to your **Tier** for **d6 x 10 minutes**, these demons gain one bullet point from one of your **Demon Talents**. However you suffer **d6 Stress** each use.

Additionally, The Diabolical Shroud protects you from harm in the form of horrifying pitch black armor. You may not wear any other armor or clothing, but you gain **AV** equal to your **LB** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Demons** is **at an end**. Only death can cut your connection to the shroud.

DREADNAUGHT

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Quickness, Willpower

LINEAGE TALENTS:

ARTILLERY*

Choose Two of the following (**o Enc**) masterpiece weapons to be built-in your armor, they are all **One Size** larger than you and cannot be modified or lost:

- ❖ **Tree Chopper:** An axe or sword that deals MB+7 (+Size Mod) & can chop down trees up to 3 feet in width, but suffer 1 **Fatigue** each time.
- ❖ **Rock Breaker:** A hammer or maul that deals MB+5 (+Size Mod), has Rend 2 & can smash small child sized boulders, but suffer 1 **Fatigue** each time.
- ❖ **The Cannon:** A musket that deals QB+11 (+Size Mod), has Reload 6 & Ammo (Shot & Powder).
- ❖ **Gatling Gun:** A musket that deals QB+8 (+Size Mod), has Reload 6, Multi-Barrel 6 & Ammo (Shot & Powder).

DEFLECTING PLATES*

You are outfitted with additional hardened plates in the form of shoulder pauldrons, thigh plates, or a chest slab. When you suffer an attack you may take it to a deflecting plate to completely **ignore** the attack, while **breaking** the plate. You may fix one plate with 10 min of repairs.

IRON SKIN

You thick slabs of steel permanently into your flesh. This (**o Enc**) armor has the the following benefits:

- ❖ Gain 6 AV to all locations, but you can no longer wear any other armor.
- ❖ It is fully self-repaired during a night's rest.



SEALED IN STEEL*

Choose Four of the following upgrades to be built into your armor to overcome your **Basic Needs**:

- ❖ **Water:** Your armor's waste filtration systems sate your thirst.
- ❖ **Food:** Mineral to energy conversion systems.
- ❖ **Sleep:** Resonance frequencies in your armor eliminate your need for rest.
- ❖ **Air:** Integrated filtration systems recycle your exhaled air, eliminating your need for fresh air.
- ❖ **Light:** Psychosomatic adaptation to the armor shields your mind from the dark.

SHOCK ABSORBER LIMB

In defiance of natural limitations, your newly acquired limb can absorb and redistribute kinetic force. This enhanced limb replaces any existing or missing limb, and offers the following benefits:

- ❖ **Leg:** Halve fall damage. If both are Shock Absorber Legs, you negate fall damage entirely.
- ❖ **Arm:** Once per combat, negate a physical attack. Future lost limbs may be replaced by spending 1 month crafting and reinforcing a new one.

*Requires Iron Skin

UNLOCKING THE DREADNAUGHT

The Dreadnaught Lineage is added to your Line if you do one of the following tasks:

- ❖ Survive the horrific, month-long fusion process.
- ❖ Die in defense of or conquer an Armory.

PROJECT, ARMORY

Your Line begins constructing an armory, a repository for your Lineage's iron casts and fusion forges. Gain the following stacking benefit for your Line:

- ❖ Dreadnaught Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Dreadnaught Lineage may add to the Armory. Use the following table for the cost of **each Rating** of the Armory & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Arsenal of the Adept
2	2,000	1m	Vault of Valor
3	4,000	2m	Bastion of Blades
4	8,000	4m	Fortress of the Forged
5	16,000	8m	Citadel of the Iron
6	32,000	1y 4m	Castle of the Conquerors
7	64,000	2y 8m	Sanctuary of Steel
8	128,000	5y 4m	The Brazen Forges
9	256,000	10y 8m	Palace of the Paragons
10	512,000	21y 4m	The Blacksteel City



THAROMIR, THE IRON COLOSSUS

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to form a colossal, armored exoskeleton around your body. The shard pulses with the energy of the Void, its resonance a low, rumbling echo promising strength and invulnerability. You gain **+10%** to your **Muscle, Robustness, Agility and Quickness**. However, the raw power contained within the construct is intensely taxing, causing you to suffer **one Stress** each battle you use it.

Stage 2: Tharomir grows in size and power, its armored form now enveloping your body completely. The shard's connection to the Void deepens, its presence an unyielding whisper guiding your strength. Your exoskeleton is now a deadly weapon that deals **MB+(MB+RB)** damage, and allows you to ignore **d6 Fatigue Conditions** per day.

Stage 3: Tharomir reaches its full potential, its form now a towering bulwark of blackened steel that absorbs light. The shard's will becomes indistinguishable from your own, driving you to acts of immense destruction. The exoskeleton is now a terrifying siege engine, capable of running through objects and structures up to **20 ft** thick stone walls. Additionally, you are able to ignore any single stack of incoming **Conditions** (excluding **Stress** or **Corruption**) but you suffer **one Corruption** each use.

Additionally, The Iron Colossus provides you with a gratuitous layer of impenetrable black steel. You may not wear any other armor or clothing, but your **Iron Skin** gains **+3 AV** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Dreadnaughts is at an end**. Only death can cut your connection to the colossus.

DRUID

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Intelligence, Willpower, Personality

LINEAGE TALENTS:

BEAST COMPANION

You have formed a deep bond with a creature of the wild, which now serves as your loyal companion. **Gain +1 Magick or Faith.** This creature has Hit Dice equal to your Tier and can be any animal that would reasonably serve as a companion. You can see through your companion's eyes and even cast spells through them. However, if your companion dies, suffer d6 Stress from the shattering of this bond. It takes one month per Tier of communing with the spirits of nature to form a bond with a new one.

NATURE'S FLESH

Gain +1 Magick or Faith. After observing a living creature up to your Tier in Hit Dice for 10 minutes, you can **Tattoo** a species to your body. You can transform into a creature you have **Tattooed** for a number of hours equal to your Tier. If you exceed this duration, you become permanently stuck in this form. Animals you have **Tattooed** will not attack you unless provoked. You can **Tattoo** a number of creatures on your body equal to your Tier. Each transformation causes you to gain one Stress.

CHIMERA

You can combine the features of any three species you have **Tattooed** to create a unique hybrid form. This chimeric form gains the **Monster Qualities** you want from each animal. You can also cast spells while in your chimeric form. Each transformation into a chimeric form causes you to gain one Stress per two **Monster Qualities** of the chimeric form.



NATURE'S CONDUIT

You have a deep connection with the primal forces. Choose one of the following options:

- ❖ **Gain +1 Magick.** You can use the **Green Wind**, or the **Brown Wind** and memorize Tier Spells & cast **Spontaneous Magick**.
- ❖ **Gain +1 Faith.** You can now perform miracles of **Ynir** or **Bygor** and memorize Tier Miracles & cast **Spontaneous Miracles**.

VERDANT LIMB

You replace an existing or lost limb with nature. You can choose one of the following for each limb:

- ❖ **Branch:** You are able to absorb a single attack once per session without taking damage.
- ❖ **Vine:** You can entangle a target within 30 ft every 10 minutes, inflicting **Entangle 2**.
- ❖ **Root:** You can ignore either **Food** or **Water** Basic Needs as long as the limb is fully exposed.
- ❖ **Sap:** You can remove d6 **Bleed** or **Poison** once every 10 minutes.

This limb retains all normal functions. Future lost limbs may be replaced by dedicating 1 month in communion with nature to grow a replacement.

UNLOCKING THE DRUID

The Druid Lineage is added to your Line if you do one of the following tasks:

- ❖ Form a bond with a powerful nature spirit.
- ❖ Die in defense of or conquer a Druid's Grove.

PROJECT, DRUID'S GROVE

Your Line begins cultivating a grove, a place of natural power and a symbol of your Lineage's bond with the natural world. Gain the following stacking benefit for your Line:

- ❖ Druid Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Druid Lineage may add to the Druid's Grove. Use the following table for the cost of **each Rating** of the Druid's Grove & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Seedling Sanctuary
2	2,000	1m	Blossoming Bastion
3	4,000	2m	Verdant Vale
4	8,000	4m	Canopy Citadel
5	16,000	8m	Forest Fortress
6	32,000	1y 4m	Sacred Sanctuary
7	64,000	2y 8m	Elder Enclave
8	128,000	5y 4m	Mystic Meadow
9	256,000	10y 8m	Grove of the Guardians
10	512,000	21y 4m	Heart of the Forest



SYLTHAR, THE VERDANT TOTEM

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to take the form of a totem, adorned with symbols of nature and the wild. The shard hums with life, its resonance a soothing murmur promising unity with the natural world. Your **Beast Companion** gains **+2 Hit Dice** and you can now communicate with it telepathically even while asleep. However, if they die you suffer an additional **d6 Stress**.

Stage 2: Sylthar grows in size and power, its symbols becoming more pronounced and glowing with a soft, green light. The shard's presence deepens, its whispers becoming a constant guide, revealing the secrets of nature. You can now remain transformed for a number of **days** equal to your **Tier** instead of hours. But, you suffer an additional **one Stress** each transformation

Stage 3: Sylthar reaches its full potential, its form now a living stack of Witch Iron, covered in lush, vibrant plants that pulse in rhythm with your heartbeat. The shard's connection to the Void and its untamed energies becomes complete, merging its will with your own. You can now **Tattoo** creatures up to **twice** your **Tier** in **Hit Dice**. However, each transformation causes you to suffer an additional **one Corruption**.

Additionally, Sylthar transforms into a full-body suit of living armor, composed of hardened bark and flexible vines, providing protection while allowing freedom of movement. You may not wear any other armor or clothing, but you gain **AV** equal to **Magick/Faith** to all body parts, which fully repairs itself after a night's rest. Also you always count as having **Three Vestments** of your god.

You are no longer human, and the **Line of Druids** is **at an end**. Only death can cut your connection to the totem.

FLESH SCULPTOR

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Quickness, Finesse, Intelligence, Willpower

LINEAGE TALENTS:

FIELD DRESS*

You can cut flesh and saw bone with lightning speed. You may exact **Monster Qualities** at a rate of **one round** per **Quality** instead of **ten min**, or implant a **Quality** at a rate of **one min** per **Quality** instead of one hour. But, you suffer **one Stress** each time.

SCULPT FLESH

You may remove **Monster Qualities** from a creature and sculpt them to a patient. You must first make a **Heal Check** to extract **Monster Qualities**, extracting **1 Quality** for every **+2 Hits**, **+1** if you succeed, this takes **10 min** per **Quality**, destroying the entire body in the process, these **Monster Qualities** will spoil after, one day per **HD** of the creature.

To surgically graft a **Monster Qualities** to a patient, you must make a **Heal Quarrel** vs **one Hit per HD** of the creature. Some Qualities are known to be extremely challenging, like changing the patient's **Size** by one category or granting them **Flight**, these increase the Quarrel to **6 Hits** or make it harder by **2 Hits** (whichever is higher). **Surgery Results:**

- ❖ **Victory (+1 Hits):** Successfully sculpt flesh.
- ❖ **Victory at a Cost (+0 Hits):** Sculpt flesh but, they suffer **Stress** equal to **1/3** of the **HD** (min **1**)
- ❖ **Failure (-1 Hits):** **Qualities** are wasted and the patient is horribly scarred, suffering **d6 Stress**.

You must then close & clean them up, with a **Heal Quarrel** vs **1/2 Hits** of Surgery. **After Care Results:**

- ❖ **Victory (+1 Hits):** Successful after care.
- ❖ **Victory at a Cost (+0 Hits):** They suffer **1 Stress**.
- ❖ **Failure (-1 Hits):** They contract **Consumption**.



HOMUNCULUS*

You can meld flesh into a masterpiece. You may create a suicidally loyal grotesque creature with **Hit Dice** equal to your **Tier** & you may grow them with one **Monster Quality** per **Tier**, which you have extracted. This process cannot fail and takes **three months** per **Tier**, and you can only maintain the life of one Homunculus at a time.

HEATHEN'S LIMB

Selecting from the finest cadavers you could get a hold of, you've improved on the gods' creation in every way. This new limb replaces any of your limbs present or missing while retaining all normal functions. You may add **+2 Hits** to any Check **once per limb, each session**.

Future lost limbs may be replaced by spending **1 month** gathering materials & crafting a replacement.

SURGICAL PRECISION*

You're an expert anatomist on the bleeding edge. You may double your **Hits** for any **Heal Check**. But, you suffer **one Stress** each time you push yourself.

*Requires Sculpt Flesh

UNLOCKING THE FLESH SCULPTOR

The Flesh Sculptor Lineage is added to your Line if you do one of the following tasks:

- ❖ Perform a brave and dangerous surgery, regardless of the outcome.
- ❖ Die in defense of or conquer a Hospital.

PROJECT, HOSPITAL

Your Line begins constructing a hospital, a place of healing and a symbol to your Lineage's mastery over the flesh. Gain the following stacking benefit for your Line:

- ❖ Flesh Sculptor Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Flesh Sculptor Lineage may add to the Flesh Sculptor's Hospital. Use the following table for the cost of **each Rating** of the Hospital & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Initiate's Infirmary
2	2,000	1m	Barber-Surgeon's Clinic
3	4,000	2m	Sanatorium of Saws
4	8,000	4m	Last Stop Hospice
5	16,000	8m	Sculptor's Hospital
6	32,000	1y 4m	Sanctuary of the Scalpel
7	64,000	2y 8m	Chirurgeon's Citadel
8	128,000	5y 4m	Fleshweaver's Fortress
9	256,000	10y 8m	Physician's Palace
10	512,000	21y 4m	Pinnacle of Flesh-Craft



ORYTHAR, THE CHIMERIC MANTLE

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to take the form of a mantle, its surface a grotesque, living tapestry of shifting flesh, bone, and sinew. The shard hums with an otherworldly resonance, promising mastery over life's secrets. You reduce the time needed for extraction and implantation by **half** and eliminate the need for surgical tools. Additionally, the mantle allows you to indefinitely store one **Monster Quality** within it, ready to be implanted.

Stage 2: Orythar grows in size and power, its sinewy patterns pulsing faintly with Voidlight, becoming an unsettling emblem of your command over the flesh. The shard's whispers deepen, granting new insights into the boundaries of life and death. You can now temporarily bestow upon yourself or others any **Monster Quality** stored within the mantle, gaining their benefits for a number of hours equal to your **Tier**. However, each time you bestow a **Quality** upon yourself or others, you suffer **one Corruption**.

Stage 3: Orythar reaches its final form, a pulsating mass of living tissue that moves in concert with your will, merging its chaotic essence with yours. The shard's influence now allows you to control the actions of your **Homunculus** directly, as if it were an extension of your own body. Additionally, you can now create a **Homunculus** with **twice** the normal **Hit Dice**, but each time you create a **Homunculus** suffer **d6 Corruption**.

Additionally, Orythar transforms into a suit of living armor, the tissue hardening into chitin plates and sinews binding tightly to your frame. You may not wear any other armor or clothing, but you gain AV equal to half of your **IB + FB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Flesh Sculptors is at an end**. Only death can cut your connection to the mantle.

INQUISITOR

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Agility, Quickness, Personality

LINEAGE TALENTS:

MAGICK RESISTOR

Your negative Magick score grants you resistance to the effects of magick. Gain -1 **Magick**. When subjected to magick-based attacks, you gain:

- ❖ +AV equal to your **negative Magick Score**.
- ❖ The ability to ignore a number of **Conditions** equal to your **negative Magick Score**.

NULLIFYING BRAND

You wield a branding technique that cripples your target's magickal capabilities. Gain -1 **Magick**.

- ❖ Make a **melee branding attack** with an Improvised Weapon (MB+4, Superficial).
- ❖ Roll a **d10** and subtract the result from your target's next casting check for each point of negative Magick you possess.
- ❖ Your rolls contribute to their **Miscasts** or **Wrath**.

The brand can also be used during interrogations, reducing the target's resistance to questioning by Hits equal to your **negative Magick score**.

TORMENT INDUCER

Your very existence is agony for those aligned with Faith or Magick. Gain -1 **Magick**. Any creature with a positive **Faith** or **Magick** score within 100 feet of you suffers a number of **Pain Conditions** equal to your **negative Magick Score**.



ARCANE NULLIFIER

You are a walking void in the weave of magick, disrupting and nullifying spells in your vicinity. Gain -1 **Magick**. For each -1 **Magick** you possess, roll a **d10** and subtract it from the casting check of any spell or miracle cast within a 100 feet radius. Your dice count for the purpose of their miscasts or wrath. This effect stacks with **Nullifying Brand**.

NULL LIMB

One of your limbs is imbued with energy that absorbs magick. This limb replaces any existing or missing limb while retaining all normal functions.

- ❖ **Absorb a spell or miracle** cast at you, nullifying its effects temporarily.
- ❖ You must release the absorbed spell or miracle within 24 hours, at which point it completes its effect.
- ❖ Use this ability once per limb, each session.

Future lost limbs may be replaced by spending 1 month crafting and attuning a replacement.

UNLOCKING THE INQUISITOR

The Inquisitor Lineage is added to your Line if you do one of the following tasks:

- ❖ Destroy a cult or conspiracy that threatens your faith or organization.
- ❖ Die in defense of or conquer a Stronghold.

PROJECT, STRONGHOLD

Your Line begins constructing a stronghold, a symbol of your Lineage's dedication to truth and justice. Gain the following stacking benefit for your Line:

- ❖ Inquisitor Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Inquisitor Lineage may add to the Stronghold. Use the following table for the cost of **each Rating** of the Stronghold & which takes **one week** per 500s.

Rating	Cost(s)	Scale
1	1,000	Novice's Nook
2	2,000	Seeker's Sanctuary
3	4,000	Justiciar's Jail
4	8,000	Interrogator's Den
5	16,000	Inquisitor's Bastion
6	32,000	Zealot's Castle
7	64,000	Tower of Terror
8	128,000	Palace of Pain
9	256,000	Monument of Martyrs
10	512,000	Citadel of the Contempt



ERYNDAR, THE NULLIFYING LASH

-Gain 1 Stage each session you remain connected-

Stage 1: The Witch Iron begins to take the form of a whip, its length crackling with a vortex of anti-magick energy. The shard hums with a cold, resonant power, its whispers promising mastery over magick's unraveling. You gain the ability to extend your **Arcane Nullifier** Talent, doubling its radius to **20ft**. Additionally, Eryndar is a melee weapon with **Reach 3** that deals **MB+(QB+WB)** damage.

Stage 2: Eryndar grows stronger, its energy pulsating as if alive, the whip's vortex sharpening with Voidlight. The shard's influence deepens, granting Eryndar the ability to **absorb** a spell or miracle being channeled on a successful hit, you can then **release absorbed** spells or miracles at your targets. However, each time you release an absorbed spell or miracle, you suffer **one Corruption**. The Lash can store a number of spells or miracles equal to your **Tier**.

Stage 3: Eryndar reaches its full potential, its form a writhing maelstrom of Void energy. The shard's will entwines with yours, driving you to greater feats of nullification. You can now create a field of nullification around you, making all within a **20ft (r)** unable to cast spells or miracles for a number of rounds equal to your **Tier**. However, each time you create this field, you suffer **d6 Corruption**.

Additionally, Eryndar transforms into a suit of anti-magick energy, its swirling layers suppressing arcane forces around you. You may not wear any other armor or clothing, but you gain **AV** equal to your **WB** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Inquisitors is at an end**. Only death can cut your connection to the lash.

MUSICIAN

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Agility, Quickness, Finesse, Personality

LINEAGE TALENTS:

CROWD SWAYER

Perform a rousing song that stirs a crowd into a fervor. By performing a rousing song, you can rouse a **Mob** with **Bodies** equal to your **Art** or **Perform Check Hits** + your **Tier**. The mob follows your initial general intentions without deviation. Each time you use this talent, suffer 1 **Stress** due to the emotional toll.

FORTUITOUS MELODY

Through your melodic skill, you imbue your allies with good fortune. Perform a melody to generate a number of +1 Hit bonuses equal to your **Art** or **Perform Check Hits**. These bonuses can be distributed among your allies as you choose, but each ally can only use **one bonus per Check**. At every third **Tier**, the bonus increases by +1 Hit.

MELODIC SUGGESTION

Your music compels action. Spend an **Attack** and suffer 1 **Stress** to inspire a creature, granting them an additional **Action** to use during their turn. If the target resists your song, engage in an **Art** or **Perform Quarrel** to persuade them. On success, your **net Hits** is used for their action.



EARWORM

Your catchy tune lodges itself in the mind of your target, creating a **Lingering Quarrel** with **Hits** equal to your **Art** or **Perform Check Hits**. The target is distracted, unable to perform one action or thought of your choice, including critical functions like breathing. **Earworm Results:**

- ❖ **Victory (+1 Hit):** Reduce the **Lingering Quarrel** by 2 **Hits**. This ends when it reaches 0 **Hits**.
- ❖ **Victory at a Cost (+0 Hit):** Prevent this action.
- ❖ **Failure (-1 Hit):** Prevent this action, then escalate the **Lingering Quarrel** by 2 **Hits**.

RESONATING LIMB

Your limb is fused with musical resonance, amplifying your performance. This limb replaces any existing or missing limb while retaining all normal functions. When performing a song, the resonating limb allows you to:

- ❖ Target 1 **additional creature**.
- ❖ Add 2 **additional Bodies** to a mob.
- ❖ Distribute **one additional bonus** to your allies.

Future lost limbs may be replaced by spending 1 month crafting and tuning a replacement.

UNLOCKING THE MUSICIAN

The Musician Lineage is added to your Line if you do one of the following tasks:

- ❖ Move the hearts of a large audience.
- ❖ Die in defense of or conquer a Theatre.

PROJECT, THEATRE

Your Line begins constructing a Theatre, showing off your Lineage's mastery over melody and rhythm. Gain the following stacking benefit for your Line:

- ❖ Musician Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Musician Lineage may add to the Theatre. Use the following table for the cost of **each Rating** of the Theatre & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Minstrel's Stage
2	2,000	1m	Bard's Balcony
3	4,000	2m	Troubadour's Tavern
4	8,000	4m	Lyricist's Lounge
5	16,000	8m	Maestro's Hall
6	32,000	1y 4m	Virtuoso's Venue
7	64,000	2y 8m	Composer's Coliseum
8	128,000	5y 4m	Conductor's Cathedral
9	256,000	10y 8m	Sonata's Sanctuary
10	512,000	21y 4m	Symphony's Citadel



SYRENTHAL, THE SYMPHONY OF SOULS

-Gain 1 Stage each session you remain connected-

Stage 1: Syrenthal begins to manifest, its ethereal notes reverberating with a melody only you can hear. The shard resonates within, its voice a haunting lullaby. You gain the ability to perform a duet with the shard, **doubling** the effects of your songs. However, each performance causes you to suffer **one Stress**, as Syrenthal feeds on your emotional energy.

Stage 2: Syrenthal grows in complexity, its form becoming an intricate orchestra of spectral instruments that play on their own. You can now perform a grand symphony with Syrenthal, causing your songs to **affect all** who can hear your music. However, each time you perform a symphony, you suffer **one Stress** and **one Fatigue**, as Syrenthal pulls from your physical energy to resonate further.

Stage 3: Syrenthal reaches its full potential, a grand orchestra of ethereal beauty, its music resonating with the Void itself. The shard's will merges with your own, granting you the ability to reshape reality through sound. You can perform a solo that physically manipulates the environment within 300 ft. However, each performance causes you to suffer **d6 Corruption**.

Examples:

- ❖ **Shifting Terrain:** Your melody can dam a river, create a rock wall, or carve through a mountain.
- ❖ **Weaponizing the Environment:** Your solo sets the trees on your foes, dealing **PB** in **d6** damage.
- ❖ **Generally:** You can create a **PB+2 HD** Monster, deal **PB** in **d6** damage, inflict **PB Conditions**, and use **PB Hits** for **Quarrels**.

Additionally, Syrenthal transforms into a suit of armor made of resonating musical notes. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **PB + LB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Musicians is at an end**. Only death can cut your connection to the symphony.

NOBLE

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Robustness, Agility, Quickness, Personality

LINEAGE TALENTS:

LEGAL IMMUNITY

You live under a different set of rules than the common rabble. The severity of punishment for crimes committed against you increases by **one step every three Tiers** (e.g., simple touch is harassment at Tier 1, assault at Tier 3, attempted murder at Tier 6, and regicide at Tier 9). Additionally, you may use your noble station to avoid legal consequences, but this causes you to suffer **1 Stress** from social backlash.

NOBLE STIPEND

As a high-born Noble, you have access to a considerable fortune. At the start of each session, you receive a stipend of **500 x your Tier in silver**. This represents the wealth and resources at your disposal due to your high social standing.

PRIVILEGED

Your privileged lot in life and extensive knowledge of black mail and pressure points grants you a **“loyal” NPC** at your beck and call who has a particular area of expertise. This NPC can make a **Check** for you with a **70%** and **+3 Hits**, you may do this a number of times per session equal to your **PB**.

If you are using the **Advanced Contacts Rules**, you gain a **Master Contact** and with **PB** Favors, each session. If you lose this Contact for any reason, you can replace them in **PB** weeks, at no cost.



LOYAL RETAINER

You have the means to retain the services of a loyal companion. This companion may belong to any one Lineage you've unlocked, has **Hit Dice equal to your Tier**, and gains **1 Talent for every 2 Tiers** you possess. They are suicidally loyal to you.

If the Retainer dies, you may spend **1 month per Tier** recruiting and indoctrinating a new one, but this process causes you to suffer **d6 Stress**.

BIRTHRIGHT LIMB

Your limb is marked with “ancient” and “divine” symbols, signifying your noble lineage. This limb replaces any existing or missing limb while retaining full functionality. The symbols confer a **specific birthright**, which could be a title, location, artifact, creature, or even a person. Once declared, the birthright cannot be changed.

Your birthright is universally recognized, but it may be challenged. Your birthright will be lost with the limb. Future lost limbs may be replaced by **spending 1 month drafting and engraving a new birthright**.

UNLOCKING THE NOBLE

The Noble Lineage is added to your Line if you do one of the following tasks:

- ❖ Secure a significant political victory or alliance.
- ❖ Die in defense of or conquer a Court.

PROJECT, COURT

Your Line starts building a Court, a den of scheming and influence. Gain the following stacking benefit for your Line:

- ❖ Noble Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Noble Lineage may add to the Court. Use the following table for the cost of **each Rating** of the Court & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Squire's Salon
2	2,000	1m	Baron's Banquet
3	4,000	2m	Viscount's Villa
4	8,000	4m	Count's Council
5	16,000	8m	Marquis's Manor
6	32,000	1y 4m	Duke's Domain
7	64,000	2y 8m	Prince's Palace
8	128,000	5y 4m	King's Keep
9	256,000	10y 8m	Emperor's Estate
10	512,000	21y 4m	Sovereign's Citadel



THALCARIS, THE DOMINION CROWN

-Gain 1 Stage each session you remain connected-

Stage 1: Thalcaris begins to manifest as a regal circlet of Witch Iron, its surface etched with shifting glyphs of ancient authority. The shard embedded within resonates with an aura of dominion, enhancing your ability to command and influence. You can increase any **Check** involving command, persuasion, or intimidation by **+2 Hits**. However, each time you use this power, you suffer **one Stress**.

Stage 2: Thalcaris grows in intricacy, its symbols glowing faintly with a Voidlight that unnerves all who see it. The shard's whispers become a constant presence, guiding your words and revealing the weaknesses of others. You can now issue a command to any individual within earshot, forcing them to make a verbal **Quarrel** or follow your commands for **one day**. However, each time you do this, suffer **one Corruption**.

Stage 3: Thalcaris reaches its apex, transforming into a majestic diadem of Witch Iron, radiating an aura of absolute sovereignty. The shard's will merges with your own, making your voice an unassailable force. You can now issue a command to **PB** individuals within earshot, forcing them to make a verbal **Quarrel** or follow your commands for **one week**. However, each time you do this, suffer **d6 Corruption**.

Additionally, Thalcaris manifests a suit of regal armor, forged from hardened Witch Iron and adorned with symbols denoting your lineage's unyielding authority. You may not wear any other armor or clothing, but you gain **AV** equal to your **LB** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Nobles** is **at an end**. Only death can cut your connection to the crown.

OCCULTIST

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Finesse, Intelligence, Willpower, Personality

LINEAGE TALENTS:

BOUND LIMB

After a forbidden ritual you've reached across the veil and bound a demon as a limb. This new limb replaces any of your limbs present or missing while retaining all normal functions. You may send this limb to perform a task as a Small-Sized Demon with HD equal to $\frac{1}{2}$ your Tier once per limb, each session.

Future lost limbs may be replaced by spending 1 month performing a forbidden ritual to bind a new one.

PERMANENCE*

You can rip through the veil and bend reality to your will. You gain +1 Magick, & may cause a Magick effect within short range (3ft) to have a permanent duration. You then suffer a Cataclysmic Miscast that cannot be mitigated. You can only maintain one permanent effect at the same time, with a new effect replacing the old one.

*If you are not a Practitioner of a *Wicked Wind*, Learn The Void's Gift instead



SACRIFICE*

You can sate the *Wicked Winds* with blood and pain. You gain +1 Magick, & you may inflict up to three Bleed Conditions to yourself, or a willing or helpless intelligent creature within 5 ft, when you cast a spell. If you do this you may either gain +1 Magick per Condition inflicted, or ignore a number of Miscast steps equal to the Conditions inflicted.

THE VOID'S GIFT

You've stared into the void and saw who's staring back. You gain +1 Magick, & control over The Foul Winds. You are able to memorize one Spell per Tier & may write and cast Spontaneous Magic from The Foul Winds.

TWIST FATE

The void readily twists your fate, for a cost. You can Reroll any Check or a roll on any Table, regardless of who's roll it is or the context of this roll. You receive a Corruption each time you use this.

UNLOCKING THE OCCULTIST

The Occultist Lineage is added to your Line if you do one of the following tasks:

- ❖ Uncover a significant occult secret or artifact.
- ❖ Die in defense of or conquer a Cult.

PROJECT, CULT

Your Line establishes a Cult, a nest of secrets and forbidden rites. Gain the following stacking benefit for your Line:

- ❖ Occultist Descendants can earn +1 Tier per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Occultist Lineage may add to the Cult. Use the following table for the cost of each Rating of the Cult & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Neophyte's Nook
2	2,000	1m	Adept's Altar
3	4,000	2m	Seer's Sanctuary
4	8,000	4m	Mystic's Monastery
5	16,000	8m	Warlock's Warren
6	32,000	1y 4m	Magus's Mansion
7	64,000	2y 8m	Sorcerer's Spire
8	128,000	5y 4m	Wizard's Ward
9	256,000	10y 8m	Archmage's Abbey
10	512,000	21y 4m	Hierophant's Haven



DARYNTHAR, THE VOID'S EYE

-Gain 1 Stage each session you remain connected-

Stage 1: Darynthar begins to form as a swirling vortex of void energy encased in raw Witch Iron. The shard within whispers through the swirling currents of the Void, revealing forbidden truths. You gain the ability to see through the veil of reality, allowing you to see the *Wicked Winds*, showing you the strength and concentration of **Magick**, as well as the ability to see invisible entities within **60 ft.**

Stage 2: Darynthar refines, its shifting energy forming intricate patterns that pulse with cosmic rhythms. The shard's influence deepens, granting you the ability to manipulate the void, creating a two-way portal. You can place one portal half at a time, large enough for **Medium-sized** creatures, while maintaining all momentum between them. However, each time you create a portal, travelers suffer **one Stress** from the void's pull, and you suffer a random **Magick Surge**.

Stage 3: Darynthar fully manifests, its swirling void energy becoming a perfect lens through which the Sleeper's reality can be bent. The shard's whispers fuse with your thoughts, driving you to reshape existence itself. You gain the ability to transform into a Void Fiend with **Hit Dice** equal to **twice** your **Tier** for a **1B x 10 minutes**. In this form you may still cast spells, **double** any benefits from using the **Sacrifice** talent and you gain the ability to pass through solid objects. However, each time you transform, suffer **d6 Corruption**.

Additionally, Darynthar shrouds you in a swirling void energy shield, protecting you from harm. You may not wear any other armor (you can wear clothing), but you gain **AV** equal to your **Magick** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Occultists is at an end**. Only death can cut your connection to the eye.

RED-HAND

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Muscle, Agility, Quickness, Willpower

LINEAGE TALENTS:

CONCEALED LIMB

One or more of your limbs has been outfitted with hidden compartments, allowing you to carry up to **three Enc** worth of items. These items are **impossible to detect** by any means, unless you reveal them, do not count toward your total Encumbrance, and are always considered **Instant Access** items.

Future lost limbs may be replaced by **spending 1 month** crafting and integrating a new one.

DEVIL'S RIGHT HAND

The blood of your enemies has permanently marked your right hand with a dark stain, symbolizing your deadly skill. As an Action, you can make a single attack that **bypasses all Armor Value**, then **halves the target's Soak**. Using this talent causes you to gain **d6 Stress**.

SHADOW DANCER

Your extraordinary agility and reflexes allow you to perform impossible acrobatics. While not wearing metal armor, gain **+2 Hits** to **Light-Foot Checks**. You may perform feats such as running up walls, flipping over groups of enemies, or sliding under six-inch gaps. Each use of this talent for acrobatics causes you to suffer **1 Stress**.



FALSE FACES

You are a master of disguise, capable of creating a perfect alter ego. For all intents and purposes, you become a **completely different person**, and your new identity is impossible to see through. You can assume this identity as an Action, even under direct observation. Maintaining this talent causes you to suffer **1 Stress** per use. You may have one alter ego at a time, and even hide things from each other.

JUGGLING DEATH

Your hands move with blinding speed and precision, allowing you to wield up to **three weapons simultaneously** without the usual restrictions or penalties for dual-wielding. These weapons cannot be a **Size** larger than you. Each time you attack, roll **three times** against a **single defensive roll**, and if your first or second attack isn't blocked your remaining attacks are uncontested.

UNLOCKING THE RED-HAND

The Red-Hand Lineage is added to your Line if you do one of the following tasks:

- ❖ Execute a significant assassination.
- ❖ Die in defense of or conquer an Assassin's Guild.

PROJECT, ASSASSIN'S GUILD

Your Line begins constructing an Assassin's Guild, a place of shadows to master stealth and death. Gain the following stacking benefit for your Line:

- ❖ Red-Hand Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Red-Hand Lineage may add to the Assassin's Guild. Use the following table for the cost of **each Rating** of the Assassin's Guild & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Cutpurse's Corner
2	2,000	1m	Bandit's Bunker
3	4,000	2m	Rogue's Retreat
4	8,000	4m	Brigand's Bastion
5	16,000	8m	Marauder's Mansion
6	32,000	1y 4m	Assassin's Abode
7	64,000	2y 8m	Shadow's Spire
8	128,000	5y 4m	Phantom's Palace
9	256,000	10y 8m	Specter's Sanctuary
10	512,000	21y 4m	Ghost's Garrison



VYRVATH, THE SHADOW'S CARESS

-Gain 1 Stage each session you remain connected-

Stage 1: Vyrvath manifests as a pair of Witch Iron gloves, their surface flickering like blackened silk in dim light. The shard within whispers secrets of stealth and precision, enhancing your ability to move unseen and strike decisively. You gain the ability to become invisible while standing in place for a number of minutes equal to your **Tier**. However, using this ability causes you to suffer **one Stress**.

Stage 2: Vyrvath refines, its texture shifting into a swirling vortex of tangible shadow. The shard's voice becomes a constant guide, unraveling the thoughts of your prey. You gain the ability to read the thoughts of a target within short range (**30ft**), but each use of this ability causes you to suffer **one Stress**. Moreover, you can now use the information gleaned from the target's thoughts to your advantage, gaining **+2 Hits** on your next attack or social interaction with them.

Stage 3: Vyrvath reaches its full potential, its form now an intricate weave of shadowy tendrils flowing seamlessly with your movements. The shard grants you the ability to teleport to any location you can see within **120 ft** with a **Move Action**. However, each teleportation causes you to suffer **one Corruption**. In addition, if you teleport behind an enemy, your next attack against them deals an additional **d6E**.

Additionally, Vyrvath envelops you in a cloak of ethereal shadows, protecting you from harm. You may not wear any other armor or clothing, but you gain AV equal to half of your **QB + AB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Red-Hands is at an end**. Only death can cut your connection to the gloves.

REVENANT

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Agility, Willpower

LINEAGE TALENTS:

GRUDGES

Petty Grudges: Minor slights that gnaw at your soul.

Suffer **one Stress** if you ignore or act against it.

Serious Grudges: Significant scarring betrayals.

Suffer **d6 Stress** if you ignore or act against it.

Mortal Grudges: Life-shattering wrongs that have shaped your existence. Suffer **2d6 Stress** if you ignore or act against it.

BLOODLESS

Your body sustains itself on cold hatred, reducing the impact of **Bleed** conditions. If you have a **Petty Grudge**, incoming **Bleed** conditions are reduced by one. If you have a **Serious Grudge**, they are reduced by three. If you have a **Mortal Grudge**, you become immune to **Bleed** conditions.

DEATHLESS

Not even death can stop you from avenging your grudges. As long as you have an unresolved grudge you will return to life **d6 hours** after your death, no matter what state your body is in. If you die of old age gain **one year** of **Lifespan**. Each time you return to life, you suffer **d6 Stress**.

STUBBORN FLESH

You can reattach severed limbs, and you recover from **Trauma** in **days** instead of **months**. If you have a **Petty Grudge**, you can reattach hands and feet. If you have a **Serious Grudge**, you can reattach arms and legs. If you have a **Mortal Grudge**, you can even reattach your head. The deeper your grudge, the more tenacious your flesh becomes.



UNYIELDING

You will not stop, and you will never yield. When activated, you ignore all injuries for **d6 rounds**. If you have a **Petty Grudge**, you can use this talent once per session. If you have a **Serious Grudge**, you can use it once per combat. If you have a **Mortal Grudge**, you can use it as often as you want. After this time, all ignored injuries take hold.

RELENTLESS

Nothing will distract your pursuit of grudges. Depending on the severity you can ignore a number of Basic Needs, one for a **Petty Grudge**, three for a **Serious Grudge** & five for a **Mortal Grudge**:

- ❖ **Food:** Your body feeds on your seething anger, converting it into energy.
- ❖ **Sleep:** Your mind is always alert, focused on your grudge.
- ❖ **Water:** Your body recycles its own fluids, allowing you to survive without drinking.
- ❖ **Light:** Your mind has become so focused on your grudge that you no longer fear the dark.
- ❖ **Air:** Your body has adapted to extract oxygen from your eternal loathing.

UNLOCKING THE REVENANT

The Revenant Lineage is added to your Line if you do one of the following tasks:

- ❖ Have a Descendant die with deep regret.
- ❖ Die in defense of or conquer a Necropolis.

PROJECT, NECROPOLIS

Your Line constructs a Necropolis, letting your family mingle with the not-so-restful dead. Gain the following stacking benefit for your Line:

- ❖ Revenant Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Revenant Lineage may add to the Necropolis. Use the following table for the cost of **each Rating** of the Necropolis & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	The Graveyard
2	2,000	1m	The Crypt
3	4,000	2m	The Mausoleum
4	8,000	4m	The Corpse Garden
5	16,000	8m	The Tombs
6	32,000	1y 4m	The Catacombs
7	64,000	2y 8m	The Tomb City
8	128,000	5y 4m	City of the Unforgotten
9	256,000	10y 8m	The Necropelix
10	512,000	21y 4m	The Great Grudge Stone



THARVOK, THE GRUDGE HAMMER

-Gain 1 Stage each session you remain connected-

Stage 1: Tharvok begins to form as a heavy hammer of Witch Iron, etched with swirling glyphs of resentment and fury. The shard within whispers, its voice a relentless echo of past betrayals. The hammer enhances your Grudges, granting you **+2 Hits** to any **Check** to resolve a Grudge. Additionally, the Grudge Hammer is a melee weapon that deals **MB+(MB+WB) dmg**.

Stage 2: Tharvok grows heavier and more imposing, its surface pulsating with a faint, otherworldly glow. The shard's presence intensifies, deepening your ability to endure. The threshold for **Stress** & **Corruption** you can have before you Quarrel against them is **six Conditions** instead of **three**. However, each time you ignore or act against a grudge, you suffer an additional **one Stress**.

Stage 3: Tharvok reaches its full potential, its form now a shifting amalgam of metal and your deepest resentments. The shard's voice melds with your own, driving you to fulfill your vendettas. You can use the hammer to strike a blow that embodies your grudges, dealing an additional **+2 dmg** for each unresolved grudge you hold. However, each use of this power causes you to suffer **d6 Stress**.

Additionally, Tharvok envelops you in an indomitable armor forged from your unyielding resolve. You may not wear any other armor or clothing, but you gain **AV** equal to your **WB** to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Revenants is at an end**. Only death can cut your connection to the hammer.

RUNE-CARVER

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Finesse, Intelligence, Willpower

LINEAGE TALENTS:

EXPERT CARVER

As an expert in carving and taming wild runes, you gain your **Tier** in **+Hits** when taming the **Will** of a newly carved **Rune**. For each Rune tamed this way, suffer **one Stress**, plus one additional **Stress** for each previous use of **Expert Carver**.

RUNIC AMPLIFICATION

With your deep understanding of wild runes, you can amplify a Rune's dormant power, **doubling** its damage, bonuses, penalties, range, duration, and Hits for Quarrels. This act exhausts the Rune's will completely, **destroying** both it and the item it was carved into after the effect wears off.

RUNIC LIMB

Your limb is imbued with runic power, allowing it to safely tame and hold multiple runes simultaneously. This new limb replaces any existing or missing limb and retains all normal functions. You may carve and tame **three Runes** onto this limb instead of the normal limit of **one**.

Future lost limbs may be replaced by spending **1 month** crafting and integrating a new one.



RUNIC LORE

Your mastery of rune carving and taming is unmatched. You can read and precisely copy runes without a Check, requiring **one week of work** and **one relevant ingredient** per rune (such as amber for brown essence or ruby for fire runes).

Additionally, you may carve and tame any Rune you possess a **Pattern** for without a Check, provided its Tier is one lower than your own. You may also create detailed Patterns for any Rune you successfully carve and tame.

After **one week** of inspection, you gain complete knowledge of any magick item.

SCRATCH CARVING

You have perfected rapid rune carving techniques. You can carve and tame a new **Rune** in just **one minute per Tier** instead of **one week**, though each rapid carving causes you to suffer **one Stress**.

See Trapping Chapter for Rune Carving

UNLOCKING THE RUNE-CARVER

The Rune-Carver Lineage is added to your Line if you do one of the following tasks:

- ❖ Become initiated into a clan by returning a powerful runic item to them.
- ❖ Die in defense of or conquer a Clan.

PROJECT, CLANHALL

Your Line begins construction of a Rune-Carving workshop. Gain one of the following benefits for each Rating, which may stack:

- ❖ Rune-Carver Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Rune-Carver Lineage may add to the Clanhall. Use the following table for the cost of **each Rating** of the Clanhall & which takes **one week** per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Apprenticeship Workshop
2	2,000	1m	Modest Clanhall
3	4,000	2m	Journeyman's Workshop
4	8,000	4m	Respected Clanhall
5	16,000	8m	Master's Workshop
6	32,000	1y 4m	Hall of the Rune-Masters
7	64,000	2y 8m	Grand Master's Workshop
8	128,000	5y 4m	Conclave of Runecrafters
9	256,000	10y 8m	Order of Rune-Carvers
10	512,000	21y 4m	The Runic Domain



ERYNDRAZ, THE RUNEBOUND HEART

-Gain 1 Stage each session you remain connected-

Stage 1: Eryndrax begins to form as a crude heart of raw Witch Iron, pulsating with ancient runic energy. The shard within the heart hums with a strange resonance, whispering insights into forgotten runic lore. You gain **+1 Hit** for each Rune-Carver talent you possess to tame a new **Rune**. However, the wild energy is mentally taxing, causing you to suffer **one Stress** each time you inscribe a new Rune.

Stage 2: Eryndrax refines, its pulsating runes glowing brighter and imbued with Void-like energy. The shard strengthens your bond with the Sleeper, granting you the ability to inscribe extraordinary runes. You may inscribe runes that grant **Lineage Talents** from any Lineage you have unlocked, each talent adds **+1 Will** before your **Research** and **Trade** checks. However, each time you inscribe a **Rune** of this nature, you suffer **one Stress**.

Stage 3: Eryndrax reaches its full potential, its runes forming a living, shifting matrix of power that pulses with the rhythm of the Void. The shard's influence merges with your essence, allowing you to inscribe a **Master Rune**:

- ❖ A Rune with **double** your **Tier**.
- ❖ Contains no **Will**.
- ❖ Takes **one week** per **Tier** to complete.

However, each time you inscribe a **Master Rune**, suffer **d6 Corruption**, and it can never be duplicated.

Additionally, Eryndrax transforms your body into a living runic tapestry, covered with shifting and glowing tattoos of power. You may not wear any other armor (you can wear clothing), but you gain **AV** equal to half of your **IB + FB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Rune-Carvers** is at an end. Only death can cut your connection to the heart.

VETERAN

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Muscle, Robustness, Willpower, Personality

LINEAGE TALENTS:

ONE STEP AHEAD

Your battle-hardened instincts allow you to anticipate the flow of combat. Gain +1 Attack. Before making a combat roll, you may predict the outcome of the roll. If your prediction is correct, you gain +1 Hit and you may Reverse this result. If you are wrong, suffer one Stress.

COMMANDER

Your powerful tactical mind and sheer presence is a force to be reckoned with. You may spend an Attack to give strategic order to another creature. The creature gains an extra Action to use on their turn to follow your order. If the target ignores your instruction, you may make a Leadership Quarrel to force them, using your net Hits for the action if you are successful.

PRECISION STRIKE

You are capable of jaw dropping attacks. Gain an extra effect on a successful attack depending on the number of Net Hits on your Melee Check and struck body part.

Hits	Example
2	Disarm your opponent or knock them Prone
4	Cut open a vital area, inflict 1 Bleed
6	Rock your opponent's jaw, inflict 2 Stun
8	Shatter your opponent's armor, sunder 4 AV
10	Execute a masterful strike, inflict 2 Helpless



EXPLOSIVE LIMB

You possess a limb fitted with a powerful explosive charge. This limb replaces any existing or missing limb while retaining all normal functions.

- ❖ **Controlled Blast:** As an action, detonate a charge to deal Tier + 14 damage to all within a 15ft(r). Usable once per limb, each session.
- ❖ **Full Detonation:** Sacrifice the limb to cause a massive explosion, dealing x2 the Controlled Blast damage to all creatures within a 60ft(r). This destroys the limb.

Future lost limbs may be replaced by spending 1 month requisitioning and installing a replacement.

BOLD TACTICS

You've picked up a few things in your time. Every two Tiers, you can choose one of the following:

- ❖ **The Challenge:** Issue a challenge to an enemy. Both of you suffer -4 Hits against others.
- ❖ **Last Stand:** When you're about to bleed out or fall unconscious, gain an extra round.
- ❖ **Battlefield Opportunist:** Once per combat, you may exploit the chaos of battle for an extra round, but you suffer one Stress.

UNLOCKING THE VETERAN

The Veteran Lineage is added to your Line if you do one of the following tasks:

- ❖ Become a veteran by serving in a military campaign.
- ❖ Die in defense of or conquer a Regiment.

PROJECT, REGIMENT

Your Line begins to recruit and train soldiers Gain one of the following benefits for each Rating, which may stack:

- ❖ Veteran Descendants can earn +1 Tier per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Veteran Lineage may add to the Regiment. Use the following table for the cost of each Rating of the Regiment & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Local Military Outpost
2	2,000	1m	Field Camp
3	4,000	2m	Battalion Barracks
4	8,000	4m	Regimental Base
5	16,000	8m	Divisional Compound
6	32,000	1y 4m	Strategic Citadel
7	64,000	2y 8m	Military Fortress
8	128,000	5y 4m	High Command
9	256,000	10y 8m	Imperial Headquarters
10	512,000	21y 4m	The War Room



VORYNDRAL, THE STANDARD OF VALOR

-Gain 1 Stage each session you remain connected-

Stage 1: Voryndral begins to form as a battle standard of raw Witch Iron, its banner emblazoned with shimmering, otherworldly symbols of triumph and sacrifice. The shard embedded within the standard hums with a deep resonance, amplifying your leadership abilities. You can now target two creatures per **Attack** with your **Commander** Talent. Additionally, the Standard of Valor can be used as a melee weapon that deals **MB+(MB+QB)** dmg.

Stage 2: Voryndral refines, its banner becoming an unyielding beacon of authority, glowing faintly with Void energy. The shard enhances your foresight, allowing you to use your **One Step Ahead** Talent for any ally within 60 ft. The standard's presence fortifies your allies, reducing their incoming **Stress** they suffer by **one**. However, the influence of the shard begins to take its toll, and if you suffer **two** or more **Stress** in a single round, you suffer **one Corruption**.

Stage 3: Voryndral reaches its full potential, its banner now an awe-inspiring tapestry of shimmering Void patterns that ripple with your commands. You gain the ability to stand your ground, preventing you from being knocked **Prone** or moved against your will. You can issue a **strategic order** to all allies within a 60 ft (r) granting them an additional **Action** which must be used to accomplish your order. However, each order causes you to suffer **d6 Stress**.

The shard's influence also transforms Voryndral into a suit of living armor composed of pure resolve and Void-forged steel. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **PB + WB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Veterans is at an end**. Only death can cut your connection to the standard.

WARDEN

LINEAGE ABILITIES

Gain +10% to the following Abilities:
Agility, Quickness, Intelligence, Willpower

LINEAGE TALENTS:

EVASIVE STALKER

You are a master of positioning and evasion in combat. As long as you aren't wearing metal armor:

- ❖ Gain +2 Hits to **Lightfoot** rolls.
- ❖ When you **Dodge** successfully, you may immediately take a free **Move Action**.
- ❖ You gain an additional +1 Hit to **Dodge** ranged attacks for every two limbs behind **Cover**.

HUNTER'S LIMB

You possess a limb imbued with the essence of a monster, derived from a trophy you've taken. This limb retains all normal functions and gains the raw power of the monster.

- ❖ **Melee Attack:** Deals **MB** + the **Hit Dice** of the monster empowering the limb.
- ❖ **Ranged Attack:** Deals **QB** + the **Hit Dice** of the monster empowering the limb. Can attack up to **Long Range** (90ft).

Future lost limbs may be replaced by spending 1 month preparing and empowering a new one.

MONSTER SLAYER

You have honed your skills against the monstrous creatures of the world. You gain +1 **Attack**. When attacking creatures with a weapon that has the **Ranged** or **Reach Weapon Quality**, you gain a +5 **Damage** for each Size Category the creature is greater than yours.



TROPHY COLLECTOR

After slaying a monster, you can harvest a trophy from it, such as claws, teeth, hides, or bones. You may use each **Trophy** once per session to gain a +**Hits Bonus** to a Check they specialized in. They are displayed prominently on your person. The **Enc** of Trophies is dependent on the Monster's Size:

- ❖ **Tiny, Small or Medium Sized:** 1 Enc
- ❖ **Large Sized:** 2 Enc
- ❖ **Huge Sized:** 4 Enc
- ❖ **Gigantic Sized:** 8 Enc

TROPHY MASTERY*

You've mastered the art of channeling the latent power of your trophies. You may use each **Trophy** once per session you can to gain one of the **Monster's Qualities** (e.g. a Basilisk's petrification or a Carrion's flight). If the quality has a prolonged effect, it lasts for d6x10 minutes. Each use causes you to suffer **one Stress**.

*Requires Trophy Collector

UNLOCKING THE WARDEN

The Warden Lineage is added to your Line if you do one of the following tasks:

- ❖ Become initiated into a rangers guild by completing a difficult wilderness mission
- ❖ Die in defense of or conquer a Ranger Guild.

PROJECT, HUNTER'S GUILD

Your Line begins construction of a hunter's guildhall. Gain one of the following benefits for each Rating, which may stack:

- ❖ Warden Descendants can earn **+1 Tier** per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Warden Lineage may add to the Warden Guild. Use the following table for the cost of each Rating of the Warden Guild & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Small Outpost
2	2,000	1m	Wilderness Lodge
3	4,000	2m	Patrol Station
4	8,000	4m	Watchtower
5	16,000	8m	Ranger Barracks
6	32,000	1y 4m	Wilderness Keep
7	64,000	2y 8m	Ranger Fortress
8	128,000	5y 4m	The Green Keep
9	256,000	10y 8m	Ranger Citadel
10	512,000	21y 4m	The Eternal Vigil



THYRRATHIS, THE SHARDFANG

-Gain 1 Stage each session you remain connected-

Stage 1: Thyrrathis begins to take shape, its shaft forged of raw Witch Iron and tipped with a fang-like blade emanating faint pulses of Void energy. The shard embedded within the spear whispers ancient hunting instincts, sharpening your skills against monstrous prey. The spear becomes a weapon that deals **MB+(MB+QB)** dmg and has the **Reach 3** Weapon Quality & can be thrown up to long range (**90 ft**). Each time you slay a monster, the spear fully repairs itself, but its power is draining, causing you to suffer **one Stress** each battle you use it.

Stage 2: Thyrrathis refines, its blade gleaming with predatory intent and its haft etched with glowing runes of pursuit. The shard's whispers grow louder, guiding your strikes. The spear now inflicts **2 Bleed** & allows you to remove equivalent **Conditions** each time you inflict them (e.g. an Injury that causes **2 Bleed** removes **2 Bleed** from you). However, each use of this ability causes you to suffer **one Stress**.

Stage 3: Thyrrathis reaches its full potential, its form radiating primal energy, as if alive. The shard's presence merges with your own, transforming you into an apex predator. You gain the ability to transform into a beastly form with **Hit Dice** equal to **twice** your **Tier** for a **QB** minutes. In this form, your attacks deal additional Damage equal to your **MB** and you ignore all injuries until the transformation ends. Upon reverting, all injuries take effect at once. Each transformation exacts a heavy toll, causing you to suffer **d6 Corruption**.

Additionally, Thyrrathis envelops your body in spiked, organic armor of Witch Iron, pulsating with primal energy. You may not wear any other armor or clothing, but you gain **AV** equal to half of your **MB + QB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Wardens is at an end**. Only death can cut your connection to the spear.

WIND-FORGED

LINEAGE ABILITIES

Gain +10% to the following Abilities:

Robustness, Quickness, Agility, Willpower

LINEAGE TALENTS:

REFORGED LIMBS *

You can reform lost limbs by fully immersing the affected area in your element, this takes 10 minutes.

ELEMENTAL ASPECT

You are twisted by the *Wicked Winds*. Roll d8 to determine your *Wicked Wind*. You gain a **Wind Scar** every two **Tiers**, & double its benefit (i.e. Fire Strike would deal PB+8 instead of PB+4, etc).

ELEMENTAL CONTROL *

You can use **Spontaneous Magick** from your *Wicked Wind*, replacing the **CH** requirements with **1/5th** that amount in **Hits** from a Skill Check associated with your Wind's favored Ability Score. This cannot cause **Miscasts** but you suffer **one Fatigue** each use.

TRUE CONDUIT ‡

You are fully consumed by the *Wicked Winds*. You are permanently in your Wind-Formed Form. Your **Basic Needs** are replaced by the **Wind's Basic Need**.



WIND-FORGED FORM*

Your body is dominated by your *Wicked Wind*, rewriting your biology. You may Wind-Forge your body for **d6 x 10 min**, gaining your form's **Elemental Quality** and becoming **immune to Conditions** inflicted by your element. However, you suffer **d6 Fatigue** each time you transform & you suffer **d6 Pain** if you make direct contact with your **Weakness**.

Requires: *Elemental Aspect ‡ Wind-Forged Form

d8	WICKED WIND	ELEMENTAL QUALITY	WEAKNESS	WIND'S BASIC NEED
1	Blue - Storm	Storm Surge (Attack - QB+(Tier x 2) dmg, Stun 1)	Metal	Divine fates, 4 Hours
2	Brown - Amber	Amber Claw (Attack - MB+(Tier x 2) dmg, Bleed 2)	Poison	Raw meat, 2 Enc
3	Gold - Metal	Ironside (Tier AV to all locations, can't wear armor)	Corrosive	Consume metal, 2 Enc
4	Green - Verdant	Regrowth (Heal Tier Bleed or Poison, each round)	Fire	Meld with plant, 4 Hours
5	Gray - Shadow	Shadow Jump (Move - Phase to shadow Tier x 15ft)	Sunlight	Soak darkness, 4 Hours
6	Purple - Bone	Death Grip (Attack - WB+(Tier x 2) dmg, Poison 2)	Newborn	End life, 2 Enc
7	Red - Brimstone	Immolate (Attack - PB+(Tier x 2) dmg, Alfame 2)	Water	Burn fuel, 2 Enc
8	White - Crystal	Light Spear (Attack - IB+(Tier x 2) dmg, Blind 2)	Darkness	Absorb light, 4 Hours

UNLOCKING THE WIND-FORGED

The Wind-Forged Lineage is added to your Line if you do one of the following tasks:

- ❖ Consume raw elemental essence
- ❖ Die in defense of or conquer a Nexus.

PROJECT, NEXUS

Your Line begins constructing a Nexus, a conduit for harnessing the raw power of the elements. Gain the following stacking benefit for your Line:

- ❖ Wind-Forged Descendants can earn +1 Tier per rating by spending double training time (I.e. a Tier 2 descendant would be 17 years & 6 months old).

Any Descendant with the Wind-Forged Lineage may add to the Nexus. Use the following table for the cost of each Rating of the Nexus & which takes one week per 500s.

Rating	Cost(s)	Time	Scale
1	1,000	2w	Zephyr's Spark
2	2,000	1m	Roaring Gale
3	4,000	2m	Squall's Reach
4	8,000	4m	Tempest's Fury
5	16,000	8m	Eye of the Storm
6	32,000	1y 4m	Cyclone of Might
7	64,000	2y 8m	Typhoon of Wrath
8	128,000	5y 4m	Hurricane's Dominion
9	256,000	10y 8m	Nexus of the Winds
10	512,000	21y 4m	The True Nexus



MYRRHALIS, THE GALE BLADE

-Gain 1 Stage each session you remain connected-

Stage 1: Myrrhalis begins to take shape, a blade forged of Witch Iron with its edge constantly shifting, a faint wind swirling along its surface. The shard embedded within the blade hums with elemental energy, deepening your connection to your *Wicked Wind*. Your **Elemental Quality** by increasing your **Tier** by +2. Additionally the blade is a melee weapon that deals **MB+(MB+AB*)** dmg.

Stage 2: Myrrhalis refines into a blade of unparalleled precision, its form a perfect embodiment of your element. The shard's whispers become a constant presence, resonating with your Wind's **Favored Ability Score** by +20%. The blade now deepens your elemental control but at a cost: **Elemental Control** inflicts d6 **Fatigue** instead of one **Fatigue** per use.

Stage 3: Myrrhalis reaches its apex, a swirling tempest encapsulated within a blade, its edges sharp enough to cut reality itself. The shard's essence merges with your own, transforming you into an avatar of your *Wicked Wind*. You can take on a great elemental form for **AB* x 10 minutes**. Gaining a flight speed of +60 ft. While in this form, you violently engulf enemies within your 30 ft radius, dealing **AB* + (Tier x 2)** damage to all within the radius each round. However, each transformation causes you to suffer d6 **Corruption**.

The shard expands Myrrhalis into a jagged suit of elemental armor, swirling with your element's raw energy. You may not wear any other armor or clothing except Ironside) but you gain **AV** equal to half of your **AB*+ WB** (rounded down) to all body parts, which fully repairs itself after a night's rest.

You are no longer human, and the **Line of Wind-Forged is at an end**. Only death can cut your connection to the blade.

AB*: *Wicked Wind's Favored Ability Score's Bonus.*

GAME MASTERING



GAME MASTERING

Game mastering is an art, not a science. It's about facilitating a fun, engaging, and memorable experience for your players.

MY ADVICE

- ❖ **Situations, not Plots:** Your preparation should involve creating a detailed world with various factions, locations, and events, but avoid dictating a specific path for the players to follow. Let their actions guide the narrative.
- ❖ **Listen:** Pay attention to your players. Their actions and discussions can give you insight into what they're enjoying and want more of.
- ❖ **Keep Things Moving:** If the game is stalling, don't be afraid to introduce a new element or threat to get things going again.
- ❖ **Keep things Consistent:** Maintain internal consistency in your world. If something applies in one situation, it should apply in all similar situations unless there's a really good reason.
- ❖ **Be Fair, But Challenging:** Your role isn't to defeat the players, but to provide challenges.
- ❖ **Death is a Learning Experience:** Games can be deadly. Don't shy away from this, death should be a learning experience.
- ❖ **Emergent Narrative:** Stories aren't pre-written; they emerge from the players' actions and the world's reactions to them. Be prepared to adapt and improvise as the game progresses.

ORACLE ROLL

Sometimes, you just need to decide a random outcome. I use this the most when I just need an impartial reaction or outcome. You just need to roll 2d6 and consult the following:

- 2-3:** Worst Possible Outcome
- 4-6:** Negative Outcome
- 7-8:** Positive Outcome but...
- 9-10:** Positive Outcome
- 11-12:** Best Possible Outcome

GOLDEN RULE

The only rules that matter are the ones in play at your table, when in doubt, come to an agreement. This is just a book not a bible.

PROBLEMS AT THE TABLE

Conflicts arise at the table, and that's okay. Most situations just come down to talking with your players. Be open, be respectful, and remember that everyone is there to have fun.

RIPPING STUFF OFF

This book was designed with compatibility to OSR content in mind, because I enjoy that content.

- ❖ **Using OSR Monsters:** Use the Quick OSR Stat Conversion at the back of the book to create a detailed stat block on the fly.
- ❖ **Taking Monsters for the OSR:** Every monster in this book has a Hit Dice, allowing you quickly convert them into any game that uses similar terminology.
- ❖ **Using OSR Classes:** This can be more involved than other kinds of conversions. I recommend finding the closest Lineages to this class and using their Talents & Witch Iron Artifacts as a general balancing guide for this new class.
- ❖ **Taking Lineages for the OSR:** Each Lineage in this book can be converted into a class by using their Talents as class features.
- ❖ **Using & Taking Effects & Items for the OSR:** Without over complicating things here are some general guidelines for the strength of effects:

Effect	Lesser	Greater	Ultimate
Bonus/ Penalty	+/- One Hit or 10%	+/- Two Hits or 20%	+/- Three Hits or 30%
+/- <u>Condition</u>	Two Conditions	Four Conditions	Six Conditions
Damage	3d6 dmg	6d6 dmg	9d6 dmg
Hits for <u>Quarrels</u>	Two Hits	Four Hits	Six Hits

CAMPAIGN: FACTIONS

Factions are the major powers in your setting. Each faction has its own goals, resources, and strategies. They can be nations, guilds, tribes, or any other group with significant influence.

CENTRAL CONFLICT

Base your factions around a single central conflict, you can of course make up a conflict but I would recommend finding a real historical conflict that you find interesting, then iterate on. The Peloponnesian War is good, but *your* Peloponnesian War is better.

PLAYER'S IMPACT

The players are agents of change. They impact factions in one of four different ways:

- ❖ **Direct Action:** They may directly join the faction on their next action. Instead of rolling the action is played out with the players taking a key point in this action, from this point forward anything goes.
- ❖ **Supporting Action:** They may go on supporting missions for a faction's upcoming action. If they are successful the faction rolls an additional **dro** and takes the higher roll. If they dramatically over achieve their goal the faction can roll an additional **2dro** and take the highest. This cancels out Espionage.
- ❖ **Subverting Action:** They may go on a mission to subvert a faction's upcoming action. If they are successful the faction rolls an additional **dro** and takes the lower roll. If they dramatically over achieve their goal the faction can roll an additional **2dro** and take the lowest. This cancels out Gather Strength.

REGIONS

Regions are the geographical areas that factions control. They can be provinces, cities, islands, or any other identifiable locations in your setting. The control of regions is often a major source of conflict between factions.

ALTERNATE ADVANCEMENT: FACTIONS

This optional advancement system replaces the standard XP for Silver system. Tiers still give the same benefits and take the same time to advance.

Earning Faction Points

- Descendants gain **+1 Faction Point** for joining a faction or notably helping/harm a faction's goals.
- Descendants gain **+2 Faction Points** for major, impactful actions benefiting or damaging a faction.

Spending Faction Points

To advance **Tiers** a Descendant must spend Faction Points equal to the Tier they're advancing to (e.g. 2 Points for Tier 2, 10 Points for Tier 10, etc).

Restriction: Descendants cannot skip Tiers.

Lineage Projects: Can now be granted as rewards from Factions, as well as being purchased.

GEOGRAPHICAL LIMITATIONS

Factions can only assault regions that are adjacent to their controlled territories. This means that a faction cannot launch an attack on a region if it does not share a border with it. Other Actions aren't limited.

CAPITAL CAPTURE

If a faction's Capital is captured, the attacking faction begins to gain control over the defeated faction. This gradual process, takes **two successful assaults** on their Capital and can be reversed if the defeated faction can retake their Capital.

- ❖ **Advantage:** (First successful assault). You gain the upper hand, pushing the enemy forces back.
- ❖ **Control:** (Second successful assault). You successfully seize control of their Capital. Your faction's flag flies high.

DESTROYING A FACTION

If you have control over a faction's Capital, you may destroy that faction by Enacting Change vs their highest **Tier Asset**. Integrating or eradicating their culture from history.

FACTION ACTIONS

FACTION ROUNDS

Each faction can take one Action each round. Factions go in order of the lowest Dominion to the highest. The GM decides the current rate of change.

- ❖ **Rapid Change:** One round every three months.
- ❖ **Fast Change:** One round every six months.
- ❖ **Regular Change:** One round every year.
- ❖ **Slow Change:** One round every two years.
- ❖ **Stagnant Change:** One round every five years.

GATHER STRENGTH

Choose one of your assets to gather strength around. Roll a **d10** & add a bonus equal to **Tier of one Asset** that you can use to gain this support. If the total is greater than or equal to your target **Asset's Tier**, then you will roll **2d10** and take the higher for the next action using this **Asset**.

ESPIONAGE

Choose one of another faction's assets to subvert. Roll a **d10** & add a bonus equal to **Tier of one Asset** that you can use to help sabotage. If the total is greater than or equal to your target **Asset's Tier**, then they will roll **2d10** and take the lower for the next action using this **Asset**.



ASSAULT FACTION

Conflict between factions. These conflicts are not just military in nature but can also be political, economic, or ideological. The factions each roll **d10** & add a bonus equal to the **Tier of one Asset** that faction can use in this fight, then compare.

- ❖ If the **attacking** faction has a total **twice or higher** than the defending faction, take the Region & destroy the Asset they used.
- ❖ If the **attacking** faction has a total **greater than** or **equal** to the defending faction, take the Region or destroy the Asset they used.
- ❖ If the **defending** faction has a total **greater than** or **equal** to the attacking faction, they hold their Region.
- ❖ If the **defending** faction has a total **twice or higher** than the attacking faction, they take the Region you assaulted from or destroy the Asset you used.

ENACT CHANGE

Enact a change in your Dominion. Create an Asset for your faction using the following table for examples. Roll a **d10** & add a bonus equal to **half the Tier of one Asset** that faction can use, if it is greater than or equal to the **Change's Tier**, gain that **Asset**.

Tier	ENACT CHANGE EXAMPLES
1	Establish Scout Outpost
2	Militia Training
3	Settlement Fortification
4	Establish Trade Caravan
5	Form Diplomatic Enclave
6	Commission War Fleet
7	Develop Siege Engines
8	Found Grand University
9	Colonize New Lands
10	Build Great Fortress

FACTION CREATION

Find inspiration based on your central conflict. Try to interlock the faction conflicts as much as you can to create a powder keg of a scenario. A note about Major Goals, in my example I have them build up to a **Tier 15 Asset**, but feel free to make up your own.

LINEAGES

Select or randomly assign 4 to 5 Lineages for that faction, then give them a role in the faction. This has two benefits for your scenario. Firstly it gives your factions themes to inspire further aspects of the faction. Secondly, it places these Lineages in the world for your players to interact with & unlock.

d8 Role Examples

- 1 Guardians: Protectors of values and safety.
- 2 Visionaries: Push the faction towards progress.
- 3 Preservers: Keepers of tradition and identity.
- 4 Mediators: Manage faction relationships.
- 5 Innovators: Creators of new ideas or strategies.
- 6 Providers: Handle the faction's resources.
- 7 Enforcers: Uphold laws and maintain order.
- 8 Healers: Care for the faction's well-being.

CULTURE

d8 Culture Examples

- 1 Ancient Echoes: Followers of a lost civilization.
- 2 Elemental Harmony: Live in sync with nature.
- 3 Mechanical Symphony: A well-oiled society.
- 4 Silent Society: Speaks via signs and written words.
- 5 Endless Celebration: Daily festivities.
- 6 Wandering Caravan: Mobile and blends culture.
- 7 Living Library: Knowledge valued and shared.
- 8 Eternal Vigil: Guard against ancient evil.

LAWS

d8 Law Examples

- 1 Last Word: Oldest member's decisions final.
- 2 Hunt's Honor: Only fair-hunt kills eaten.
- 3 Silent Night: No noise post-sundown.
- 4 Shared Flame: Fire is sacred, shared.
- 5 Open Door: Homes open to visitors.
- 6 Balanced Scale: Debts must be repaid.
- 7 Unbroken Circle: Faction unity mandatory.
- 8 Sacred Grove: Nature harm is grave.

CUSTOMS

d8 Custom Examples

- 1 Whispering Stars: Ancestors speak via stars.
- 2 Mask Day: Masks reflect personality aspects.
- 3 Echo Festival: History reveled via songs, stories.
- 4 First Rain Ritual: First rain celebrated.
- 5 Firefly Dance: Summer night dance with fireflies.
- 6 Autumn Feast: Autumn arrival celebrated.
- 7 Great Wind Gathering: Yearly storms harnessed.
- 8 Ice Trial: Cold night endured for resilience.

MAJOR GOAL

d8 Major Goal Examples

- 1 Unearth Lost City: Find legendary city.
- 2 Tame Wild Elemental: Tame a powerful being.
- 3 Construct Sky Tower: Build sky-reaching tower.
- 4 Decipher Eternal Enigma: Solve immortality.
- 5 Forge Sunfire Weapon: Forge sun-fire weapon.
- 6 Awaken Sleeping Giant: Awaken giant protector.
- 7 Plant World Tree: Plant prosperity tree.
- 8 Capture Moon's Reflection: Harness the future.

MAJOR GOALS OBSTACLES

d8 Obstacle Examples

- 1 Thousand Thorns: Goal in dangerous location.
- 2 Guardian Beast: Creature guards goal.
- 3 Sphinx's Riddle: Riddle locks goal.
- 4 Sands of Time: Long journey to goal.
- 5 Shadow Labyrinth: Goal in dangerous labyrinth.
- 6 Past Echoes: Ghosts haunt goal.
- 7 Titan's Chains: Magick binds goal.
- 8 Rival Eyes: Rival faction seeks goal.

NOTABLE FIGURES

d8 Notable Figure Examples

- 1 Silent Bard: Music-only communicator.
- 2 Laughing Warrior: Jovial, laughter-filled warrior.
- 3 Dreaming Scholar: Dream manipulator.
- 4 Stone-Faced Leader: Stoic, unyielding leader.
- 5 Dancing Thief: Dance-distracting thief.
- 6 Crying Healer: Weeping empathetic healer.
- 7 Singing Blacksmith: Song-imbued creations.
- 8 Wandering Merchant: Returns with rare goods.

INTERNAL FACTION CONFLICTS

d8 Internal Conflict Examples

- 1 Tradition vs Progress: Old vs new ways clash.
- 2 Resource Allocation: Dispute over resource share.
- 3 Leadership Challenge: Power struggle ensues.
- 4 Cultural Shift: Identity crisis looms.
- 5 Secret Society: Hidden group, hidden agenda.
- 6 Moral Dilemma: Tough decision tests morals.
- 7 Ritual Dispute: Sacred rite, varied interpretations.
- 8 Class Struggle: Social classes at odds.

CAPITAL

d8 Capital Examples

- 1 Crystal Palace: Crystal-made palace.
- 2 Singing Forest: Melodious tree forest.
- 3 Floating City: Air-suspended city.
- 4 Underwater Fortress: Sea-bottom fortress.
- 5 Invisible Library: Secret-visible library.
- 6 Moving Mountain: Location-changing mountain.
- 7 Eternal Flame: Never-extinguishing fire.
- 8 Sky-Island: Sky-floating island.

EXTERNAL FACTION CONFLICTS

d8 External Conflict Examples

- 1 Territorial Dispute: War over prized land.
- 2 Cultural Misunderstanding: Cultural clash.
- 3 Religious Schism: Faith-based disagreement.
- 4 Trade Embargo: Trade restrictions cause conflict.
- 5 Political Marriage: Alliance proposal stirs tension.
- 6 Broken Treaty: Broken pact leads to war.
- 7 Resource Scarcity: Scarcity ignites conflict.
- 8 Historical Grudge: Old feud sparks new conflict.

ASSETS

d8 Asset Examples

- 1 Fortress of Solitude: Remote, impregnable.
- 2 The Grand Library: Vast knowledge repository.
- 3 The Silent Order: Elite spies/assassins.
- 4 The Sacred Grove: Magickal ancient forest.
- 5 The River Fleet: Rapid-deployment ships.
- 6 The Lodestone Mines: Huge lodestone source.
- 7 The Healing Springs: Springs with healing power.
- 8 The Great Lighthouse: Safe passage, far sight.

-
- 1 - NEW HAVENHOLD
2 - MASSACRE BAY
3 - ROGUE'S ISLE
4 - THE CUT
5 - YORKE'S FOLLY
6 - NEW DIRGESLEY
7 - SYLVANIA
8 - DELAWEIR
9 - MOURNLAND
10 - VIRIDIAN
11 - NORTH CALEDONIA
12 - SOUTH CALEDONIA
13 - GORESHIRE

EXAMPLE CONFLICT

WILDERMARCH

Based on the American War of Independence.

FACTION CONFLICTS

Here are the possible conflicts in Wildermarch.

- ❖ **The Crown vs The Marchers**, The Crown enforces harsh taxes and trade restrictions across Viridian and The Cut, inciting unrest that culminates in the Redfield Incident (*Boston Massacre*) and widespread Marcher revolts.
- ❖ **The Crown vs The Pact**, Crown expansion into Mournland through forced treaties and military campaigns sparks The Wildheart Rebellion (*Pontiac's War*), with The Pact resisting through guerrilla warfare and ancient magick.
- ❖ **The Marchers vs The Guild**, Marcher raids on factories and trade routes in Sylvania, like those seen during the Saltport Raid (*Boston Tea Party*), disrupt The Guild's industrial support for The Crown and threaten its control.
- ❖ **The Pact vs The Guild**, The Guild's expansion into Delaweir devastates forests and rivers, forcing The Pact to retaliate with sabotage and blockades during the escalating Greenwood Strikes (*Regulator Movement*).
- ❖ **The Échelon vs The Crown**, From Rogue's Isle, The Échelon funds rebellion and uses mercenaries during the Haven's Reach Betrayal (*French Alliance & Hessian Involvement*) to destabilize Crown authority.
- ❖ **The Reavers vs The Échelon**, Reaver raids on Échelon trade convoys, including the Corsair Blockade (*Barbary Pirate Disruptions*), turn their rivalry into a struggle over coastal trade.
- ❖ **The Marchers vs The Reavers**: In South Caledonia, Marchers and Reavers clash over supply lines and contested ports during the Saltmarsh Stand (*Battle of Sullivan's Island*), leaving the region in turmoil.

THE REGIONS OF WILDERMARCH

- ❖ **New Havenhold** - Capital: Concordia, Mountain strongholds and dense forests shelter iron mines and timber mills that fuel defiance.
- ❖ **Massacre Bay** - Capital: Saltsend (*The Reavers Headquarters*), A bustling coastal hub of piracy, smuggling, and naval dominance, ruled by ruthless captains wielding iron discipline.
- ❖ **Rogue's Isle** - Capital: Newbourne (*The Échelon Headquarters*), Foggy cliffs and hidden coves mask labyrinthine streets, perfect for intrigue, espionage, and covert operations.
- ❖ **The Cut** - Capital: Hartwick, Rolling hills and fertile farmland supply the colonies with grain and tobacco, but rebellion festers in its fields..
- ❖ **Yorke's Folly** - Capital: Kingstowne (*The Crown Headquarters*), Vampiric nobles rule vast river estates, draining wealth, blood, and labor from the land's fertile valleys.
- ❖ **New Dirgesley** - Capital: Tredon, Marshes and shadowy forests provide refuge for outlaws and deadly traps for those who pursue them.
- ❖ **Sylvania** - Capital: Lanncaster (*The Guild Headquarters*), Industrial cities rise from mineral-rich rivers, driving innovation, ingenuity, and relentless labor.
- ❖ **Delaweir** - Capital: Doverly, Verdant rivers and fertile plains make it a lifeline of trade, commerce, and a target for blockades.
- ❖ **Mournland** - Capital: The Sacred Grove (*The Pact Headquarters*), An untouched wilderness of ancient forests and sprawling meadows, rich in herbal and medicinal plants.
- ❖ **Viridian** - Capital: Jameston (*The Marchers Headquarters*), Rolling plains and fertile farmland, producing bountiful harvests and serving as a strategic crossroads.
- ❖ **North Caledonia** - Capital: Wilmestead, Rugged forests and isolated settlements thrive on the fur trade but struggle with survival.
- ❖ **South Caledonia** - Capital: Charlesport, Swamps and plantations fuel wealth through salt and indigo, but discontent simmers below.
- ❖ **Goreshire** - Capital: Sunswelt, A sunlit region of vineyards and citrus groves masks bitter struggles for control of its riches.

THE CROWN

Inspired by the British.

LINEAGES OF THE CROWN

Arcanist, Inquisitor, Blood, Academic, Dreadnaught

- ❖ **Arcanists and Academics:** Imperial scholars and advisors, advancing magickal research to suppress rebellion and expand control.
- ❖ **Inquisitors and Dreadnaughts:** Hardened enforcers who maintain the Crown's iron grip, suppressing dissent and leading military campaigns.
- ❖ **Blood:** Immortal aristocrats who rule with fear, their vampiric hunger a metaphor for the Crown's insatiable greed.

CULTURE

The Crown defines itself by its rigid hierarchy and belief in its divine right to rule. Its doctrine of Dominion Through Order claims Wildermarch must be “tamed” for the benefit of its people, justifying expansion and exploitation. Grand Loyalty Parades display imperial strength, while elaborate Council Assemblies in Kingstowne set colonial policy. Beneath this grandeur lies a ruthless system of control, with spies, informants, and public trials ensuring compliance.

LAWS

- ❖ **Acts of Dominion:** All trade and resource extraction must flow to the Crown; violations are punished with fines or exile.
- ❖ **Magickal Licensing Act (*Stamp Act*):** Colonials must pay for permits to use magick, funding the Crown's operations. Unlicensed users are hunted as criminals.
- ❖ **Treason Mandates (*Sedition Act*):** Any criticism of the Crown is punished as sedition, with public trials and executions to deter rebellion.

CUSTOMS

- ❖ **The Oath of Dominion:** Colonial governors swear an unbreakable magickal oath of loyalty, with dire consequences for betrayal.
- ❖ **The March of Flame:** Prisoners convicted of treason are paraded through Kingstowne and publicly executed, reinforcing fear.
- ❖ **The King's Judgement:** Inquisitors hold traveling courts, issuing swift justice in colonies accused of rebellion or heresy.

MAJOR GOAL: THE NULL SPHERE

The Crown's **Tier 15 Asset:** The Null Sphere is a revolutionary device capable of suppressing magick and the divine across a vast radius, is The Crown's ultimate weapon for absolute control. Once deployed, it will crush rebellion and secure imperial dominance over Wildermarch.

Obstacles:

- ❖ **The Lodestone Mine (*Battle of Fort Detroit*):** The only known source of lodestone lies in Pact-controlled territory, guarded by ancient magick. A Crown-led military assault must overcome Pact warriors employing guerrilla tactics.
- ❖ **The Shadow Revolt (*Lexington and Concord*):** Marcher forces discover a hidden lodestone shipment and stage a daring raid, triggering a violent skirmish that delays the Null Sphere's progress.
- ❖ **The Test Run (*Boston Massacre*):** The first Null Sphere prototype backfires, devastating a loyal settlement. The Crown must suppress the incident while recovering vital materials from the disaster zone.
- ❖ **The Infiltration of King's Judgement:** A skilled Marcher spy infiltrates a traveling court and sabotages its proceedings, exposing cracks in the Crown's network of control.
- ❖ **The Échelon's Sabotage:** Échelon spies have infiltrated the construction site, spreading misinformation and stealing blueprints. Capturing or exposing these saboteurs is critical to maintaining progress.

INTERNAL CONFLICT

- ❖ **Loyalist Merchant Uprising** (*East India Company Dissatisfaction*): Merchant families grow frustrated with the Crown's taxes and trade restrictions, questioning their loyalty to imperial rule.
- ❖ **Military vs Academic Disputes** (*British Generals vs Parliament*): Inquisitors demand immediate purges, while academics push for Null Sphere completion, creating tension over priorities.
- ❖ **Colonial Rebellion** (*Colonial Governors Torn Between Sides*): Loyalist governors in the colonies secretly sympathize with Marcher ideals, creating a shadow war within Crown leadership.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- | | |
|---|---|
| 1 | Assault Faction: Attack Marcher supply lines. |
| 2 | Espionage: Disrupt Marcher alliances. |
| 3 | Assault Faction: Seize Pact territory. |
| 4 | Gather Strength: Bolster Kingstowne defenses. |
| 5 | Espionage: Sabotage Échelon operatives. |
| 6 | Enact Change: Expand naval dominance. |



NOTABLE INDIVIDUALS

- ❖ **Arcanist: Lord Benedict Ashworth** (*Sir Joseph Banks*), a magickal advisor obsessed with exploiting Wildermarch's untapped resources, known for his botanical experiments and ruthless pragmatism.
- ❖ **Inquisitor: General Sebastian Vane** (*Banastre Tarleton*), a feared military commander renowned for his brutal tactics against Marcher forces and his signature crimson coat.
- ❖ **Blood: Lady Isolde Drayton** (*Elizabeth Bathory*), a vampiric noble who oversees colonial governance. She maintains loyalty by harvesting the blood of captured rebels, claiming it grants her visions of impending threats to the empire.
- ❖ **Academic: Sir Tobias Renfield** (*Isaac Newton*), a reclusive genius tasked with constructing the Null Sphere, whose eccentric behavior raises suspicions of treachery.
- ❖ **Dreadnaught: Admiral Elias Strathmore** (*Horatio Nelson*), commander of the Dread Fleet, celebrated for daring naval victories and an iron will that inspires loyalty and fear.

FACTION CAPITAL: KINGSTOWNE

The fortified jewel of **Yorke's Folly**, Kingstowne stands amidst vast river estates ruled by vampiric nobles. Its grand spires and harbors dominate fertile valleys, draining wealth and blood from the colonies. Beneath its glittering façade lies a network of courts and dungeons enforcing the Crown's ruthless justice.

ASSETS

- ❖ **The Dread Fleet** (*Tier 6*): The Crown's unsinkable naval force. It patrols the seas around the Crown's territories maintaining their dominance over its waters.
- ❖ **The Great Library** (*Tier 4*): A vast repository of arcane knowledge. It houses thousands of ancient texts & artifacts, a vital resource for the Crown's research of magick.
- ❖ **The Silent Court** (*Tier 2*): The local governing body of the Crown. It makes the laws and decisions that guide the faction, giving them control over territories and subjects.

THE MARCHERS

Inspired by the Colonial Army.

LINEAGES OF THE MARCHERS

Pit-Born, Veteran, Alchemist, Crusader, Red-Hand

- ❖ **Veterans:** Hardened leaders commanding armies and organizing revolts, their experience anchoring the Marchers' rebellion.
- ❖ **Pit-born:** Scrappy, resilient fighters who endure the harshest conditions, leading the charge in guerrilla skirmishes and fortifying strongholds.
- ❖ **Alchemists:** Inventive tacticians crafting battlefield solutions like explosives, healing tonics, and sabotage tools.
- ❖ **Red-hands:** Stealthy assassins and guerrilla fighters excelling in ambushes, assassinations, and hit-and-run tactics.
- ❖ **Crusaders:** Charismatic leaders who inspire the Marchers with rousing speeches and valor.

CULTURE

The Marchers are driven by a fierce commitment to liberty and equality, uniting under the motto "For Liberty, For All." Grassroots Freedom Assemblies coordinate resistance efforts, ensuring every voice is heard in planning revolts and strategy. Secret codes and couriers deliver critical messages, often disguised as songs or symbols, to avoid Crown detection. Their gatherings also feature trials for traitors and public celebrations like the ringing of the Freedom Bell after each major victory.

LAWS

- ❖ **No Cowardice** (*Battle of Camden*): Any soldier who flees the battlefield is branded and exiled as a traitor.
- ❖ **Unity of Arms** (*Lexington and Concord*): All able-bodied members must train for combat to defend the cause.
- ❖ **Liberty of the Council** (*First Continental Congress*): All major decisions require approval from elected representatives.

CUSTOMS

- ❖ **Iron Wills** (*Valley Forge Winter*): Veterans are honored with forged iron tokens commemorating their service and resilience in pivotal battles
- ❖ **The Oath of the Free** (*Committees of Correspondence*): Every recruit swears to fight until liberty is achieved, signing their name in the Book of Freedom.
- ❖ **Freedom Rings**: After significant victories, the Marchers ring the Freedom Bell and make their mark in it.

MAJOR GOAL: THE SCOURGE'S KISS

The Marcher's Tier 15 Asset: The Marchers aim to create The Scourge's Kiss, a devastating toxin capable of crippling The Crown's war effort. Its deployment could devastate enemy supply lines, but it risks long-term harm to the land and neutral colonies.

Obstacles:

- ❖ **Recover the Elixirs of Emberhearth** (*1775 Raid of Fort Ticonderoga*): A Crown-controlled alchemical lab holds key ingredients for The Scourge's Kiss. The Marchers must infiltrate and extract the reagents before enemy reinforcements arrive.
- ❖ **Guard the Brewer's Road** (*Washington Crossing the Delaware*): The Marchers' leading alchemist, Ben Brewster, must be escorted across hostile territory to complete the formula.
- ❖ **Test the Kiss at Redfield** (*Siege of Yorktown*): The Scourge's Kiss must be deployed against a heavily fortified Crown depot, but enemy scouts are closing in on the Marchers' strike force.
- ❖ **Poisoning the Roots** (*Napalm in the Vietnam War*): The Scourge's Kiss seeps into waterways and farmland near Jameston, threatening Marcher-held territories and sparking dissent among their ranks.
- ❖ **Resolve the Burden of Fire** (*1775 Debate Over Independence*): Internal disputes among Marcher leaders threaten to halt production, as some fear the toxin's catastrophic environmental impact.

INTERNAL CONFLICT

- ❖ **Factional Tensions** (*Continental Congress Disagreements*): Disputes arise between Veterans advocating for organized armies and Pit-Born leaders pushing for guerrilla tactics, causing delays in critical decisions.
- ❖ **Ethical Dilemmas** (*Debates Over the Declaration of Independence*): Crusaders and Alchemists clash over the use of The Scourge's Kiss, with some fearing its destructive potential and others calling it a necessary weapon.
- ❖ **Class Divides** (*Social Struggles Between Farmers and Merchants*): Wealthy merchants exploit the rebellion for profit, stockpiling resources and charging exorbitant prices for essential goods. This behavior enrages Pit-Born leaders, who demand the redistribution of supplies.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- 1 Assault Faction: Sabotage Crown supply lines.
- 2 Espionage: Steal Crown resources.
- 3 Gather Strength: Train militia forces.
- 4 Enact Change: Establish new supply caches.
- 5 Espionage: Disrupt Guild production networks.
- 6 Assault Faction: Raid Pact lands for resources.



NOTABLE INDIVIDUALS

- ❖ **Veteran: General George Carter** (*George Washington*), A towering leader of unshakable resolve, Carter commands Marcher forces with tactical brilliance and inspires loyalty through his stoicism.
- ❖ **Pit-Born: Eli "Ironspur" Rook** (*Paul Revere*), A fearless scout and courier, known for his daring midnight rides to warn of Crown troop movements.
- ❖ **Red-Hand: Daniel "Ol' Death" Ward** (*Daniel Morgan*), A cunning guerrilla fighter who specializes in ambushes and demoralizing Crown troops with targeted strikes.
- ❖ **Alchemist: Ben "Firehand" Brewster** (*Benjamin Franklin*), An ingenious inventor, diplomat and alchemist who balances pragmatism and idealism in his creations and dealings.
- ❖ **Crusader: Samuel "Iron Fist" Marks** (*John Adams*), A passionate orator and rallying figure who motivates troops with his fiery speeches and steadfast resolve.

FACTION CAPITAL: JAMESTON

Nestled in Viridian's fertile crossroads, Jameston serves as the beating heart of the Marcher rebellion. Once a prosperous trading town, it now brims with militia camps, blacksmiths, and rallying cries for independence. Its Liberty Hall, a repurposed church, is the seat of fiery debates and rebellion strategy.

ASSETS

- ❖ **The Minuteman Network (Tier 6)**: A network of spies and informants spread across the land, providing vital intelligence to the Marchers.
- ❖ **The Frontier Forge (Tier 4)**: A massive underground workshop where the Marchers craft their many weapons and tools.
- ❖ **The Patriot's Pouch (Tier 2)**: Secret caches of resources and supplies, scattered across various hidden locations. These caches, vital for the survival of the Marchers, are guarded by complex traps, known only to a select few.

THE GUILD

Inspired by the Colonial Loyalists.

LINEAGES OF THE GUILD

Black-Thumb, Workhorse, Revenant, Musician, Curseling

- ❖ **Black-Thumbs & Workhorses:** Engineers and laborers driving industrial progress through precision engineering and relentless logistics.
- ❖ **Musicians:** Propagandists and cultural leaders who use art, music, and theater to strengthen loyalty to the Crown.
- ❖ **Revenants & Curselings:** Foreign outcasts and second-class citizens who perform dangerous or morally ambiguous tasks, more desperation than loyalty.

CULTURE

The Guild embodies the Crown's authority through industry, innovation, and cultural unity. Its members see themselves as the foundation of order and prosperity in Wildermarch, combining industrial prowess with cultural refinement. The Musicians weave subtle narratives that blame rebellion for food shortages, and instill fear of the Marchers and the Pact. Southern Guild leaders emphasize plantation economies and trade, while northern leaders champion factories and shipbuilding.

LAWS

- ❖ **Patent Protection Act** (*Statute of Monopolies, 1624*): Protects intellectual property, punishing theft with fines or servitude.
- ❖ **Acts of Sedition** (*Seditious Meetings Act, 1795*): Criminalizes dissent and public assemblies deemed threatening to Crown rule.
- ❖ **Resource Protection Act** (*Prohibitory Act, 1775*): Forbids trade with rebel-controlled regions, ensuring Crown dominance in commerce.
- ❖ **Workplace Discipline Mandate** (*Combination Acts, 1799*): Prohibits labor strikes and disruptions, with punishments including imprisonment or deportation.

CUSTOMS

- ❖ **The Masterpiece Rite** (*Master Craftsmen Guilds*): Leaders must present a functional invention or cultural work as proof of their vision and skill.
- ❖ **Ironclad Allegiance** (*Oath of Supremacy, 1534*): All members swear fealty to the Crown, forging steel emblems as symbols of their loyalty.
- ❖ **Gilded Suppers** (*Loyalist Banquets*): Southern Guild leaders host elaborate feasts for Crown officers and local elites to strengthen alliances.

MAJOR GOAL: THE IRON LEVIATHAN

The Guild's **Tier 15 Asset**: The Guild seeks to construct The Iron Leviathan, a colossal steam-powered war engine designed to crush dissent and enforce Crown rule across Wildermarch.

Obstacles:

- ❖ **The Iron Deposit** (*Scramble for Africa*): A vein of rare ore lies deep in contested territory. The Guild must secure it before rivals, despite guerrilla attacks and sabotage.
- ❖ **Blueprints Betrayed** (*Arnold's Treason*): A defector leaks Leviathan blueprints to the Marchers. Guild agents must retrieve or destroy the documents.
- ❖ **Factory Under Fire** (*Sabotage of St. Nazaire*): Échelon spies infiltrate a key northern factory, spreading subversive propaganda among workers and planting explosives. The Guild must root out the saboteurs without disrupting operations.
- ❖ **Testing the Beast** (*USS Monitor Trials*): A prototype Leviathan malfunctions during a public demonstration, risking catastrophic damage to Guild infrastructure.
- ❖ **Worker Revolt** (*Peterloo Massacre*): Revenants and indentured workers demand better conditions, threatening strikes and violence if ignored.

INTERNAL CONFLICT

- ❖ **Southern Schism** (*Southern Loyalist Divide*): Southern Loyalists demand more autonomy to protect their plantations and trade routes, clashing with Guild industrialists focused on Crown-controlled northern regions.
- ❖ **Loyalist Militancy** (*South Carolina Loyalist Rangers*): Southern Guild factions form militant units to counteract Marcher raids, but their brutal tactics lead to regional alienation and accusations of overreach.
- ❖ **Industrial Exploitation** (*Indentured Servants' Resistance*): Dissatisfaction grows among laborers, especially indentured workers and Revenants, who resent their treatment as expendable resources.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- 1 Assault Faction: Raid Marcher camps.
- 2 Espionage: Sabotage Pact operations.
- 3 Gather Strength: Enhance industrial output.
- 4 Enact Change: Train southern militias.
- 5 Espionage: Disrupt Échelon funding to rebels.
- 6 Assault Faction: Attack Reaver shipping.



NOTABLE INDIVIDUALS

- ❖ **Black-Thumb: Jonathan "Forgehand" Wray** (*James Watt*): An innovative engineer vital to the Leviathan project, known for his unyielding work ethic and disdain for rebels.
- ❖ **Workhorse: Anne "Iron Rose" Carter** (*Rebecca Motte*): A southern leader who burned her estate to prevent its capture, symbolizing Loyalist resolve.
- ❖ **Musician: Edward "Silver Voice" Fenwick** (*William Billings*): A composer whose patriotic ballads and propaganda plays bolster Guild morale and loyalty.
- ❖ **Revenant: Daniel "Gravestone" Pryor** (*Banastre Tarleton*): A brutal enforcer infamous for his scorched-earth tactics against Marchers.
- ❖ **Curseling: Marion "Whisper" Greaves** (*Phillis Wheatley*): A poet and covert agent whose coded works inspire Guild members while misleading rebels. Her most famous poem, "Chains of Glass", remains a rallying cry for Guild soldiers.

FACTION CAPITAL: LANNCASTER

Lanncaster, in *Sylvania*, mirrors British industrial hubs like Birmingham or Manchester. Built along mineral-rich rivers, its skyline is dominated by smokestacks, clock towers, and sprawling workshops. The Iron Council governs from a grand fortress-like hall, ensuring trade and industry thrive with ruthless efficiency. The constant hum of machinery fills the air, while rail lines and canals move goods across the region. Though prosperous, the city's soot-stained streets reveal the cost of progress, with laborers toiling endlessly in dangerous conditions.

ASSETS

- ❖ **The Great Workshop** (Tier 6): A vast industrial complex that houses countless tools, forges and materials, making it vital for the Guild.
- ❖ **The Iron Council** (Tier 4): The governing body of the Guild, and has direct communication to the Inquisition, housing its embassy.
- ❖ **The Clockwork Defenders** (Tier 2): Autonomous mechanical sentinels that protect the Guild's settlements.

THE PACT

Inspired by various Native American tribes.

LINEAGES OF THE PACT

Druid, Anchorite, Witch, Beast & Rune-Carver

- ❖ **Druids & Witches:** Spiritual leaders who commune with nature, channeling its wrath and wisdom through rituals, storms, and magicks.
- ❖ **Beasts:** Warriors transformed into animalistic forms through rites of blood and spirit.
- ❖ **Rune-Carvers:** Artisans who etch sacred symbols into stone and wood, imbuing the land and their people with powerful enchantments.
- ❖ **Anchorites:** Solitary visionaries who dwell deep in the wilderness, acting as oracles and mediators between the spirits and the Pact.

CULTURE

The Pact thrives on the balance between independence and unity. Their seasonal gatherings—under the solstice sun or the harvest moon—are marked by feasts, storytelling, and rituals to honor the spirits of the land. Each tribe maintains its autonomy but pledges to uphold the sacred tenets of The Pact. While some permanent settlements are carved into cliffsides or built from living wood, the majority of their people live in nomadic camps that adapt to the shifting needs of the land. These camps blend practicality with reverence, serving as sanctuaries for ritual, council, and preparation for war, while leaving little trace of their presence.

LAWS

- ❖ **The Blood Debt** (*Blood Revenge*): Any life taken unjustly must be repaid with blood or service. Retribution is swift and merciless.
- ❖ **Sacred Ground Doctrine** (*Trail of Tears Resistance*): Desecration of holy sites is punished by banishment or death.
- ❖ **The Flame's Pact** (*Fire Ecology*): Fire, a sacred tool of renewal, must be used only with the tribe's blessing. Arsonists are marked and exiled.

CUSTOMS

- ❖ **The Moonlit Conclave** (*Ghost Dance*): The tribes gather during the full moon to perform rites, sing ancestral songs, and decide matters of war and peace.
- ❖ **Ritual of the Wild Hunt** (*Totemic Bonding*): Warriors undergo trials to earn their animal totem, forging a bond that guides their path in life.
- ❖ **Spirits' Feast** (*Green Corn Ceremony*): Before major decisions, the Pact holds a communal feast where food and drink are offered to the spirits for guidance.

MAJOR GOAL: WRATH OF THE WILD

The Pact's **Tier 15 Asset**: The Wrath of the Wild summons nature's primal fury—trees uproot themselves to march to war, beasts gather in deadly swarms, and storms devastate the Pact's enemies.

Obstacles:

- ❖ **The Spirit Stone Theft** (*Native Relocation Act*): The Spirit Stones, essential to the ritual, are taken by Crown forces. Recovering them requires navigating enemy-held territories.
- ❖ **The Raven's Betrayal** (*French and Indian War*): An elder, lured by promises of wealth and protection for their lineage, reveals Pact secrets to the Guild. The Pact must uncover their motivations, rally divided tribes, and decide whether to punish the elder or seek redemption.
- ❖ **The Howling Abyss** (*Lewis and Clark Expeditions*): A sacred site critical to the ritual lies guarded by unnatural beasts deep in the wilderness.
- ❖ **Storm of Doubt** (*Confederacy Divisions*): Some tribes fear that unleashing the Wrath will harm the Pact itself. The Pact must unite or suppress dissenting voices before the ritual can begin.

INTERNAL CONFLICT

- ❖ **Rivalry Among Allies** (*Pequot and Mohican Tribes*): Tribal leaders feud over leadership and territorial disputes, threatening to fracture The Pact's fragile coalition.
- ❖ **Division Over Diplomacy** (*Treaty of Fort Stanwix*): Some tribes advocate coexistence with outside factions, while others demand isolation or war, creating bitter divides.
- ❖ **Generational Strife** (*Ghost Dance Movement*): Elders cling to ancient traditions, while younger leaders seek new ways to adapt to encroaching threats, sowing discord among the ranks.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- | | |
|---|---|
| 1 | Assault Faction: Raid Marcher camps. |
| 2 | Espionage: Sabotage Pact operations. |
| 3 | Gather Strength: Enhance industrial output. |
| 4 | Enact Change: Train southern militias. |
| 5 | Espionage: Disrupt Échelon funding to rebels. |
| 6 | Assault Faction: Attack Reaver shipping. |



NOTABLE INDIVIDUALS

- ❖ **Druid: Chief Stormcrow** (*Pontiac*): A unifying leader whose visions inspire the Pact's struggle. He carries an ancient staff believed to channel storms.
- ❖ **Anchorite: Silent Buck** (*Black Elk*): A reclusive mystic who claims to speak with the land itself, guiding the Pact through cryptic prophecies.
- ❖ **Witch: Ash Thorn** (*Molly Ockett*): A cunning herbalist who crafts poisons and elixirs, revered for her ability to heal or harm with a single touch.
- ❖ **Beast: Running Wolf** (*Crazy Horse*): A warrior known for his feral transformations and unmatched courage, his howls rally warriors to battle.
- ❖ **Rune-Carver: Stone Hand** (*Sequoyah*): A master craftsman whose protective talismans are sought after by all Pact tribes.

FACTION CAPITAL: THE SACRED GROVE

The **Sacred Grove** lies deep in the **Mournland**, a labyrinthine city carved into a colossal, ancient tree. Known as Elder Heart, the tree houses countless chambers where the Pact gathers to perform rites and hold council. Bioluminescent plants illuminate its twisting paths, and massive totems guard its entrances. Sacred pools scattered throughout the area serve as sites for spirit communion and ritual healing, drawing power from the land itself.

ASSETS

- ❖ **The Elder Heart (Tier 6)**: The colossal tree that houses the Sacred Grove, believed to be a living conduit to the spirit world. Its ethereal glow during celestial events is harnessed to amplify the Pact's spirit walking rituals.
- ❖ **The Fangs of the Wild (Tier 4)**: An elite group of warriors. They're the Pact's greatest defense & guardians of the Spirit Stones.
- ❖ **The Spirit Stones (Tier 2)**: A circle of monoliths located deep within the wilderness. These stones, formed by the *Wicked Winds*, are used in rituals to harness the power of nature and anchor a barrier around Pact territories.

THE ÉCHELON

Inspired by the French.

LINEAGES OF THE ÉCHELON

Wind-Forged, Occultist, Demon, Shadow, Noble

- ❖ **Nobles & Occultists:** Leaders and strategists, wielding influence and arcane knowledge to manipulate and reshape the colonies.
- ❖ **Shadows:** Masters of espionage and theft, these agents move unseen to gather intelligence, sow discord, and steal valuable resources.
- ❖ **Wind-Forged:** Elemental beings shaped by the *Wicked Winds*, they harness the power of storms and air to protect Échelon interests and wreak havoc on enemies.
- ❖ **Demons:** Pact-bearers who wield infernal power, using fear and chaos to protect Échelon interests and disrupt rivals.

CULTURE

The Échelon thrives on elegance and intrigue, blending opulence with subtlety. Every movement at their Masquerades of Influence is laden with meaning, as fans flick, masks shift, and whispers ripple through the Château des Vents. Their loyalty to freedom and disruption of tyranny is cloaked in shadowy pragmatism, their every decision a game of three-dimensional chess. Their cities are marvels of architecture and mystery, a testament to their belief in intellect and finesse.

LAWS

- ❖ **The Whisper's Vow** (*Oath of Versailles*): Absolute secrecy is demanded. Breach of trust is punished with exile or execution in the Pit of Shadows.
- ❖ **The Pact of the Wind** (*Richelieu's Proclamations*): All magic is directed to the faction's goals. Personal misuse results in confiscation of power and exile.
- ❖ **The Shadow Accord** (*French Alliance*): Members must never act against the Échelon's allies or interests. Violators are permanently marked with a shadow brand.

CUSTOMS

- ❖ **Masquerades of Influence** (*French Court Life*): Elaborate gatherings to exchange secrets, forge alliances, and spread propaganda under the guise of revelry.
- ❖ **The Seer's Brew** (*Rituals of La Voisin*): Leaders drink a hallucinogenic draught during their initiation, experiencing visions to guide their leadership.
- ❖ **The Shadow's Embrace** (*Knighthood Vigils*): Initiates undergo a night-long trial in the Château's labyrinth, hunted by veteran Shadows, to prove their cunning and resolve.

MAJOR GOAL: THE WHISPERING WIND

The Échelon's Tier 15 Asset: The Whispering Wind is a grand plot, a network of agents, misinformation, and strategic magicks designed to sow chaos among Échelon's enemies, ensuring their dominance.

Obstacles:

- ❖ **The Traitor's Gambit** (*Benedict Arnold's Treason*): An Échelon agent betrays the Whispering Wind's structure to the Crown. The Échelon must eliminate the defector before enemy factions exploit the intelligence.
- ❖ **The Ciphered Codex** (*Rosetta Stone*): A critical cipher that holds the key to Échelon's hidden messages falls into enemy hands. A rival Échelon group secretly orchestrated its theft, aiming to shift power dynamics within the faction. The betrayal must be uncovered, adding internal tension as leaders question their allies' loyalty.
- ❖ **The Demon's Bargain** (*The Affair of the Poisons*): A demonic ally demands an infernal price to empower the Whispering Wind. The Échelon must negotiate terms or find an alternative to avoid catastrophe.
- ❖ **The Fractured Mask** (*French Revolution's Girondins and Jacobins*): Internal dissent threatens Échelon unity, with nobles and occultists clashing over the Whispering Wind's activation. The Échelon must mend these divisions or risk failure.

INTERNAL CONFLICT

- ❖ **Aristocrats vs. Republican Reformers** (*French Revolution*): The Échelon's Nobles, steeped in tradition, demand the preservation of hierarchical power, while a growing faction of reform-minded Occultists and Shadows call for more egalitarian governance.
- ❖ **Occultist Dissent over Infernal Alliances** (*Jansenist Controversy*): Occultists deeply invested in natural magick grow wary of the increasing reliance on Demons and infernal pacts, arguing that such alliances corrupt the Échelon's spiritual integrity.
- ❖ **Isolationists vs. Interventionists** (*American War of Independence*): Échelon Isolationists in the south advocate focusing solely on local defensive measures. Meanwhile, northern Interventionists push for aggressive action, citing successes like The Haven's Reach Sabotage, where Échelon intervention disrupted Crown supply lines.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- | | |
|---|---|
| 1 | Assault Faction: Raid Crown supply lines. |
| 2 | Espionage: Subvert Guild alliances. |
| 3 | Gather Strength: Expand intelligence network. |
| 4 | Enact Change: Establish new covert cells. |
| 5 | Espionage: Disrupt Marcher communications. |
| 6 | Assault Faction: Attack Pact sacred sites. |

NOTABLE INDIVIDUALS

- ❖ **Noble: Marquis de L'Éclair** (*Lafayette*): A charismatic and daring leader, known for his role in rallying allies and inspiring rebellion. Wears masks reflecting his shifting moods.
- ❖ **Occultist: Madame Sombreune** (*Marie Laveau*): A skilled necromancer who manipulates life and death to protect Échelon interests. She carries a bone staff said to whisper secrets.
- ❖ **Demon: Baron Tenebrae** (*Gilles de Rais*): A pact-bound enforcer whose infernal powers strike fear into enemies and allies alike. His voice carries an otherworldly echo.
- ❖ **Shadow: Dame Voilée** (*Charlotte Corday*): A legendary infiltrator who eliminated an entire Crown battalion through subterfuge. Her every movement is ghostlike, leaving no trace.
- ❖ **Wind-Forged: Chevalier Tempête** (*Jean-Baptiste Bernadotte*): A celebrated survivor of the *Wicked Winds*, his resolve and unyielding nature inspire Échelon forces.

FACTION CAPITAL: NEWBOURNE

Nestled along the treacherous cliffs of **Rogue's Isle**, **Newbourne** thrives as a hub of secrecy and commerce. Its labyrinthine streets hide intricate webs of tunnels and vaults connected to black markets, while its position in the eye of the *Wicked Winds* ensures unparalleled defense and swift communication. Hidden alcoves along the rocky coast serve as secret docking points for Échelon agents and smugglers. The city's ever-shifting alliances and coded dealings make it a treacherous yet indispensable center of intrigue.

ASSETS

- ❖ **The Shadow Library** (Tier 6): A vast collection of books and scrolls from all over the world, hidden deep within the Château.
- ❖ **Château des Vents** (Tier 4): A fortified palace perched on a rocky cliff, where Échelon leadership gathers to weave their intricate plans.
- ❖ **The Pit of Shadows** (Tier 2): A seemingly bottomless pit used for executions. It is said to be a portal to the void.

THE REAVERS

Inspired by Barbary Pirates & Hessian Mercenaries

LINEAGES OF THE GUARDIANS

Berserker, Warden, Flesh Sculptor, Ordained

- ❖ **Berserker:** Fearless shock troops who lead brutal boarding actions and land assaults, their battle cries echoing like storm winds.
- ❖ **Warden:** Skilled trackers and monster hunters, adept at navigating treacherous terrain and taming the wilderness.
- ❖ **Flesh Sculptors:** Field surgeons and grotesque experimenters, ensuring the survival and enhancement of their warriors.
- ❖ **Ordained:** Spiritual leaders who blend maritime lore with fiery sermons, keeping morale high and justifying their brutal actions.

CULTURE

The Reavers embody a volatile fusion of pragmatic discipline and chaotic freedom. The mercenaries among their ranks bring a rigid hierarchy, valuing contracts and precise execution, while the pirate traditions emphasize wild feasts, unpredictable raids, and fierce individuality. This duality creates a unique tension: the mercenary's calculated professionalism often clashes with the pirate's appetite for risk and plunder. Rituals like the Salt Oath bridge this divide, demanding loyalty to the crew above all else, binding even the most unruly to a shared purpose.

LAWS

- ❖ **The Salt Oath** (*Barbary Treaties*): Contracts are sacred. Breaking one results in immediate death by drowning, a sacrifice to the sea gods.
- ❖ **Chains or Death** (*Hessian Recruitment*): Captured enemies are given a choice—join the Reavers or face immediate execution.
- ❖ **Sanctioned Raiding** (*Barbary Corsair Licensing*): Raids must be sanctioned by the Reaver Council. Unauthorized attacks invite brutal retribution.

CUSTOMS

- ❖ **The Plunder Feast** (*Corsair Banquets*): After successful raids, captains host extravagant feasts where disputes are settled and alliances forged.
- ❖ **The Branding Ceremony** (*Hessian Enlistment*): New recruits are branded with the Reaver sigil to signify loyalty and discourage betrayal.
- ❖ **The Storm Vigil** (*Barbary Superstition*): Before a major battle, crews gather to pray to Thonjun, offering coins or relics to the sea.

MAJOR GOAL: THE FLESH HORDE

The Reavers' **Tier 15 Asset**: The Flesh Horde is an army of grotesque giants created through Flesh Sculpting rituals, combining the strength of monsters with the discipline of trained warriors. This terrifying force could cement the Reavers' dominance over Wildermarch—but at a dire cost.

Obstacles:

- ❖ **The Monster's Maw** (*Capture of Algiers*): A hidden cove shelters a colossal sea beast whose flesh is key to creating the giants. The Reavers must lead an expedition to capture or kill it, navigating not only the creature's wrath but also rival factions racing to claim its power.
- ❖ **The Defector's Gold** (*Arnold's Treason*): A rogue Flesh Sculptor offers their knowledge to a rival faction. Recovering their research—or silencing them—requires dangerous negotiations or a daring infiltration.
- ❖ **The Siren's Debt** (*Barbary Slave Trade*): The Reavers owe an enormous debt to a powerful sea witch, who demands tribute in the form of captives or priceless relics. Refusing her demands risks losing her support—and her curse.
- ❖ **The Soul's Edge** (*The Ethics of War*): The transformation into giants strips warriors of their humanity, leaving them brutal and unrecognizable. Some Reaver leaders question if such a price is too high. The Reavers must decide whether to press forward or explore alternative solutions, risking division within their ranks.

INTERNAL CONFLICT

- ❖ **Freebooters vs. Mercenaries** (*Barbary Pirate Alliances*): Independent captains, or Freebooters, resent the increasing control of the Reaver Council, sparking skirmishes over autonomy and allegiance.
- ❖ **Faith vs. Flesh** (*Hessian Religious Struggles*): Ordained leaders like Seeress Riptide denounce the Flesh Sculpting labs as blasphemous. Some go further, organizing clandestine operations to sabotage the facilities and halt the Horde's creation.
- ❖ **Legacy vs. Profit** (*Hessian Loyalty Debates*): Veteran Reavers demand honor-bound loyalty to longstanding allies, but younger captains prioritize lucrative contracts, risking betrayal of sacred oaths for gold.

FACTION ACTIONS

Use the following table as inspiration.

d6 Faction Action

- | | |
|---|--|
| 1 | Assault Faction: Raid Échelon supply ships. |
| 2 | Espionage: Steal Guild engineering plans. |
| 3 | Gather Strength: Expand Leviathan Fleet crews. |
| 4 | Enact Change: Build Flesh Sculpting labs. |
| 5 | Espionage: Sabotage Marcher fortifications. |
| 6 | Assault Faction: Seize Pact trade caravans. |

NOTABLE INDIVIDUALS

- ❖ **Berserker: Admiral Scarwind** (*Hayreddin Barbarossa*): A legendary naval commander and brutal fighter whose flag is feared across the seas. Known for a gilded prosthetic arm forged by a Flesh Sculptor.
- ❖ **Warden: Captain Thornveil** (*Johann Rall*): A disciplined and resourceful tracker known for leading devastating ambushes against Marcher forces. He carries an ornate horn made from a sea beast's tusk, said to call storms when blown.
- ❖ **Flesh Sculptor: Doctor Bleaksail** (*Franz Anton Mesmer*): A twisted genius who perfected the Fleshbound Horde. Carries a bone saw rumored to be enchanted with monstrous resilience.
- ❖ **Ordained: Seeress Riptide** (*Sayyida al-Hurra*): A charismatic priestess who commands absolute loyalty, blending prophecy with martial strategy. Wears robes adorned with storm patterns.

FACTION CAPITAL: SALTSEND

The Reaver capital, **Saltsend**, is a bustling hub of piracy and trade in **Massacre Bay**, commanding naval dominance in the region. Its cobblestone streets are lined with taverns, shipyards, and shadowy markets. The **Saltspire**, a towering lighthouse and Reaver Council headquarters, symbolizes their control over smuggling routes and the waves. Beneath the bustling markets, underground caverns store plundered treasures and house prisoners awaiting ransom. Saltsend's mix of brutal order and chaotic revelry ensures its reputation as both feared and coveted.

ASSETS

- ❖ **The Leviathan Fleet (Tier 6)**: The pride of the Reavers, this armada ensures control of the seas and dominance in naval combat.
- ❖ **The Saltspire (Tier 4)**: The center of governance and strategy in Saltsend, housing war rooms and treasure vaults.
- ❖ **The Press-Gangs (Tier 2)**: Ruthless enforcers tasked with "recruiting" new blood for the Reavers.

CAMPAIGN: The Dark Descent

Your lineage is cursed by a demon, each with unique powers and goals. The demon seeks to corrupt your lineage for its own ends, and each generation can learn a part of the demon's **True Name**. The ultimate goal is to serve or defeat the demon.

WHY?

The demon aims to use your lineage as pawns in its struggle against other dark gods. It seeks to gain access to the mortal realm through your lineage.

THE EXCHANGE

Players can choose to use The Exchange to **Reroll any Check**, but it comes at a cost. You will not be able to use the exchange again until you roll on your **Demonic Influence** table.

NAMING THE BEAST

Each generation, players can go to the edges of sanity and overcome challenges to gain a part of the demon's true name. The challenges are based on the type of demon the Descendant has chosen. If you're successful, roll on your **True Name** table & **Demonic Trait** table tied to that word. Each generation can gain one part of the demon's name.

CHANNEL THE NAME

If a descendant knows a part of the demon's true name, they can channel the demon for special abilities based on the type of demon it is. Each word of the demon's true name is tied to one of the demon's powers, and these powers can be used by making a **Quarrel** against **one Hit per Word known**, or roll on your **Demonic Influence** table.

Demons are Lesser Gods trying to overthrow a current god. Cult creation/use. Miracles/Godstains, target gods to overthrow. Replace characters gaining traits with God-Stains.

DAMNATION

Damnation comes in two forms: losing one's mind or body to corruption or madness, or becoming an abomination. The **Abomination** transformation is a powerful form granted by the demon, offering a boost of short-term power but at the cost of the descendant's soul. You may transform at any time, this is irreversible, and the descendant is damned forever. As an abomination, you become a monster with HD equal to **Twice** your **Tier** and lose all **Lineage Talents & Skill Specializations**. However you keep all **Mutations, Madnesses, Wind-Scars & God-Stains**, while **Doubling** their **Bonuses**. If a descendant is damned, they can be used by the demon beyond their natural lifespan.

THE ULTIMATE OUTCOME

The lineage is doomed to serve the dark gods or to truly defeat the demon by learning its true name and gaining control over it. Once your line has learned **all eight parts of the demon's true name**, you may shout its full name, summoning the demon to overcome it directly. This will be a battle between the Descendant and the demon, the outcome of which will determine the fate of the lineage.

There are two ways this battle can happen:

1. The demon will claim the line if **eight of the descendants are corrupted**. Manifesting itself to directly claim the last descendant. If the demon wins, the line is damned, but if you defeat it, your line's fate is delayed until the next descendant falls to the darkness.
2. You may choose to fight the demon using the true name, if you win, the line dominates the demon, gaining full access to its powers and never having to roll on the **Demonic Influence** table again. If the descendant loses, they become damned.

The end result will depend on the choices the Descendant makes throughout the game.

THE BLOODY AXE

The Demon of the Bloody Axe boasts searing flames that incinerate all who dare stand in its path. Its raw power and unparalleled might make it a respected emblem of martial prowess, revered by warriors everywhere. Rumors say those of the Demon's bloodline inherit its savage qualities, granting them unmatched dominance in battle. Its flaming blades strike fear into the hearts of foes, cementing its reputation as a fearsome weapon of destruction.



Demonic Traits

- 1 Rage: Tap into immense anger and fury.
- 2 Savage: Bestow brutal and primal behavior.
- 3 Maim: Flay, rip and tear your foes.
- 4 Killing Instinct: Kill with incredible speed.
- 5 Warrior's Honor: Instill unshakable honor.
- 6 Battle Frenzy: Enter a berserk state in battle.
- 7 Fire Breath: Breathe fire, incinerating enemies.
- 8 Endurance: Endure intense exertion and trials.
- 9 Bloodlust: Gorge on the blood of your enemies.
- 10 Unstoppable: Ignore all wounds and keep fighting.

Demonic Influence

- 1 Become excessively competitive all the time.
- 2 Refuse to compromise or back down in any situation.
- 3 Constantly be on the brink of violence.
- 4 Value honor above all else, especially in battle.
- 5 Cannot distinguish between right and wrong.
- 6 Disregard the consequences of your actions in battle.
- 7 Your sweat and tears are replaced with blood
- 8 Become obsessed with ever greater challenges.
- 9 Are willing to sacrifice everything for victory.
- 10 Create your own or choose any of the above.

True Name*

- 1 Gorn- | Cleaver | Supreme
- 2 Fel- | Maul | Warbringer
- 3 Drog- | Rend | Regent
- 4 Tornax- | Fury | Overlord
- 5 Vor- | Mangle | Ravager
- 6 Brax- | Rage | Master
- 7 Jorn- | Blood | Duke
- 8 Vor- | Axe | Destroyer
- 9 Wrax- | Ruthless | Conqueror
- 10 Nixx- | Brutal | Vanquisher

Where the Name Hides

- 1 By participating in a brutal and violent ritual
- 2 By making a bargain with a powerful warlord
- 3 By seeking out and destroying a powerful weapon
- 4 By traveling to a distant land for a powerful warrior
- 5 By finding an ancient sacrificial altar or bloody stone
- 6 By burning the ancient texts in a forbidden library
- 7 By sacrificing a loved one or a thing of great value
- 8 By making a deal with the demon itself
- 9 By seeking out and defeating a powerful demon
- 10 By participating in and winning a tournament

*Choose one of the options, adding “of” and “The” when it makes sense

THE CACKLING GOD

The Demon of the Cackling God is infamous for its haunting laughter and control over fate and magick. Those who follow it gain access to forbidden powers, making them a force to be reckoned with. Its intelligence is unparalleled, and those who oppose it face severe consequences. Despite its ominous reputation, many still seek its favor in exchange for ultimate power. Use caution when dealing with this ominous entity.



Demonic Traits

- 1 Fate Bending: Alter an outcome to suit your will.
- 2 Treachery: Use deceit and betrayal to manipulate.
- 3 Puppet: Bend the thoughts and actions of others.
- 4 Chaos: Induce confusion and disorder.
- 5 Arcane Mastery: Complete control over a spell
- 6 Shadow Walker: Move unseen in shadows.
- 7 Unseen: Influence events from behind the scenes.
- 8 Far Sight: See the possible outcomes of an event.
- 9 Dark Power: Overcharge magick beyond control.
- 10 Unravel: Cause unnatural misfortune to any scheme.

Demonic Influence

- 1 Split your personality, you don't share memories.
- 2 Betray those closest to you for personal gain.
- 3 Believe that you are a misunderstood genius.
- 4 Answer questions with a truth and a lie.
- 5 You always laugh at the suffering of others.
- 6 Develop a god complex, believing you're invincible.
- 7 Be consumed by paranoia for everyone around you.
- 8 Plot and scheme to eliminate all who cross your path.
- 9 Become addicted to manipulating others.
- 10 Create your own or choose any of the above.

True Name*

- 1 Hax- | Cackle | Grand
- 2 Lor- | Betrayer | Arch
- 3 Nith- | Bender | High
- 4 Veld- | Deceiver | King
- 5 Bael- | Fate | Warlock
- 6 Mag- | Spell | Prophet
- 7 Yorn- | Guffaw | Trickster
- 8 Zeph- | Magick | Renegade
- 9 Xorn- | Traitor | Sorcerer
- 10 Krag- | Laugh | Lord

Where the Name Hides

- 1 By discovering a hidden portal to the demon's realm
- 2 By making a deal with a manic or crazed prophet
- 3 By seeking out and destroying a talisman of fate
- 4 By destabilizing a city or large community
- 5 By infiltrating and disrupting a secret cult
- 6 By deciphering ancient texts in a forbidden library
- 7 By betraying a loved one or a thing of great value
- 8 By making a deal with the demon itself
- 9 By seeking out and defeating a powerful demon
- 10 By surviving a deadly game of chance and cunning

*Choose one of the options, adding “of” and “The” when it makes sense

SERPENT OF VICE

The Demon of the Serpent of Vice is infamous for its seductive power, corrupting its victims through temptation and indulgence. With its mastery of excess and debauchery, the demon bestows upon its descendants an unearthly grace and charm that is unmatched. Its influence is felt far and wide, and many fear the power that it wields. This demon is a force to be reckoned with, and those who fall under its spell are often unable to break free.



Demonic Traits

- 1 Lure: Entice others with pleasure and excess.
- 2 Indulgence: Overindulgence in vices.
- 3 Corruption: Corrupt others with promises of power.
- 4 Charm: Charm and beguile others.
- 5 Envy: Incite envy in others.
- 6 Deception: Deceive and manipulate others.
- 7 Lust: Incite an insatiable desire in others.
- 8 Gluttony: Incite a bottomless hunger or thirst.
- 9 Greed: Feed a burning desire for wealth.
- 10 Sloth: Befriend others with laziness and idleness.

Demonic Influence

- 1 Develop a new addiction to a vice.
- 2 Betray friends and loved ones in pursuit of power.
- 3 Become addicted to luxury and opulence.
- 4 The player to your right owns one of your senses.
- 5 Completely lose your sense of empathy.
- 6 Try to corrupt others with your toxic influence.
- 7 Believe that you are entitled to whatever you want.
- 8 All choices are made within 5 seconds of planning.
- 9 Delegate tasks instead of doing them yourself.
- 10 Create your own or choose any of the above.

True Name*

- 1 Sed- | Tempt | Grace
- 2 Tyl- | Debauch | Archfiend
- 3 Vex- | Excess | Enchanter
- 4 Sla- | Vice | Corruptor
- 5 Lux- | Charm | Majesty
- 6 Nyth- | Entice | Sovereign
- 7 Ven- | Indulge | Decadent
- 8 Aph- | Seducer | Emperor
- 9 Ryl- | Enrapture | Siren
- 10 Cor- | Taint | Serpent

Where the Name Hides

- 1 By committing a heinous act for a secret sect
- 2 By participating in a secret debauched ritual
- 3 By making a bargain with a malevolent dealer
- 4 By ingesting an archaic and potent intoxicant
- 5 By traveling to a distant land for a exotic connection
- 6 By corrupting the ancient texts in a forbidden library
- 7 By sacrificing a loved one or a thing of great value
- 8 By making a deal with the demon itself
- 9 By seeking out and defeating a powerful demon
- 10 By becoming the victor of a perverted ball of masks

*Choose one of the options, adding “of” and “The” when it makes sense

SMILING SICKNESS

The Demon of the Smiling Sickness is a malevolent force, causing chaos and spreading destruction with its never-ending thirst for death. Its decaying grin, a byproduct of its eternally slothing flesh, scars those who witness it as it unleashes deadly plagues on all those who dare to challenge it. Possessing unmatched virulence, no one is safe from its wrath and those who succumb to its sickness are doomed to suffer a slow and painful demise.



Demonic Traits

- 1 Rot: Spread disease and decay with a touch
- 2 Resilience: Ignore wounds and illnesses
- 3 Delusional Laughter: Spread mad exuberance
- 4 Plague: Create and cultivate virulent plague
- 5 Contagion: Rapidly fester wounds
- 6 Pestilence: summon swarms of vermin
- 7 Foul Breath: Breath flesh melting decay
- 8 Madness: Drive others mad with a glance
- 9 Tumorous: Growth blobs of new flesh with a touch
- 10 Fly Mater: Choke the area with flies

Demonic Influence

- 1 Develop a messianic belief that you're a savior.
- 2 See illness as a way to bring joy to others.
- 3 Have an irrational fear of health and cleanliness.
- 4 Disregard personal boundaries and privacy.
- 5 Cultivate affiliations and treat them as pets.
- 6 Believe you are immune to all diseases and sickness.
- 7 Become overly trusting of everyone.
- 8 Never stop smiling, even in your sleep.
- 9 Address others by their illness or make up a new one.
- 10 Create your own or choose any of the above.

True Name*

- 1 Gel- | Sickness | Bringer
- 2 Lir- | Decay | Harbinger
- 3 Nith- | Plague | Prophet
- 4 Vald- | Rot | Decaybringer
- 5 Xir- | Delusion | Lord
- 6 Smyth- | Disease | Plaguebearer
- 7 Mith- | Laughter | Tyrant
- 8 Grick- | Resilience | Carrier
- 9 Wyrn- | Decay | Regent
- 10 Xern- | Plague | Contaminer

Where the Name Hides

- 1 By contaminating a sacred well or a holy spring
- 2 By making a deal with a mad plague doctor
- 3 By seeking out and consuming a forbidden fruit
- 4 By traveling to a distant land for a mysterious herb
- 5 By finding and activating an ancient cursed artifact
- 6 By infecting a loved one with the demon
- 7 By reading the intestines patient zero of a plague
- 8 By making a deal with the demon itself
- 9 By seeking out and defeating a powerful demon
- 10 By participating in a ritual to spread the sickness

*Choose one of the options, adding “of” and “The” when it makes sense

TIER I MISSION GENERATION

For the Dregs of the adventuring world. Suitable locations for these missions include the grimy outskirts of a local slum, a forest whispered to be haunted, or a mine abandoned for reasons unknown.

TIER I: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Poisoned ale plagues a local tavern.
- 2 A prized pig vanishes before the fair.
- 3 Eerie howls echo from the forest each full moon.
- 4 A thief terrorizes the village.
- 5 A veteran hands over a blood-stained map.
- 6 A farmer points to a monster-infested forest.
- 7 A crypt reveals itself beneath the campsite.
- 8 A thief snatches a precious item and flees.
- 9 A caravan master hires the party for a journey.
- 10 A noble demands the retrieval of an heirloom.

TIER I: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A 1 HD local bully causing trouble.
- 2 A small mob of 1 HD goblins.
- 3 A tricky lock or puzzle.
- 4 A treacherous terrain feature.
- 5 d6 small 1 HD wild animals.
- 6 A minor magickal anomaly.
- 7 A local superstition or taboo.
- 8 A sudden weather change.
- 9 A lost or stolen map or clue.
- 10 d6 tiny 1 HD mischievous sprites or imps.

TIER I: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Find and return a lost item.
- 2 Help a local with a small task.
- 3 Gather information about a local legend.
- 4 Assist in a minor dispute.
- 5 Locate a missing pet.
- 6 Gather a specific herb for a local healer.
- 7 Deliver a message to a nearby town.
- 8 Help repair a damaged structure.
- 9 Assist in preparing for a local festival.
- 10 Help a local merchant with a small problem.

TIER I: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Battle-tested iron dagger (50 silver)
- 2 Pouch of fresh healing herbs (75 silver)
- 3 Favor from a local merchant (100 silver)
- 4 Scarred leather armor (125 silver)
- 5 Weathered local map (150 silver)
- 6 Stubborn mule (175 silver)
- 7 Rocky plot of land (200 silver)
- 8 Minor magickal trinket (200 silver)
- 9 Stake in a local business (200 silver)
- 10 A grudging recommendation (200 silver)

TIER 2 MISSION GENERATION

For the Apprentices gaining a reputation. Ideal locations include a mansion owned by a dubious noble, a highway notorious for bandit attacks, or an art gallery rumored to be cursed.

TIER 2: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Bandits ambush a merchant's caravan.
- 2 Mysterious symbols appear on town buildings.
- 3 A well dries up mysteriously.
- 4 Disturbing dreams plague the townsfolk.
- 5 A message in a bottle points to a shipwreck.
- 6 A comet crashes into the wilderness.
- 7 Unnatural occurrences plague a village.
- 8 A treasure map leads to a horrific dungeon.
- 9 A blacksmith's forge is mysteriously destroyed.
- 10 A town's children start disappearing one by one.

TIER 2: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A small mob of 2 HD orcs or goblins.
- 2 A magickal trap or curse.
- 3 A treacherous river or chasm.
- 4 A riddle or puzzle.
- 5 A local law or custom.
- 6 A rival group of 2 HD adventurers.
- 7 A large 4 HD dangerous beast.
- 8 A sudden storm or natural disaster.
- 9 A haunted location.
- 10 A 4 HD powerful local adversary.

TIER 2: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Find a safe path through a dangerous area.
- 2 Gather information about a suspicious individual.
- 3 Assist in the search for a missing person.
- 4 Help mediate a local dispute.
- 5 Gather rare ingredients for a local potion maker.
- 6 Deliver an important package nearby.
- 7 Help fortify a local structure against threats.
- 8 Assist in the planning of a local event.
- 9 Help a local craftsman with a complex project.
- 10 Assist a local scholar with research.

TIER 2: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Menacing longsword (300 silver)
- 2 Grim battle art piece (350 silver)
- 3 Noble's stern favor (400 silver)
- 4 Duty-heavy chainmail (450 silver)
- 5 Danger-marked treasure map (500 silver)
- 6 Scarred warhorse (550 silver)
- 7 Untamed land plot (600 silver)
- 8 Humming protection ring (600 silver)
- 9 Risky business share (600 silver)
- 10 A stern recommendation (600 silver)

TIER 3 MISSION GENERATION

For the Adepts of growing influence. Suitable locations include a bustling city market known for its underhand dealings, an ancient library with forbidden texts, or disputed borderlands teeming with tension.

TIER 3: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 A noble's hunting dog has gone missing.
- 2 A sacred shrine is desecrated.
- 3 Miners disappear in the mine's depths.
- 4 A dangerous forest hides a needed herb.
- 5 A local healer's medicinal plants are stolen.
- 6 A ghost haunts a village well.
- 7 A sacred relic is stolen from a temple.
- 8 A strange disease afflicts livestock.
- 9 A local lord's tax collector goes missing.
- 10 A beast terrorizes the outskirts of town.

TIER 3: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A huge 6 HD powerful monster or beast.
- 2 A dangerous magickal effect.
- 3 A treacherous pass or dangerous swamp.
- 4 A 6 HD powerful enemy knight or warrior.
- 5 A complex magickal puzzle or riddle.
- 6 A rival adventuring party of 3 HD adventurers.
- 7 A haunted or cursed location.
- 8 A 6 HD powerful local adversary.
- 9 A sudden natural disaster.
- 10 A labyrinth or maze.

TIER 3: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Unravel the origin of a mysterious symbol.
- 2 Aid a seer in interpreting a troubling vision.
- 3 Uncover the source of counterfeit coins.
- 4 Acquire a rare ingredient for a local brewer.
- 5 Investigate a local well's sudden dryness.
- 6 Recover a blacksmith's unique, stolen tool.
- 7 Decipher an ancient script for a historian.
- 8 Find a safe passage through a dangerous path.
- 9 Deal with a strange, crop-ruining pest.
- 10 Resolve a local inn's ghostly problem.

TIER 3: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Glowing enchanted shortbow (800 silver)
- 2 Gritty war painting (850 silver)
- 3 Favor from a regional lord (900 silver)
- 4 Rugged brigandine armor (950 silver)
- 5 Detailed kingdom map (1000 silver)
- 6 Fierce boar mount (1050 silver)
- 7 Rugged farmland (1100 silver)
- 8 Glowing amulet of protection (1150 silver)
- 9 Share in a bustling inn (1200 silver)
- 10 A noble's reluctant recommendation (1300 silver)

TIER 4 MISSION GENERATION

For the Journeymen of the adventuring world. Ideal locations include a treacherous mountain pass, an inn with a history of hauntings, or a bustling trade port riddled with smuggling.

TIER 4: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Kidnappers seize a lord's son.
- 2 Strange weather threatens crops.
- 3 Smugglers infiltrate the city.
- 4 A dangerous ruin houses a rare book.
- 5 A series of murders unsettle the city.
- 6 A noble's secret love letter is stolen.
- 7 A local guild's master craftsman disappears.
- 8 An artifact is rumored to be in a dangerous cave.
- 9 A local lord's dealings are about to be exposed.
- 10 A strange cult gains popularity in the city.

TIER 4: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Identify a magickal disturbance harming wizards.
- 2 Create a cure for a new illness with an alchemist.
- 3 Investigate the city's sudden cat disappearance.
- 4 Recover a local artisan's stolen masterpiece.
- 5 Track down a notorious pickpocket.
- 6 Unravel the mystery behind strange dreams.
- 7 Find a rare book in the city's vast library.
- 8 Perform a complex city-wide blessing.
- 9 Investigate a local river's color change.
- 10 Track a dangerous beast seen near the city.

TIER 4: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A corrupt 4 HD city official obstructs.
- 2 A deadly curse haunts the ancient ruin.
- 3 A rival group of d6 4 HD treasure hunters.
- 4 A web of deceit and betrayal in the city's politics.
- 5 A notorious small mob of 4 HD thieves.
- 6 A large 8 HD rogue magickal creature.
- 7 Infested with a medium mob of 4 HD monsters.
- 8 A cursed artifact causing those near it to go mad.
- 9 A powerful 8 HD noble with a vendetta.
- 10 A small mob of 4 HD misled city guards.

TIER 4: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Masterwork greatsword (1500 silver)
- 2 Grim tapestry of historic battle (1600 silver)
- 3 Favor from a high-ranking noble (1700 silver)
- 4 Battle-scarred full plate armor (1800 silver)
- 5 Ancient map of hidden treasures (1900 silver)
- 6 Intimidating dire wolf mount (2000 silver)
- 7 Deed to a prosperous inn (2100 silver)
- 8 An erratic fiery staff (2200 silver)
- 9 Share in a trading company (2300 silver)
- 10 High noble's recommendation (2600 silver)

TIER 5 MISSION GENERATION

For the Professionals, major players in the kingdom. Suitable locations include a royal armory with rumored cursed weapons, a grand estate with a dark past, or the headquarters of a guild with questionable influence.

TIER 5: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 A master craftsman is kidnapped.
- 2 A museum's artifact goes missing.
- 3 Treason suspicion falls on a noble.
- 4 Explorers vanish, leaving behind a cryptic map.
- 5 A mage requests rare ingredients for a ritual.
- 6 A local lord seeks proof of a rival's illicit deals.
- 7 A strange creature terrorizes a remote village.
- 8 A cursed object surfaces in the city.
- 9 A secret society seeks a rare book.
- 10 A noble's heir is suspected of being an imposter.

TIER 5: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A large 10 HD wyvern guarding its hoard.
- 2 A magickal storm that disrupts magick.
- 3 Haunted by a small mob of 5 HD specters.
- 4 A vengeful 10 HD knight seeking honor.
- 5 A riddle from an ancient civilization.
- 6 A rival party of d6 5 HD adventurers.
- 7 A village curse with a small mob of 5 HD undead.
- 8 A powerful 10 HD secretive sorcerer.
- 9 A sudden flood threatening to wash away a town.
- 10 A labyrinth filled with deadly mechanical traps.

TIER 5: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Discover the source of a magickal barrier.
- 2 Find a cure for a mysterious regional disease.
- 3 Investigate the strange behavior of wildlife.
- 4 Deal with a sudden uprising of bandits.
- 5 Predict a rare celestial event's effects with a sage.
- 6 Uncover the cause of strange regional weather.
- 7 Prepare for an invasion with a commander.
- 8 Prevent a predicted disaster with a seer.
- 9 Investigate a sudden decrease in fish population.
- 10 Help a local hero confront a troubling prophecy.

TIER 5: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Meteoric iron longsword (3000 silver)
- 2 Grim cloak of the manticore (3200 silver)
- 3 Favor from a kingdom's advisor (3400 silver)
- 4 Battle-hardened full plate armor (3600 silver)
- 5 Ancient map of the great secrets (3800 silver)
- 6 Fearsome grizzly bear mount (4000 silver)
- 7 Deed to a grand manor (4200 silver)
- 8 Crackling lodestone staff (4400 silver)
- 9 Share in a successful guild (4600 silver)
- 10 Queen's reluctant recommendation (5500 silver)

TIER 6 MISSION GENERATION

For the Experts, ascending to high society. Ideal locations include a coastal fortress with a bloody history, a city treasury rumored to be haunted, or the last known location of a legendary weapon.

TIER 6: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Rival kingdom threatens the realm with siege.
- 2 Magickal beast terrorizes, causing panic.
- 3 Pirates disrupt vital trade routes.
- 4 Mad wizard's experiments endanger the city.
- 5 Powerful curse afflicts the royal family.
- 6 Rare celestial event foretells calamity.
- 7 Mighty monster awakens, causing destruction.
- 8 Valuable relic rumored in dangerous labyrinth.
- 9 Warlord gathers army at kingdom's borders.
- 10 Mysterious plague decimates livestock.

TIER 6: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Uncover a spy's identity within the city council.
- 2 Retrieve a stolen magickal tome.
- 3 Disrupt a necromancer's ritual in the catacombs.
- 4 Negotiate a peace treaty with a hostile tribe.
- 5 Expose a corrupt official's illicit dealings.
- 6 Rescue a kidnapped diplomat from a rival.
- 7 Secure a trade route from pirate attacks.
- 8 Investigate a series of magickal disturbances.
- 9 Protect an artifact during a city-wide festival.
- 10 Track down a beast terrorizing the countryside.

TIER 6: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A 12 HD mage and a small mob of 6 HD undead.
- 2 A magickal vortex that disrupts teleportation.
- 3 A mountain pass guarded by d6 12 HD giants.
- 4 A legendary 12 HD demon possessed warrior.
- 5 A magickal lock that needs multiple solutions.
- 6 A rival group of d6 6 HD adventurers.
- 7 An ancient city, lost in time and filled with traps.
- 8 A powerful 12 HD demon seeking a challenge.
- 9 A sudden volcanic eruption.
- 10 A maze that changes its layout every hour.

TIER 6: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Meteoric iron zweihander (6000 silver)
- 2 Grim cloak of the chimera (6200 silver)
- 3 Favor from a kingdom's general (6400 silver)
- 4 Battle-hardened runic armor (6600 silver)
- 5 Ancient map of the world's secrets (6800 silver)
- 6 Terrifying rhino mount (7000 silver)
- 7 Deed to a fortified outpost (7200 silver)
- 8 Glowing lodestone staff of storms (7400 silver)
- 9 Share in the city's treasury (7600 silver)
- 10 King's grudging recommendation (8500 silver)

TIER 7 MISSION GENERATION

For the Elite, adventurers of major power. Suitable locations include a frontier outpost on the edge of a cursed wilderness, a private island owned by a sinister noble, or a forge that once belonged to a legendary blacksmith.

TIER 7: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Spy among king's advisors causes a crisis.
- 2 Thieves steal treasury's magickal artifact.
- 3 Assassins target city leaders, causing chaos.
- 4 Mysterious fires cause widespread destruction.
- 5 Accidentally summoned demon threatens realm.
- 6 Prophecy foretells the kingdom's fall.
- 7 Rival kingdom's prince kidnapped, war looms.
- 8 Powerful artifact needed to avert disaster.
- 9 Rogue mage threatens reality's fabric.
- 10 Awakened ancient dragon threatens kingdom.

TIER 7: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A 14 HD knight & small mob of 7 HD undead.
- 2 A mountain pass with a huge 14 HD griffon.
- 3 A rival group of d6 7 HD mercenaries.
- 4 A cursed forest that drives men mad.
- 5 A rogue 14 HD witch causing havoc.
- 6 A guild of thieves with a network of spies.
- 7 A relentless storm, said to be the wrath of a god.
- 8 A medium mob of 7 HD deceived king's guard.
- 9 A battlefield with a large mob of 7 HD spirits.
- 10 A treacherous swamp filled with deadly diseases.

TIER 7: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Thwart an assassination attempt on the king.
- 2 Recover a powerful artifact from a dragon's lair.
- 3 Prevent a war by resolving a dispute.
- 4 Investigate a sudden disappearance.
- 5 Stop a cult from summoning a powerful demon.
- 6 Defend a city from a siege by an undead army.
- 7 Uncover the truth behind mysterious fires.
- 8 Negotiate a truce with a powerful spirit.
- 9 Disrupt a powerful wizard's plan to seize control.
- 10 Rescue a group of hostages from a stronghold.

TIER 7: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Legendary meteoric iron halberd (10,000 silver)
- 2 Grim cloak of the gorgon (11,000 silver)
- 3 Favor from a kingdom's high noble (12,000 silver)
- 4 Runic plate armor of the kraken (13,000 silver)
- 5 A map of the underworld's secrets (14,000 silver)
- 6 Terrifying elephant mount (15,000 silver)
- 7 Deed to a fortified frontier outpost (16,000 silver)
- 8 Lodestone staff of earthquakes (17,000 silver)
- 9 Share in a kingdom's treasury (18,000 silver)
- 10 The Emperor's recommendation (20,000 silver)

TIER 8 MISSION GENERATION

For the Masters, key players in the kingdom's affairs. Ideal locations include an ancient wizard's tower filled with dangerous magick, a grand castle with a brutal history, or a mystical grove rumored to be a gateway.

TIER 8: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Neighboring kingdom declares war.
- 2 Horrible beast terrorizes the kingdom.
- 3 Rebels attempt to overthrow the government.
- 4 Plague ravages city, death toll rises.
- 5 Ancient tomb discovered, undead rise.
- 6 Massive sea monster disrupts vital sea trade.
- 7 Noble's child possessed by a gigantic demon.
- 8 Cursed fog causes madness in the city.
- 9 Kingdom's heir goes missing, heads roll.
- 10 Powerful artifact activates, chaos ensues.

TIER 8: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Prevent a war by assassinating a tyrannical king.
- 2 Stop a lich from raising an undead army.
- 3 Defend the kingdom from a force of giants.
- 4 Navigate a political intrigue to prevent a coup.
- 5 Seal a rift pouring out monsters.
- 6 Stop a cult from finishing a ritual to call a god.
- 7 Recover an artifact that can control a dragon.
- 8 Investigate the cause of a sudden plague.
- 9 Defeat a powerful demon causing terror.
- 10 Recover a castle taken over by rebels.

TIER 8: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A 16 HD wizard & large mob of 8 HD undead.
- 2 A gigantic 16 HD dragon nesting in the ruins.
- 3 A rival group of d6 8 HD seasoned warriors.
- 4 A powerful curse that drains life from the land.
- 5 A rogue 16 HD sorcerer with forbidden magick.
- 6 A guild of assassins led by a 16 HD master.
- 7 A magickal blizzard that never ends.
- 8 d6 8 HD elite and traitorous guard.
- 9 Haunted by a large mob of 8 HD restless spirits.
- 10 A deadly marsh filled with 8 HD blind creatures.

TIER 8: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Runic meteoric iron battleaxe (20,000 silver)
- 2 Grim cloak of the hydra (22,000 silver)
- 3 Favor from a kingdom's archmage (24,000 silver)
- 4 Runic plate armor of the phoenix (26,000 silver)
- 5 Ancient map of the celestial secrets (28,000 silver)
- 6 Terrifying Hippogryph mount (30,000 silver)
- 7 Deed to a grand castle (32,000 silver)
- 8 Burning lodestone staff of meteors (34,000 silver)
- 9 Share in a kingdom's royal treasury (36,000 silver)
- 10 God's uncaring recommendation (40,000 silver)

TIER 9 MISSION GENERATION

For the Grand Masters, legendary heroes. Suitable locations include the resting place of a celestial artifact, the sprawling grounds of a castle with a dark past, or the lair of an ancient being of unspeakable power.

TIER 9: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Thieves snatch prosperity-making artifact.
- 2 Assassination destabilizes neighboring kingdom.
- 3 Wizards plot coup, magick runs amok.
- 4 Terrible monsters lay a city to waste.
- 5 Ancient prophecy predicts kingdom's downfall.
- 6 A celestial event threatens world's balance.
- 7 A forbidden ritual summons a horde of demons.
- 8 A mythic creature awakens, causing havoc.
- 9 A powerful curse warps the royal lineage.
- 10 A rival kingdom's army marches, war looms.

TIER 9: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Unravel the prophecy of an ancient seer.
- 2 Alter a prophecy to prevent a celestial collision.
- 3 Disrupt a ritual that awakens an ancient god.
- 4 Retrieve a stolen artifact that controls time.
- 5 Mediate a dispute between two powerful entities.
- 6 Find a cure for a curse that causes immortality.
- 7 Discover the truth behind a series of prophecies.
- 8 Unravel the mystery of a city that disappeared.
- 9 Stop a rift from consuming the kingdom.
- 10 Resolve a paradox caused by time-traveling.

TIER 9: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A r8 HD lich & huge mob of 9 HD undead.
- 2 A gigantic r8 HD dragon nesting in a volcano.
- 3 A rival group of d6 9 HD legendary warriors.
- 4 A curse that continues to resurrect 9 HD dead.
- 5 A rogue r8 HD element causing mayhem.
- 6 A guild of assassins with a gigantic r8 HD demon.
- 7 A magickal storm that corrupts all magick.
- 8 A medium mob of 9 HD abominations.
- 9 A sewer filled by a huge mob of 9 HD monsters.
- 10 A flying large mob of 9 HD shrieking monsters.

TIER 9: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Runic meteoric iron polearm (40,000 silver)
- 2 Grim cloak of the griffon (42,000 silver)
- 3 Favor from a legendary hero (44,000 silver)
- 4 Runic plate armor of the dragon (46,000 silver)
- 5 Ancient map of the cosmic secrets (48,000 silver)
- 6 Terrifying griffon mount (50,000 silver)
- 7 Deed to a grand castle and lands (52,000 silver)
- 8 Lodestone staff of cosmic storms (54,000 silver)
- 9 Share in a kingdom's royal vault (56,000 silver)
- 10 God's stern recommendation (60,000 silver)

TIER 10 MISSION GENERATION

For the Living Legends. Ideal locations include a hidden location rumored to house a divine artifact, a sprawling castle and its surrounding lands teeming with dark magick, or a sacred temple said to house a deity.

TIER 10: SET UP

The hook that draws them into the mission.

d10 Set Up Examples

- 1 Reality-altering artifact stolen, chaos ensues.
- 2 Neighboring ruler was revealed as lich.
- 3 Ancient dragons awake, kingdom in peril.
- 4 Demons terrorize the city, death toll rises.
- 5 A celestial body threatens world's destruction.
- 6 A god's wrath descends upon the kingdom.
- 7 A rift to another dimension opens.
- 8 An ancient curse threatens to end the world.
- 9 A powerful necromancer raises an undead army.
- 10 A mythical beast awakens, threatening existence.

TIER 10: SECONDARY GOAL

It's what they're working towards, consider adding secondary goals for more rewards.

d10 Goal Examples

- 1 Prevent desolation by sealing an ancient evil.
- 2 Negotiate peace between warring gods.
- 3 Restore balance to a raging elemental force.
- 4 Stop a legendary artifact from rewriting history.
- 5 Resolve a cosmic imbalance threatening reality.
- 6 Mediate a conflict between demonic forces.
- 7 Prevent the resurrection of a long-dead tyrant.
- 8 Stop a cataclysmic event foretold in prophecies.
- 9 Resolve a power struggle between the gods.
- 10 Prevent a merge with another plane.

TIER 10: OBSTACLE

Each mission should have d4 Obstacles, place them in a way that allows for meaningful choices.

d10 Obstacle Examples

- 1 A fallen 20 HD angel on a divine crusade.
- 2 A primordial gigantic 20 HD awakened titan.
- 3 A rival group of d6 10 HD legendary heroes.
- 4 A powerful curse causing eternal night.
- 5 A rogue 20 HD being warping reality.
- 6 A guild led by a deathless 20 HD master.
- 7 A magickal storm that obliterates all magick.
- 8 An elite guard, corrupted into 20 HD monsters.
- 9 A city filled with a huge mob of 10 HD horrors.
- 10 A treacherous path through raw chaos.

TIER 10: REWARD

Rewards are written with a silver amount in (), receive both the result and the silver each time.

d10 Reward Examples

- 1 Divine meteoric iron greatsword (200,000 silver)
- 2 Grim cloak of the dragon (210,000 silver)
- 3 Favor from a deity (220,000 silver)
- 4 Battle-hardened celestial armor (230,000 silver)
- 5 Ancient map of the divine secrets (240,000 silver)
- 6 Terrifying dragon mount (250,000 silver)
- 7 Deed to a grand sprawling castle (260,000 silver)
- 8 Lodestone staff of unholy wrath (270,000 silver)
- 9 Share in a divine treasury (280,000 silver)
- 10 God's total recommendation (300,000 silver)

BESTIARY



MONSTER QUALITIES

The following are general Qualities which may be applied to any monster, as needed.

(SCALE) MOB

This is a group of monsters and not an individual, gaining the highest benefit from the following table.

Mob Scale	Number of Bodies	Mob Attack
Small	5+ Bodies	2
Medium	20+ Bodies	3
Large	50+ Bodies	4
Huge	100+ Bodies	5

Mobs also follow these special rules.

- ❖ **Bodies:** Mobs do not suffer Injuries. They instead lose **one body** for every 5 dm^g suffered.
- ❖ **Mob Attack:** When attacking, a mob rolls an additional attack for each **Mob Attack**, and if an attack isn't blocked, all following attacks are uncontested (similar to Dual Wielding).
- ❖ **Area Attacks:** If this attack kills at least **one body**, the mob will lose **2d6 extra bodies** per 5 ft radius (i.e. 10 ft radius kills 2d6 extra bodies).
- ❖ **Losses:** A Mob's scale is reduced when its **Bodies** are **equal to a lower** scale value (i.e. small at 5 bodies) & the Mob / nearby Leader must pass a +0% Steel / Leadership Check or rout.

(SCALE) SIZE

This monster is on a different scale. Their stats change in one of the following ways.

Scale	Damage & Soak	Example
Tiny	-5 (Min 1)	Rat
Small	-2 (Min 1)	Dog
Large	+5	Horse
Huge	+10	Gri ^f fon
Gigantic	+20	Dragon

PRACTITIONER

This Monster is a practitioner of one or more *Wicked Wind*, and has a Magick Score of 1/2 their HD.

DEVOTEE

This Monster is a devotee of a God, and has a Faith Score of 1/2 their HD.

Feeble

This Monster is Feeble, modified with the following:

Ability	Dmg, Soak & +Hits
-20%	-2 to Dmg, Soak & +Hits

DREG

This Monster is Feeble, modified with the following:

Ability	Dmg, Soak & +Hits
-10%	-1 to Dmg, Soak & +Hits

STRONG

This Monster is Feeble, modified with the following:

Ability	Dmg, Soak & +Hits
+10%	+1 to Dmg, Soak & +Hits

EXPERT

This Monster is Feeble, modified with the following:

Ability	Dmg, Soak & +Hits
+20%	+2 to Dmg, Soak & +Hits

MASTER

This Monster is Feeble, modified with the following:

Ability	Dmg, Soak & +Hits
+30%	+3 to Dmg, Soak & +Hits

EXAMPLE MONSTER FLAWS

FIRE (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when damaged by fire.

INNOCENTS

This Monster cannot harm an innocent soul.

LODESTONES (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when they come in contact with Lodestones.

METEORIC IRON (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when they come in contact with Meteoric Iron.

OBSESSED (TARGET)

This Monster will focus only on obtaining (Target) it when in its presence.

RELIGIOUS SYMBOLS

This Monster cannot approach a religious symbol wielded by a true worshiper or displayed in a sacred place.

RUNNING WATER

This Monster cannot cross running water.

SILVER (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when they come in contact with Silver.

STUPID

This Monster must roll d6 if there is no adjacent ally each round, on a 1-2 stand & drool, & on a 3-6 act normal.

SUNLIGHT (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when they come in contact with Sunlight.

TELL-TALE SIGN (SIGN)

This Monster leaves (Sign) behind, making it easily tracked.

TERRIFIED (TARGET)

This Monster runs from terror when it sees (Target).

THRESHOLD

This Monster cannot enter a structure without being invited unless they own it.

WITCH IRON (CONDITION, RATING)

This Monster suffers (Rating) (Conditions) when they come in contact with Witch Iron.

THE BESTIARY

MONSTER STAT BLOCK LAYOUT

Each entry has the following information:

Category	Description
HD	The Hit Dice of the Monster.
Score	The Ability Score used for any Check by the Monster.
Soak (AV)	What the Monster uses for Soak, <u>AV</u> is in () and is already added.
Dmg (W)	The Monster's Damage, Weapon dmg is in () and is already added.
Attacks	The max number of Attacks.
Speed	The Monster's movement in feet.
Specialized	The +Hit bonus for a select type of Checks.
Inept	The % penalty for a select type of Checks.
Qualities	Its Monster Qualities.
Flaw	Its Monster Flaw.

MONSTER PARTS

In the event that someone wants to sell a Monster for its parts, use the following table as guidelines.

HD	Worth in Silver
1 - 2 HD	250
3 - 4 HD	500
5 - 6 HD	1,000
7 - 8 HD	2,500
9 - 10 HD	5,000
11 - 12 HD	10,000
13 - 14 HD	25,000
15 - 16 HD	50,000
17 - 18 HD	100,000
19 - 20 HD+	250,000

Monster Encumbrance
1 Soak = 1 Enc Slot

HUMAN STAT BLOCKS

HD	Scale	Score	Dmg / Soak	+Hits*
3	Adepts	40%	+4	+1
5	Professionals	50%	+5	+2
8	Masters	66%	+6	+3

Quick Weapon (Dmg) / Armor (AV) Loadouts

+2	Light, Fists, Daggers or Gambeson
+4	Medium, Side Swords or Bridgande
+6	Heavy, Halberds or Steel Plate & Chain
+8	Super Heavy, Great Axe or Beast Cloak & Plate

*Use for checks they're good at

MONSTERS: HIT DICE I

RATKIN SCAVENGERS



HD	1	DMG (W)	5 (4)	SPEED	40
SCORE	30%	Soak (AV)	1 (0)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Scavenging◆ Sneaking◆ Hiding
+1 Hit					<ul style="list-style-type: none">◆ Combat◆ Magick◆ Diplomacy
INEPT					
-10%					
QUALITIES					

Tiny Sized*

-5 Damage & Soak (Min 1)

Infravision

Can see heat

Scavenger's Instinct

They automatically find any hidden resources within 5ft

Urban Camouflage

Quarrel against 2 Hits to find them in urban environments

Colony Dwellers

Each colony acts as a single entity, regardless of the distance

FLAW

Terrified (Bright Light)

Runs from terror when it sees Bright Light

*Already Modified

BOG LURKERS



HD	1	DMG (W)	5 (4)	SPEED	30
SCORE	30%	Soak (AV)	3 (2)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Ambush◆ Leaping◆ Submerging
+1 Hit					<ul style="list-style-type: none">◆ Speed◆ Climbing◆ Social Interaction
INEPT					
-10%					
QUALITIES					

Small Sized*

-2 Damage & Soak (Min 1)

Amphibious

Can breathe and move in water and on land

Leap Attack

Can Charge from long range (90 ft), these attacks inflict Prone

Submerge

Quarrel against 2 Hits to find them while submerged

FLAW

Dry (Pain 2)

Suffers 2 Pain while dry

*Already Modified

CARRION SKULKERS



HD	1	DMG (W)	5 (4)	SPEED	30
SCORE	30%	Soak (AV)	1 (0)	Attacks	1
SPECIALIZED					◆ Scavenging ◆ Smelling ◆ Reproducing
+1 Hit					◆ Combat ◆ Climbing ◆ Magick
INEPT					-10%
QUALITIES					

Tiny Sized*

-5 Damage & Soak (Min 1)

Carrion Sense

Can locate any carrion up to 1 mile away

Rapid Reproduction

Mobs fully regain all lost Bodies, each night

Decomposers

Cannot suffer Disease from consuming carrion

FLAW

Terrified (Bright Light)

Runs from terror when it sees Bright Light

*Already Modified

UMBRAL TRICKSTERS



HD	1	DMG (W)	5 (4)	SPEED	40
SCORE	30%	Soak (AV)	1 (0)	Attacks	1
SPECIALIZED					◆ Hiding ◆ Illusion ◆ Fear Induction
+1 Hit					◆ Physical Combat ◆ Sunlight ◆ Divine
INEPT					-10%
QUALITIES					

Small Sized*

-2 Damage & Soak (Min 1)

Infravision

Can see heat

Shadow Camouflage

Quarrel against 2 Hits to find them in shadows

Illusionist

Can create illusions to scare their prey, Quarrel vs 2 Hits or rout

Fear Feeder

Gains +20% vs targets suffer Pain or routing

FLAW

Sunlight (Aflame 2)

Suffers 2 Aflame when in contact with Sunlight

*Already Modified

MONSTERS: HIT DICE 2

CRYPT WALKERS



HD	2	DMG (W)	7 (4)	SPEED	20
SCORE	33%	Soak (AV)	5 (2)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Guarding◆ Draining Life◆ Resisting Damage
+1 Hit					<ul style="list-style-type: none">◆ Speed◆ Climbing◆ Social Interaction
INEPT					<ul style="list-style-type: none">-13%
QUALITIES					

Undead

Immune to Pain, Bleed & Poison, and can see heat

Draining Touch

Attacks inflict Pain 1

FLAW

Bound Guardians

Cannot move more than 1 mile from their bound location

HIGHWAY GOBBS



HD	2	DMG (W)	7 (4)	SPEED	30
SCORE	33%	Soak (AV)	5 (2)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Ambush◆ Scouting◆ Digging
+1 Hit					<ul style="list-style-type: none">◆ Magick◆ Diplomacy◆ Farming
INEPT					<ul style="list-style-type: none">-13%
QUALITIES					

Pack Hunters

Gains +2 Hits when in a Mob

Ambusher

Attacks inflict an additional d6^E Dmg to unaware targets

FLAW

Terrified (Gallows)

Runs from terror when it sees Gallows

FERAL HOUNDS



HD	2	DMG (W)	3 (4)	SPEED	40
SCORE	33%	Soak (AV)	3 (2)	Attacks	1

SPECIALIZED
+1 Hit

- ◆ Hunting
- ◆ Defending
- ◆ Pack Tactics

INEPT
-13%

- ◆ Climbing
- ◆ Magick
- ◆ Tool Use

QUALITIES

Small Sized*

-2 Damage & Soak (Min 1)

Pack Hunter

Gains +2 Hits when in a Mob

Territorial

Can call d6 more Feral Hounds, when in its territory

FLAW **Animalistic**
Can only dodge attacks

*Already Modified

BLIGHTED TREEFOLK



HD	2	DMG (W)	14 (6)	SPEED	20
SCORE	33%	Soak (AV)	15 (4)	Attacks	1

SPECIALIZED
+1 Hit

- ◆ Controlling Plants
- ◆ Melee Combat
- ◆ Intimidation

INEPT
-13%

- ◆ Speed
- ◆ Magick
- ◆ Diplomacy

QUALITIES

Large Sized*

+5 Damage & Soak

Plant

Cannot suffer Bleed

Plant Control

Can control & Attack through other plants within short range 30ft

Branch Weapons

Attacks inflict Bleed 1 & Entangle 1

FLAW **Fire (Aflame 2)**
Suffers 2 Alfame when in contact with fire

*Already Modified

MONSTERS: HIT DICE 3

SPECTRAL REAVERS



HD	3	DMG (W)	8 (4)	SPEED	30
SCORE	40%	Soak (AV)	4 (0)	Attacks	1

- SPECIALIZED**
- ◆ Intimidation
 - ◆ Haunting
 - ◆ Spectral Combat

- INEPT**
- ◆ Physical Tasks
 - ◆ Daylight Activities
 - ◆ Healing
- 10%

QUALITIES

Spectral Form

Immune to conventional weapons, cannot suffer Bleed or Trauma, and can see in the dark

Rage of the Fallen

Attacks inflict an additional d6E Dmg to living targets

FLAW

Divine (Pain 2)

Suffers 2 Pain when in contact with miracles or divine artifacts

*Already Modified

BOG BEHEMOTHS



HD	3	DMG (W)	20 (6)	SPEED	20
SCORE	40%	Soak (AV)	18 (4)	Attacks	1

- SPECIALIZED**
- ◆ Ambush
 - ◆ Swimming
 - ◆ Grappling

- INEPT**
- ◆ Speed
 - ◆ Climbing
 - ◆ Social Interaction

QUALITIES

Huge Sized*

+10 Damage & Soak

Infravision

Can see heat

Amphibious

Can breathe and move in water and on land

Powerful Jaws

Attacks inflict Trauma 1 & Bleed 1

FLAW

Slow

Cannot Sprint

*Already Modified

ASHEN GARGOYLES



HD	3	DMG (W)	15 (6)	SPEED	30	
SCORE	40%	Soak (AV)	15 (6)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Perching ◆ Swooping ◆ Intimidation 				
+1 Hit						
INEPT		<ul style="list-style-type: none"> ◆ Speed ◆ Magick ◆ Diplomacy 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Flight

Can fly 60ft per round

Construct

Immune to Pain, Bleed & Poison, and can see heat

FLAW

Magick (Pain 2)

Suffers 2 Pain when in contact with magick or runic weapons

*Already Modified

BLOODGORGE BUTCHERS



HD	3	DMG (W)	15 (6)	SPEED	30	
SCORE	40%	Soak (AV)	13 (4)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Intimidation ◆ Brutality ◆ Enforcement 				
+1 Hit						
INEPT		<ul style="list-style-type: none"> ◆ Diplomacy ◆ Stealth ◆ Magick 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Brute Strength

Can telegraph for 1 round to inflict $2d6^E$ additional dmg on its next Attack

FLAW

Stupid

If there is no adjacent ally, each round roll d6:
1-2 stand & drool, 3-6 act normal.

*Already Modified

MONSTERS: HIT DICE 4

STONEJAW CRUSHERS



HD	4	DMG (W)	17 (8)	SPEED	30
SCORE	44%	Soak (AV)	15 (6)	Attacks	2
SPECIALIZED					<ul style="list-style-type: none">◆ Combat◆ Leadership◆ Intimidation
+2 Hits					<ul style="list-style-type: none">◆ Magick◆ Diplomacy◆ Stealth
INEPT					<ul style="list-style-type: none">-14%
QUALITIES					

Large Sized*

+5 Damage & Soak

Brute Strength

Can telegraph for 1 round to inflict $2d6^E$ additional dmg on its next Attack

Savage Endurance

Heals 1 Pain per round

FLAW

Tell-Tale Sign (Noise)

Makes loud noises, making it easily tracked

*Already Modified

SPECTRAL SENTINELS



HD	4	DMG (W)	8 (4)	SPEED	20
SCORE	44%	Soak (AV)	4 (0)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Guarding◆ Intimidation◆ Spectral Combat
+2 Hits					<ul style="list-style-type: none">◆ Physical Tasks◆ Daylight Activities◆ Healing
INEPT					<ul style="list-style-type: none">-14%
QUALITIES					

Spectral Form

Immune to conventional weapons, cannot suffer Bleed or Trauma, and can see in the dark

Guardian of the Dead

Gains +2 Hits to parrying attacks

FLAW

Bound Guardians

Cannot move more than 1 mile from their bound location

*Already Modified

CARRION HARVESTERS



HD	4	DMG (W)	13 (4)	SPEED	30
SCORE	44%	Soak (AV)	13 (4)	Attacks	1

SPECIALIZED

- ◆ Scavenging
- ◆ Sensing Death
- ◆ Omen Reading

INEPT

- ◆ Speed
- ◆ Combat
- ◆ Social Interaction

QUALITIES
Large Sized*

+5 Damage & Soak

Flight

Can fly 60ft per round

Carrion Sense

Can locate any carrion up to 1 mile away

Omen of Doom

Can telegraph for 1 round to cause all who can see it to Fumble their next Check

FLAW
Slow

Cannot Sprint

*Already Modified

VIOLET VENOMSTALKERS



HD	4	DMG (W)	13 (4)	SPEED	20
SCORE	44%	Soak (AV)	15 (6)	Attacks	1

SPECIALIZED

- ◆ Web Spinning
- ◆ Venomous Bite
- ◆ Ambush

INEPT

- ◆ Speed
- ◆ Social Interaction
- ◆ Climbing

QUALITIES
Large Sized*

+5 Damage & Soak

Infravision

Can see heat

Venomous

Attacks inflict Poison 2

Web Spinner

Can telegraph for 1 round to create a 15ft (r) web within medium range 60ft, the web inflicts Entangle 1 on contact.

FLAW
Bright Light (Pain 1)

Suffers 1 Pain when in contact with bright light

*Already Modified

MONSTERS: HIT DICE 5

INFERNO BEASTS



HD	5	DMG (W)	16 (6)	SPEED	40
SCORE	50%	Soak (AV)	14 (4)	Attacks	2

- SPECIALIZED**
- ◆ Fire Manipulation
 - ◆ Aggression
 - ◆ Hunting

- INEPT**
- ◆ Water Activities
 - ◆ Stealth
 - ◆ Diplomacy
- 10%

QUALITIES

Large Sized*
+5 Damage & Soak

Blazing Body

Immune to fire

Burning Bite

Attacks inflict Aflame 2

FLAW **Water (Poison 2)**

Suffers 2 Poison when in contact with water

*Already Modified

BASILISKS



HD	5	DMG (W)	14 (4)	SPEED	20
SCORE	50%	Soak (AV)	16 (6)	Attacks	1

- SPECIALIZED**
- ◆ Slow Stalking
 - ◆ Quick Pouncing
 - ◆ Vigilant Guarding

- INEPT**
- ◆ Out Lasting
 - ◆ Outside its Territory
 - ◆ Fighting Disease

QUALITIES

Large Sized*
+5 Damage & Soak

Infravision

Can see heat

Petrifying Eye

Telegraph for 1 round then turns an opponent that can see it to stone

Terrified (Chickens)

Runs from terror when it sees Chickens

*Already Modified

MANTICORE



HD	5	DMG (W)	19 (4)	SPEED	40
SCORE	50%	Soak (AV)	19 (4)	Attacks	1

SPECIALIZED

+2 Hits

- ◆ Hunting Humans
- ◆ Mountain Navigation
- ◆ Ambushing

INEPT

-10%

- ◆ Fighting to the Death
- ◆ Breaking Promises
- ◆ Restraining Itself

QUALITIES
Huge Sized*

+10 Damage & Soak

Flight

Can fly 60 ft per round

Spike Shot

Can attack up to long range 90ft with Rend 1

Manticore Tail

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

FLAW
Meteoric Iron (Bleed 2)

Suffers 2 Bleed when in contact with Meteoric Iron.

*Already Modified

WIND WRAITHS



HD	5	DMG (W)	9 (4)	SPEED	60
SCORE	50%	Soak (AV)	5 (0)	Attacks	1

SPECIALIZED

- ◆ Wind Control
- ◆ Flight
- ◆ Intimidation

INEPT

-10%

- ◆ Physical Tasks
- ◆ Daylight Activities
- ◆ Healing

QUALITIES
Flight

Can fly 60ft per round

Ethereal Being

Immune to conventional weapons & cannot suffer Bleed or Trauma

Wind Control

Can control & Attack using the wind within 60 ft

FLAW
Enclosed Spaces (Pain 2)

Suffers 2 Pain when in enclosed spaces

*Already Modified

MONSTERS: HIT DICE 6

THUNDERWING DRAKES



HD	6	DMG (W)	18 (8)	SPEED	40
SCORE	55%	Soak (AV)	16 (6)	Attacks	2
SPECIALIZED					<ul style="list-style-type: none">◆ Storm Control◆ Flight◆ Intimidation
+2 Hits					<ul style="list-style-type: none">◆ Ground Combat◆ Stealth◆ Diplomacy
INEPT					<ul style="list-style-type: none">◆ Fire◆ Urban Environments◆ Stealth
-15%					QUALITIES

Large Sized*

+5 Damage & Soak

Flight

Can fly 90 ft per round.

Storm Control

Can control & Attack using storms within 60 ft

FLAW

Grounded (Pain 2)

Suffers 2 Pain when unable to fly

*Already Modified

BARKSKIN WYRMS



HD	6	DMG (W)	23 (8)	SPEED	30
SCORE	55%	Soak (AV)	21 (6)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Nature Control◆ Commanding Creatures◆ Guardian
+2 Hits					<ul style="list-style-type: none">◆ Fire◆ Urban Environments◆ Stealth
INEPT					QUALITIES

Huge Sized*

+10 Damage & Soak

Tree Merge

Once per day, can become one with any tree

Command Creatures

Can Quarrel with an animal to make it suicidally loyal for a day

FLAW

Fire (Alfame 3)

Suffers 3 Alfame when in contact with fire

*Already Modified

GRIFFON



HD	6	DMG (W)	19 (4)	SPEED	30
SCORE	55%	Soak (AV)	17 (2)	Attacks	1

SPECIALIZED

+2 Hits

- ◆ Fighting while Flying
- ◆ Defending their Nest
- ◆ Capturing Prey

INEPT

-15%

- ◆ Being in the Water
- ◆ Spotting Traps
- ◆ Killing their Own

QUALITIES

Huge Sized*

+10 Damage & Soak

Flight

Can fly 90 ft per round.

Griffon Bite

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

FLAW

Obsessed (Horses)

Focuses only on obtaining horses when in their presence.

*Already Modified

GRAVE WRAITHS



HD	6	DMG (W)	9 (4)	SPEED	30
SCORE	55%	Soak (AV)	5 (0)	Attacks	1

SPECIALIZED

+2 Hits

- ◆ Shadow Control
- ◆ Life Force Drain
- ◆ Haunting

INEPT

-15%

- ◆ Physical Tasks
- ◆ Daylight Activities
- ◆ Healing

QUALITIES

Shadow Form

Immune to conventional weapon, cannot suffer Bleed or Trauma, and can see in the shadows

Shadow Mastery

Can control and attack through shadows within medium range 60ft

Life Drain

Attacks inflict Pain 1 & heal 1 Pain for the Wraith

FLAW

Sunlight (Aflame 2)

Suffers 2 Aflame when in direct sunlight

MONSTERS: HIT DICE 7

DREADKNIGHTS



HD	7	DMG (W)	19 (8)	SPEED	30
SCORE	60%	Soak (AV)	19 (8)	Attacks	2

- SPECIALIZED**
- ◆ Combat
 - ◆ Intimidation
 - ◆ Leadership
- +3 Hits

- INEPT**
- ◆ Diplomacy
 - ◆ Stealth
 - ◆ Magick
- 10%

QUALITIES

Large Sized*

+5 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Holy Power

Attacks inflict Trauma 1 & Stun 1

Servant of Dominus

Immune to Stun & routing

FLAW

Obsessed (Destroying Witch)

Focuses only on destroying witches when in their presence

*Already Modified

ALCHEMIC ABOMINATIONS



HD	7	DMG (W)	17 (6)	SPEED	20
SCORE	60%	Soak (AV)	15 (4)	Attacks	1

- SPECIALIZED**
- ◆ Resilience
 - ◆ Intimidation
 - ◆ Destruction
- +3 Hits

- INEPT**
- ◆ Speed
 - ◆ Intelligence
 - ◆ Diplomacy
- 10%

QUALITIES

Large Sized*

+10 Damage & Soak

Regeneration (Corrosive)

Heals 2 Bleed & Poison per round, corrosives halts for d6 rounds

Twisted Tentacles

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

Servant of Minera

Returns to life in 2d6 rounds unless fully burned

FLAW

Innocents

Cannot harm an innocent soul.

*Already Modified

HARVEST HORRORS



HD	7	DMG (W)	17 (6)	SPEED	20	
SCORE	60%	Soak (AV)	17 (6)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Strength ◆ Nature Control ◆ Intimidation 				
+3 Hits		<ul style="list-style-type: none"> ◆ Speed ◆ Intelligence ◆ Diplomacy 				
INEPT		<ul style="list-style-type: none"> -10% 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Plant

Immune to Bleed

Horrific

A gut wrenching horrific sight, the first time anyone sees a Horror, Quarrel vs 3 Hits or rout

Servant of Ynir

Can control and attack through fields within short range 30ft.

FLAW

Fire (Aflame 2)

Suffers 2 Aflame when in contact with fire

*Already Modified

CHAOS BEASTS



HD	7	DMG (W)	17 (6)	SPEED	60	
SCORE	60%	Soak (AV)	15 (4)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Chaos Manipulation ◆ Unpredictability ◆ Combat 				
INEPT		<ul style="list-style-type: none"> -10% 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Shifting Form

Heals 1 Condition per round

Unpredictable Attack

Attacks inflict a -2 Hit penalty to defend against

Maddening Form

Inflict Stress 1 to everyone Engaged with it, each round

FLAW

Silver (Poison 2)

Suffers 2 Poison when in contact with silver

*Already Modified

MONSTERS: HIT DICE 8

BEASTBOUND



HD	8	DMG (W)	12 (6)	SPEED	40
SCORE	66%	Soak (AV)	12 (6)	Attacks	2

- SPECIALIZED**
- ◆ Strength
 - ◆ Wilderness Survival
 - ◆ Transformation
- +3 Hits

- INEPT**
- ◆ Diplomacy
 - ◆ Urban Environments
 - ◆ Magick
- 16%

QUALITIES

Bear Form

Can transform into a massive bear, becoming Huge Size gaining +10 Damage & Soak

Wild Instincts

Gains +2 Hits when in a forest

Servant of Bygorr

Attacks have Rend 1 & inflict Bleed 1

FLAW

Silver (Pain 2)

Suffers 2 Pain when in contact with silver

*Already Modified

SHADOWCLAWS



HD	8	DMG (W)	8 (2)	SPEED	40
SCORE	66%	Soak (AV)	8 (2)	Attacks	1

- SPECIALIZED**
- ◆ Stealth
 - ◆ Thievery
 - ◆ Transformation
- +3 Hits

- INEPT**
- ◆ Combat
 - ◆ Strength
 - ◆ Honesty

QUALITIES

Crow Form

Can transform into a dire crow, becoming Large Size gaining +5 Damage & Soak, & can fly 60ft per round

Servant of Corvis

Has 10 Luck to modify rolls, each session

FLAW

Sunlight (Pain 2)

Suffers 2 Pain when in contact with sunlight

*Already Modified

FROSTFANGS



HD	8	DMG (W)	17 (6)	SPEED	40
SCORE	66%	Soak (AV)	15 (4)	Attacks	1
SPECIALIZED	<ul style="list-style-type: none"> ◆ Hunting ◆ Cold Environments ◆ Stealth 				
+3 Hits					
INEPT	<ul style="list-style-type: none"> ◆ Heat ◆ Diplomacy ◆ Magick 				
-16%					
QUALITIES					

Large Sized*

+5 Damage & Soak

Bitter Cold

All within 10ft suffer 1 Pain, each round

Freezing Bite

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

Servant of Furnos

Immune to Pain

FLAW **Animalistic**

Can only dodge attacks

*Already Modified

DROWNER



HD	8	DMG (W)	22 (6)	SPEED	40
SCORE	66%	Soak (AV)	16 (0)	Attacks	1
SPECIALIZED	<ul style="list-style-type: none"> ◆ Drowning ◆ Sea Navigation ◆ Intimidation 				
+3 Hits					
INEPT	<ul style="list-style-type: none"> ◆ Land ◆ Diplomacy ◆ Stealth 				
-16%					
QUALITIES					

Huge Sized*

+10 Damage & Soak

Amphibious

Can breathe and move in water and on land

Storm Summoner

Once per day, can summon a harrowing storm, that uses 2 Hits for Quarrels

Tidal Wave

Can telegraph for 1 round to summon a tidal wave, inflicting Prone & 6d6 dmg within medium range 60ft

Servant of Thonjun

Can drown anyone grappled by the Tempest, they cannot hold their breath & become Air Deprived

FLAW **Land (Poison 2)**

Suffers 2 Poison when on land

*Already Modified

MONSTERS: HIT DICE 9

NIGHTMARES



HD	9	DMG (W)	9 (2)	SPEED	40
SCORE	70%	Soak (AV)	7 (0)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Fear Induction◆ Dream Manipulation◆ Stealth
+3 Hits					<ul style="list-style-type: none">◆ Physical Combat◆ Daylight Activities◆ Healing
INEPT					
-10%					
QUALITIES					

Dream Haunter

Can induce terrifying nightmares in their victims, causing them to suffer 2 Stress each night

Fear Feaster

Heals 1 Condition for each creature suffering Stress within medium range 60ft, each round

Servant of Nox

Can become invisible in darkness

FLAW

Tell-Tale Sign (Ravens)

Leaves Ravens behind, making it easily tracked.

*Already Modified

CORRUPTOR FIENDS



HD	9	DMG (W)	9 (2)	SPEED	30
SCORE	70%	Soak (AV)	9 (2)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Seduction◆ Corruption◆ Manipulation
+3 Hits					<ul style="list-style-type: none">◆ Physical Combat◆ Honesty◆ Resisting Temptation
INEPT					
-10%					
QUALITIES					

Corrupting Touch

Can Quarrel against a target to force them to perform an action & suffer 1 Corruption

Terrible Beauty

All within 10ft of the Fiend suffers 1 Pain

Agile Form

Can leap up to medium range 60ft with a Move Action

FLAW

Threshold

Cannot enter a structure without being invited unless they own it.

*Already Modified

BERSERKER FIENDS



HD	9	DMG (W)	20 (8)	SPEED	40
SCORE	70%	Soak (AV)	18 (6)	Attacks	2

SPECIALIZED

+3 Hits

- ◆ Combat
- ◆ Intimidation
- ◆ Leadership

INEPT

-10%

- ◆ Diplomacy
- ◆ Stealth
- ◆ Patience

QUALITIES
Large Sized*

+5 Damage & Soak

Blazing Body

Immune to fire

Burning Axes

Attacks inflict Aflame 2

Berserker Strikes

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

FLAW
Tell-Tale Sign (Shouting)

Constantly shouting, making it easily tracked.

*Already Modified

VOID THING



HD	9	DMG (W)	23 (6)	SPEED	50
SCORE	70%	Soak (AV)	21 (4)	Attacks	1

SPECIALIZED

+3 Hits

- ◆ Reality Warping
- ◆ Fear Induction
- ◆ Chaos

INEPT

-10%

- ◆ Stability
- ◆ Order
- ◆ Predictability

QUALITIES
Huge Sized*

+10 Damage & Soak

Shifting Form

Heals 1 Condition per round

Reality Warping

Can telegraph for 1 round to rip two holes in reality, create two connected portals within long range 90ft for d6 min, traveling between portals inflict Corruption 2

Spawn of the Void

Can move and attack through warped reality portals within medium range 60ft

FLAW
Lodestones (Bleed 2)

Suffers 2 Bleed when in contact with Lodestones.

*Already Modified

MONSTERS: HIT DICE 10

IRONCLAD GOLIATHS



HD	10	DMG (W)	25 (8)	SPEED	20	
SCORE	77%	Soak (AV)	25 (8)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Combat ◆ Defense ◆ Intimidation 				
+4 Hits		<ul style="list-style-type: none"> ◆ Speed ◆ Stealth ◆ Diplomacy 				
INEPT		<ul style="list-style-type: none"> -17% 				
QUALITIES						

Huge Sized*

+10 Damage & Soak

Construct

Immune to Pain, Bleed & Poison, and can see heat

Unstoppable Force

Can move through objects and structures up to 10ft thick stone walls

Armor Plated

Can deflect one Attack per limb, each session

Servant of Dominus

Immune to Stun & routing

FLAW

Witch Iron (Aflame 3)

Suffers 3 Aflame when in contact with Witch Iron.

*Already Modified

GILTFANG DRAKENS



HD	10	DMG (W)	23 (6)	SPEED	40	
SCORE	77%	Soak (AV)	23 (6)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Innovation ◆ Combat ◆ Wisdom 				
+4 Hits		<ul style="list-style-type: none"> ◆ Stealth ◆ Physical Labor ◆ Deception 				
QUALITIES						

Huge Sized*

+10 Damage & Soak

Flight

Can fly 90ft per round

Innovative Mind

Can use an Action to create a 5 HD clockwork servant, d6 times each session.

Powder Breath

Can telegraph for 1 round to target a 60ft area(r) within 120ft, all within the area suffer 10d6 dmg.

FLAW

Obsessed (Treasure)

Will focus only on obtaining Treasure when in its presence.

*Already Modified

THICKETBORN GIANTS



HD	10	DMG (W)	33 (6)	SPEED	20
SCORE	77%	Soak (AV)	33 (6)	Attacks	1

SPECIALIZED

+4 Hits

- ◆ Nature Control
- ◆ Defense
- ◆ Strength

INEPT

-17%

- ◆ Speed
- ◆ Urban Environments
- ◆ Deception

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Plant

Immune to Bleed

Nature Guardian

Can telegraph for 1 round to animate six trees within medium range 60ft, each becoming a Huge 3 HD ent

Life Force

Heals 2 Poison, Pain or Trauma per round

FLAW

Fire (Aflame 2)

Suffers 2 Aflame when in contact with fire

*Already Modified

FATE HANDS



HD	10	DMG (W)	9 (2)	SPEED	30
SCORE	77%	Soak (AV)	9 (2)	Attacks	1

SPECIALIZED

- ◆ Fate Manipulation
- ◆ Magick
- ◆ Scheming

INEPT

- ◆ Physical Combat
- ◆ Honesty
- ◆ Stability

QUALITIES

Amphibious

Can breathe and move in water and on land

Fate Manipulation

Can force anyone to reroll a Check, once per round

Puppet Master

Can Quarrel against a target to swap identities with them, this is impossible to see through

Foresight

Has 10 Luck to modify rolls, each session

FLAW

Silver (Poison 2)

Suffers 2 Poison when in contact with silver

*Already Modified

MONSTERS: HIT DICE II

PRIMAL WORGS



HD	II	DMG (W)	24 (6)	SPEED	50
SCORE	80%	Soak (AV)	24 (4)	Attacks	2
SPECIALIZED					<ul style="list-style-type: none">◆ Hunting◆ Strength◆ Speed
+4 Hits					<ul style="list-style-type: none">◆ Stealth◆ Urban Environments◆ Diplomacy
INEPT					<ul style="list-style-type: none">-10%
QUALITIES					

Huge Sized*

+10 Damage & Soak

Pack Hunter

Gains +2 Hits when in a Mob

Territorial

Can call d6 more Primal Worgs, when in its territory

Servant of Bygorr

Attacks have Rend 2 & inflict Bleed 2

FLAW

Animalistic

Can only dodge attacks

*Already Modified

NIGHT STALKERS



HD	II	DMG (W)	10 (2)	SPEED	40
SCORE	80%	Soak (AV)	10 (2)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none">◆ Stealth◆ Trickery◆ Theft
+4 Hits					<ul style="list-style-type: none">◆ Direct Combat◆ Honesty◆ Daylight Activities
INEPT					<ul style="list-style-type: none">-10%
QUALITIES					

Shadow Form

Immune to conventional weapon, cannot suffer Bleed or Trauma, and can see in the shadows

Shadow Step

Can teleport to any shadow within medium range 60ft

Master Thief

Can Quarrel against a target to steal up to 10 Enc worth of items, from up to 120ft away

Servant of Corvis

Has 10 Luck to modify rolls, each session

FLAW

Sunlight (Aflame 3)

Suffers 3 Aflame when in contact with sunlight

*Already Modified

FROSTSCALE WYRMS



HD	II	DMG (W)	34 (6)	SPEED	40	
SCORE	80%	Soak (AV)	34 (6)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Cold Resistance ◆ Combat ◆ Dominance 				
+4 Hits						
INEPT		<ul style="list-style-type: none"> ◆ Heat ◆ Speed ◆ Diplomacy 				
QUALITIES						

Gigantic Sized*

+20 Damage & Soak

Harshest Winter

All within short range 30ft suffer 2 Pain, each round

Brutal Claws

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

Frost Breath

Can telegraph for 1 round to unleash a 90ft line of frost, inflicting Pain 4 & 1rd6 dmg.

Servant of Furnos

Immune to Pain

FLAW

Fire (Poison 3)

Suffers 3 Poison when in contact with fire

*Already Modified

STORM LEVIATHANS



HD	II	DMG (W)	36 (8)	SPEED	40	
SCORE	80%	Soak (AV)	34 (6)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Swimming ◆ Storm Creation ◆ Intimidation 				
+4 Hits						
INEPT		<ul style="list-style-type: none"> ◆ Land Movement ◆ Stealth ◆ Diplomacy 				
QUALITIES						

Gigantic Sized*

+20 Damage & Soak

Amphibious

Can breathe and move in water and on land

Storm Creation

Once per day, can summon a harrowing storm, that uses 4 Hits for Quarrels

Many Tentacles

Each attack can strike all within medium range 60ft.

Servant of Thonjun

Can drown anyone grappled by the Leviathan, they cannot hold their breath & become Air Deprived

FLAW

Dry (Poison 3)

Suffers 3 Poison when dry

*Already Modified

MONSTERS: HIT DICE 12

TOMB PRIESTS



HD	12	DMG (W)	17 (4)	SPEED	20
SCORE	88%	Soak (AV)	19 (6)	Attacks	1

- SPECIALIZED**
- ◆ Necromancy
 - ◆ Guarding
 - ◆ Intimidation

- INEPT**
- ◆ Speed
 - ◆ Healing
 - ◆ Daylight Activities
- 18%

QUALITIES

Large Sized*

+5 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Necromancy

Can telegraph for 1 round to raise a small mob of 5 HD undead servants, d6 times each session

Unkillable (Dust)

Returns to life in 2d6 rounds unless fully broken down into dust.

Servant of Nox

Can become invisible in darkness

FLAW

Bound Guardians

Cannot move more than 1 mile from their bound location

*Already Modified

INTOXICATION DEMONS



HD	12	DMG (W)	19 (4)	SPEED	30
SCORE	88%	Soak (AV)	15 (2)	Attacks	1

- SPECIALIZED**
- ◆ Seduction
 - ◆ Physical Combat
 - ◆ Manipulation

- INEPT**
- ◆ Stealth
 - ◆ Honesty
 - ◆ Resisting Temptation

QUALITIES

Large Sized*

+5 Damage & Soak

Intoxicating Aroma

All within short range 30ft suffer 2 Pain

Corruptor

Can Quarrel against a target to make them suicidally loyal for a day

Serpent Hair

Roll three attacks, for each Attack Action. If an attack isn't blocked, the remaining attacks are uncontested

FLAW

Obsessed (Innocents)

Focuses only on innocents when in their presence

*Already Modified

WARLORD DEMONS



HD	12	DMG (W)	28 (10)	SPEED	40
SCORE	88%	Soak (AV)	24 (6)	Attacks	3

SPECIALIZED

+4 Hits

- ◆ Combat
- ◆ Leadership
- ◆ Intimidation

INEPT

-18%

- ◆ Diplomacy
- ◆ Stealth
- ◆ Patience

QUALITIES
Huge Sized*

+10 Damage & Soak

Rage Fueled

Heals 2 Conditions, each round the demon attacks.

Blazing Body

Immune to fire

Violent Weapons

Attacks inflict Trauma 1 & Bleed 1

Fire Breath

Telegraph for 1 round then target a 30ft area(r) within medium range 60ft, all within the area suffer 3 Aflame.

FLAW
Obsessed (Greatest Foe)

Focuses only on the greatest foe in their presence

*Already Modified

VOID TERROR



HD	12	DMG (W)	24 (6)	SPEED	50
SCORE	88%	Soak (AV)	22 (4)	Attacks	1

SPECIALIZED

+4 Hits

- ◆ Reality Warping
- ◆ Fear Induction
- ◆ Chaos

INEPT

-18%

- ◆ Stability
- ◆ Order
- ◆ Predictability

QUALITIES
Huge Sized*

+10 Damage & Soak

Chaos Form

Heals 2 Conditions per round

Impossible Flesh

Inflict Stress 2 to everyone Engaged with it, each round

Reality Tear

Can telegraph for 1 round to cause rip a hole in reality, summoning d6 9 HD Large Void Things, each session

Caller of the Void

Can move and attack through warped reality portals within 120ft

FLAW
Lodestones (Bleed 3)

Suffers 3 Bleed when in contact with Lodestones.

*Already Modified

MONSTERS: HIT DICE 13

HARBINGERS



HD	13	DMG (W)	27 (8)	SPEED	30
SCORE	90%	Soak (AV)	25 (6)	Attacks	2
SPECIALIZED					
+5 Hits					
INEPT		◆ Combat			
		◆ Intimidation			
-10%		◆ Chaos Induction			
QUALITIES					

Huge Sized*

+10 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Plaguebearer

All within short range 30ft of the Harbinger must Quarrel against it or contract the Rotfever (Disease, 6 Hits)

Spear Throw

Can telegraph for 1 round to throw a spear up to 120ft, making an attack vs a 5ft (r) area.

Harbinger Weapons

Attacks inflict Poison 2

FLAW

Sunlight (Pain 3)

Suffers 3 Pain when in contact with sunlight

*Already Modified

PURIFIERS



HD	13	DMG (W)	18 (4)	SPEED	20
SCORE	90%	Soak (AV)	22 (8)	Attacks	1
SPECIALIZED					
+5 Hits					
INEPT		◆ Cleanse Corruption			
		◆ Healing			
-10%		◆ Protection			
QUALITIES					

Large Sized*

+5 Damage & Soak

Construct

Immune to Pain, Bleed & Poison, and can see heat

Meteoric Iron Body

Can deflect two Attacks per limb, each session

Terrible Purity

All who touch the Purifier lose all Corruption and suffer 2 Aflame for each Corruption lost

FLAW

Witch Iron (Aflame 3)

Suffers 3 Aflame when in contact with Witch Iron.

*Already Modified

COASTAL SERPENTS



HD	13	DMG (W)	35 (6)	SPEED	50
SCORE	90%	Soak (AV)	35 (6)	Attacks	1
SPECIALIZED	<ul style="list-style-type: none"> ◆ Sand Tunneling ◆ Survival ◆ Hunting 				
+5 Hits					
INEPT	<ul style="list-style-type: none"> ◆ Water ◆ Cold Environments ◆ Social Interaction 				
-10%					
QUALITIES					

Gigantic Sized*

+20 Damage & Soak

Amphibious

Can breathe and move in water and on land

Sand Swimmer

Can breathe and swim through the sand as if it was water

Tremor Sight

Can see vibrations.

FLAW

Fire (Pain 2)

Suffers 2 Pain when in contact with fire

*Already Modified

STONECRUSHER GIANTS



HD	13	DMG (W)	37 (8)	SPEED	30
SCORE	90%	Soak (AV)	31 (2)	Attacks	1
SPECIALIZED	<ul style="list-style-type: none"> ◆ Strength ◆ Boulder Throwing ◆ Terrain Manipulation 				
+5 Hits					
INEPT	<ul style="list-style-type: none"> ◆ Speed ◆ Magick ◆ Stealth 				
-10%					
QUALITIES					

Gigantic Sized*

+20 Damage & Soak

Boulder Throw

Can telegraph for 1 round to throw a boulder up to 120ft, making an attack vs a 5ft (r) area.

Mountain Shaper

Can mold a 10ft cube of rock like clay

FLAW

Stupid

If there is no adjacent ally, each round roll d6:
1-2 stand & drool, 3-6 act normal.

*Already Modified

MONSTERS: HIT DICE 14

STORMSCALE DRAGONS



HD	14	DMG (W)	37 (8)	SPEED	40
SCORE	99%	Soak (AV)	37 (8)	Attacks	2
SPECIALIZED					<ul style="list-style-type: none">◆ Weather Control◆ Fate Manipulation◆ Intimidation
+5 Hits					<ul style="list-style-type: none">◆ Stealth◆ Ground Combat◆ Diplomacy
INEPT					<ul style="list-style-type: none">◆ Diplomacy◆ Stealth◆ Urban Environments
QUALITIES					

Gigantic Sized*

+20 Damage & Soak

Flight

Can fly 120ft per round

Storm Control

Can control & Attack using storms within 120 ft

Lightning Breath

Can telegraph for 1 round to unleash a 120ft line of lightning, inflicting Stun 2 & 14d6 dmg

Storm Walker

Can teleport anywhere within a storm up to 1 mile away

FLAW

Grounded (Pain 3)

Suffers Pain 3 when unable to fly

*Already Modified

BEAST KINGS



HD	14	DMG (W)	39 (10)	SPEED	50
SCORE	99%	Soak (AV)	37 (8)	Attacks	3
SPECIALIZED					<ul style="list-style-type: none">◆ Combat◆ Intimidation◆ Wilderness Survival
+5 Hits					<ul style="list-style-type: none">◆ Diplomacy◆ Stealth◆ Urban Environments
QUALITIES					

Gigantic Sized*

+20 Damage & Soak

Overpowering Assault

Inflicts -2 Hits to non dodging, Defensive rolls

Unstoppable Force

Can move through objects and structures up to 20ft thick stone walls

Savage Weapons

Attacks have Rend 3

FLAW

Tell-Tale Sign (Noise)

Makes loud noises, making it easily tracked

*Already Modified

STARVING GNASHERS



HD	14	DMG (W)	25 (6)	SPEED	60	
SCORE	99%	Soak (AV)	23 (4)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ❖ Stealth ❖ Fear Induction ❖ Combat 				
+5 Hits						
INEPT		<ul style="list-style-type: none"> ❖ Reason ❖ Light ❖ Crowds 				
-19%						
QUALITIES						

Huge Sized*

+10 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Unnatural Hunger

Can consume a mind boggling amount of flesh with an Action, healing all Trauma and regrowing lost limbs for consuming a Medium sized creature

Ravenous Bite

Roll two attacks, for each Attack Action. If the first attack isn't blocked, the second attack is uncontested

FLAW

Obsessed (Human Flesh)

Will focus only on obtaining human flesh when in its presence.

*Already Modified

DUST REAPERS



HD	14	DMG (W)	22 (8)	SPEED	20	
SCORE	99%	Soak (AV)	20 (6)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ❖ Time Manipulation ❖ Death Induction ❖ Intimidation 				
+5 Hits						
INEPT		<ul style="list-style-type: none"> ❖ Healing ❖ Diplomacy ❖ Life Induction 				
-19%						
QUALITIES						

Large Sized*

+5 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Death's Touch

Can Quarrel against a target to age them 10 years

Dust Weapons

Attacks inflict Pain 2 & Poison 2

FLAW

Obsessed (Newborn)

Focuses only on newborns when in their presence

*Already Modified

MONSTERS: HIT DICE 15

IRONHIDE DRAGONS



HD	15	DMG (W)	38 (8)	SPEED	30
SCORE	100%	Soak (AV)	38 (8)	Attacks	3

- SPECIALIZED**
- ◆ Metal Manipulation
 - ◆ Innovation
 - ◆ Industry

- INEPT**
- ◆ Stealth
 - ◆ Wilderness Survival
 - ◆ Chaos Induction
- 20%

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Flight

Can fly 120ft per round

Metal Manipulation

Can control & Attack using metal within 120ft

Golden Weapons

Attacks destroy metal weapons & armor

FLAW

Obsessed (Heavy Metal)

Focuses only on heavy metal when in its presence

*Already Modified

ANCESTOR TREEFOLK



HD	15	DMG (W)	36 (6)	SPEED	20
SCORE	100%	Soak (AV)	38 (8)	Attacks	1

- SPECIALIZED**
- ◆ Life Manipulation
 - ◆ Nature Control
 - ◆ Healing

- INEPT**
- ◆ Speed
 - ◆ Deception
 - ◆ Urban Environments

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Plant

Immune to Bleed

Life Force (Fire)

Heals 3 Poison, Pain or Trauma per round, fire halts

Forest Speech

Can communicate with anything within their forest

Ancient Bark

Can deflect 1 attack per limb, each session

Renewal Seed

Will return to life as a 7 HD large treefolk in 6 months

FLAW

Fire (Aflame 4)

Suffers 4 Aflame when in contact with fire

*Already Modified

THOUGHT SLAVERS



HD	15	DMG (W)	14 (4)	SPEED	30	
SCORE	100%	Soak (AV)	14 (4)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Shadow Manipulation ◆ Mind Control ◆ Secrecy 				
+5 Hits		<ul style="list-style-type: none"> ◆ Physical Combat ◆ Light ◆ Honesty 				
INEPT		<ul style="list-style-type: none"> ◆ Stealth ◆ Diplomacy ◆ Water Environments 				
QUALITIES						

Infravision

Can see heat

Mind Control

Can Quarrel against a target to control it for a day

Ego Weapon

Attacks ignore AV and can attack up to 30 ft away

Mind Trap

Can telegraph for 1 round to trap all who can see the Slaver in its personal mind palace, inflicting Helpless 6

FLAW

Terrified (Sunlight)

Runs from terror when it sees sunlight

*Already Modified

HELLFIRE TITANS



HD	15	DMG (W)	38 (8)	SPEED	20	
SCORE	100%	Soak (AV)	38 (8)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Fire Manipulation ◆ Emotional Control ◆ Intimidation 				
+5 Hits		<ul style="list-style-type: none"> ◆ Stealth ◆ Diplomacy ◆ Water Environments 				
QUALITIES						

Gigantic Sized*

+20 Damage & Soak

Blazing Body

Immune to fire

Hellfire Weapon

Attacks inflict Alfame 3

Infernal Core

Explodes in a 90ft (r) on death, inflicting 6 Alfame

Rage Call

Can telegraph for 1 round to incite rage in all within medium range 60ft, causing them to attack the closest creature

FLAW

Water (Poison 3)

Suffers 3 Poison when in contact with water

*Already Modified

MONSTERS: HIT DICE 16

EMBERWING DRAGONS



HD	16	DMG (W)	38 (8)	SPEED	40
SCORE	105%	Soak (AV)	38 (8)	Attacks	2

- SPECIALIZED**
- ◆ Fire Manipulation
 - ◆ Combat
 - ◆ Intimidation
- +6 Hits

- INEPT**
- ◆ Stealth
 - ◆ Diplomacy
 - ◆ Water Environments
- 25%

QUALITIES

- Gigantic Sized*
- +20 Damage & Soak
- Blazing Body**
Immune to fire
- Flight**
Can fly 90ft per round
- Pyromancy**
Can control & Attack using fire within 120ft
- Fire Breath**
Can telegraph for 1 round to unleash a 30ft area(r) of magma within 200 ft, inflicting Aflame 5 & 1d6 dmg
- Impossible Heat**
All within short range 30ft suffer 2 Aflame each round

- FLAW** **Water (Pain 4)**
Suffers 4 Pain when in contact with water

*Already Modified

DAWNSTAR PHOENIXES



HD	16	DMG (W)	19 (4)	SPEED	50
SCORE	105%	Soak (AV)	17 (2)	Attacks	1

- SPECIALIZED**
- ◆ Light Manipulation
 - ◆ Purification
 - ◆ Renewal
- +6 Hits

- INEPT**
- ◆ Darkness
 - ◆ Deception
 - ◆ Physical Combat

QUALITIES

- Large Sized***
- +5 Damage & Soak
- Flight**
Can fly 150ft per round
- Radiant Form**
Inflicts Blind 2 each round to all who can see it
- Immortal Light**
Upon death its body burns to ashes and is reborn after d6 days

- FLAW** **Darkness (Pain 4)**
Suffers 4 Pain when in total darkness

*Already Modified

EXECUTIONER DEVILS



HD	16	DMG (W)	28 (8)	SPEED	20	
SCORE	105%	Soak (AV)	28 (8)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Combat ◆ Leadership ◆ Intimidation 				
+6 Hits		<ul style="list-style-type: none"> ◆ Diplomacy ◆ Stealth ◆ Patience 				
INEPT		<ul style="list-style-type: none"> -25% 				
QUALITIES						

Huge Sized*

+10 Damage & Soak

Dread Executioner

Can telegraph for 1 round to make a single attack vs all within reach, inflicting Trauma 2 & Bleed 4

Horrible Weapons

Attacks have Rend 4

Terrifying

A being of pure terror, the first time anyone sees an Executioner, Quarrel vs 6 Hits or rout

FLAW

Cruelty (Pain 3)

Suffers 3 Pain if they ignore a Prone foe

*Already Modified

JABBERVRACK



HD	16	DMG (W)	26 (6)	SPEED	40	
SCORE	105%	Soak (AV)	24 (4)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Feasting on the Wicked ◆ Sensing the Wicked ◆ Terrorizing the Wicked 				
+6 Hits		<ul style="list-style-type: none"> ◆ Hiding ◆ Traveling Far ◆ Self Preservation 				
QUALITIES						

Huge Sized*

+10 Damage & Soak

Flight

Can fly 30ft per round

Alchemic Blood

Inflict Poison 2 to all engaged when it takes damage

Maddening Form

Inflict Stress 1 to everyone Engaged with it, each round

Jabbervrack Weapons

Attacks inflict Pain 2

Servant of Minera

Returns to life in 2d6 rounds unless fully burned

FLAW

Innocents

Cannot harm an innocent soul.

*Already Modified

MONSTERS: HIT DICE 17

HEART HUNTERS



HD	17	DMG (W)	29 (8)	SPEED	50
SCORE	110%	Soak (AV)	27 (6)	Attacks	2
SPECIALIZED					<ul style="list-style-type: none"> ◆ Aerial Combat ◆ Fear Induction ◆ Hunting
+6 Hits					<ul style="list-style-type: none"> ◆ Stealth ◆ Grounded Combat ◆ Crowds
INEPT					<ul style="list-style-type: none"> -20%
QUALITIES					

Huge Sized*

+10 Damage & Soak

Flight

Can fly 90ft per round

Heart Taker

Inflicted injuries to the heart/lung, rip out heart instead

Piercing Horns

Attacks have Rend 2

Soul-Seeking Shadows

It collects the shadows of its victims, it is always accompanied by a small mob of 8 HD shadows

FLAW **Terrified (Cats)**

Runs from terror when it sees Cats

*Already Modified

TERRAQUAKE COLOSSI



HD	17	DMG (W)	39 (8)	SPEED	20
SCORE	110%	Soak (AV)	39 (8)	Attacks	1
SPECIALIZED					<ul style="list-style-type: none"> ◆ Beast Manipulation ◆ Savagery Induction ◆ Terrain Control
+6 Hits					<ul style="list-style-type: none"> ◆ Diplomacy ◆ Stealth ◆ Urban Environments
INEPT					<ul style="list-style-type: none"> -20%
QUALITIES					

Gigantic Sized*

+20 Damage & Soak

Construct

Immune to Pain, Bleed & Poison, and can see heat

Massive

Can move through objects and structures up to 30ft of stone

Tremor Sight

Can see vibrations.

Terraquake Stomp

Can telegraph for 1 round to stomp the ground, creating an earthquake to a 200ft (r) area, causing Prone and 8d6 dmg to all standing on the ground

FLAW **Airborne (Pain 4)**

Suffers 4 Pain when not touching the ground

*Already Modified

FATE MASTERS



HD	17	DMG (W)	20 (4)	SPEED	30	
SCORE	110%	Soak (AV)	20 (4)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Fate Manipulation ◆ Chaos Induction ◆ Deception 				
+6 Hits		<ul style="list-style-type: none"> ◆ Stability ◆ Honesty ◆ Physical Combat 				
INEPT		<ul style="list-style-type: none"> -20% 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Teleportation

Can teleport up to 60ft per round

Fate Manipulation

Can force anyone to reroll a Check, once per round

Chaos Wave

Can Quarrel against all targets within medium range 60ft to freely swap identities between them, this is impossible to see through

Perfect Foresight

Has 20 Luck to modify rolls, each session

FLAW

Witch Iron (Poison 4)

Suffers 4 Poison when in contact with Witch Iron

*Already Modified

DEATH HEADS



HD	17	DMG (W)	29 (8)	SPEED	30	
SCORE	110%	Soak (AV)	25 (4)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Physical Combat ◆ Disease ◆ Fear Induction 				
+6 Hits		<ul style="list-style-type: none"> ◆ Chasing ◆ Perception ◆ Stability 				
QUALITIES						

Huge Sized*

+10 Damage & Soak

Undead

Immune to Pain, Bleed & Poison, and can see heat

Deathbearer

All within 120ft of the Death Head must Quarrel against it or contract the Rotfever (Disease, 6 Hits)

Death Flesh

Inflict Poison 2 to everyone Engaged with it, each round

Black Fog

Can exude a 120ft (r) pure black fog, that no light can penetrate, once per hour

FLAW

Sunlight (Aflame 4)

Suffers 4 Aflame when in contact with sunlight

*Already Modified

MONSTERS: HIT DICE 18

GOLDSCALE HYDRAS



HD	18	DMG (W)	39 (8)	SPEED	40
SCORE	115%	Soak (AV)	39 (8)	Attacks	3†

- SPECIALIZED**
- ◆ Metal Manipulation
 - ◆ Innovation Induction
 - ◆ Wealth Accumulation

- INEPT**
- ◆ Stealth
 - ◆ Wilderness Survival
 - ◆ Chaos Induction
- 25%

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Repulsive Hide

Gains +2 Hits to defending against attacks with metal

Hydra Heads†

Lose one Attack for Head killed, survives until all three Heads die

Regeneration (Corrosive)

Heals 2 Bleed, Poison & one head/limb per round, corrosives halts

Liquid Metal Weapons

Attacks inflict Poison 3

FLAW

Corrosive (Aflame 5)

Suffers 5 Aflame when in contact with corrosives

*Already Modified

FOREST HEARTS



HD	18	DMG (W)	37 (6)	SPEED	20
SCORE	115%	Soak (AV)	39 (8)	Attacks	1

- SPECIALIZED**
- ◆ Life Manipulation
 - ◆ Nature Control
 - ◆ Healing

- INEPT**
- ◆ Speed
 - ◆ Deception
 - ◆ Urban Environments

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Plant

Cannot suffer Bleed

Nature's Command

Can control & Attack through other plants within 1/2 mile

Life Force (Fire)

Heals 4 Poison, Pain or Trauma per round, fire halts

Legion

Each Forest Heart is made of 5 individual 18 HD Huge monsters, each acting as a limb

FLAW

Fire (Aflame 5)

Suffers 5 Aflame when in contact with fire

*Already Modified

UMBRAL LICHES



HD	18	DMG (W)	20 (4)	SPEED	30	
SCORE	115%	Soak (AV)	20 (4)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Shadow Manipulation ◆ Stealth ◆ Secrecy 				
+6 Hits		<ul style="list-style-type: none"> ◆ Physical Combat ◆ Light ◆ Honesty 				
INEPT		<ul style="list-style-type: none"> -25% 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Shadow Form

Immune to conventional weapon, cannot suffer Bleed or Trauma, and can see in the shadows

Shadow Mastery

Can control, solidify & Attack through shadows within 1/2 mile

Dark Caller

Can telegraph for 1 round to raise a small mob of 9 HD shadow servants, d6 times each session

FLAW

Bright Light (Pain 5)

Suffers 5 Pain when exposed to bright light

*Already Modified

TIME EATERS



HD	18	DMG (W)	22 (6)	SPEED	30	
SCORE	115%	Soak (AV)	20 (4)	Attacks	1	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Time Manipulation ◆ Death Induction ◆ Change Induction 				
+6 Hits		<ul style="list-style-type: none"> ◆ Life ◆ Stability ◆ Physical Combat 				
QUALITIES						

Large Sized*

+5 Damage & Soak

Teleportation

Can teleport up to 60ft per round

Time Shift

Can move themselves or Quarrel against one target forward in time 1 day

Chronovore

Attacks age targets d6 years & heals 2 Conditions

End of Days

Can telegraph for 1 round to age everything within long range 90ft, 20 years

FLAW

Lodestones (Poison 5)

Suffers 5 Poison when in contact with Lodestones

*Already Modified

MONSTERS: HIT DICE 19

THE VOID MAW



HD	19	DMG (W)	36 (4)	SPEED	30
SCORE	120%	Soak (AV)	36 (4)	Attacks	2

- SPECIALIZED**
- ◆ Chaos Induction
 - ◆ Reality Warping
 - ◆ Consuming

- INEPT**
- ◆ Stability
 - ◆ Order
 - ◆ Light

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Formless Body

Immune to conventional weapons

Reality Warp

Reshapes the terrain within a 200ft each round

Reality Eater

Consumes anything entering its maw, which is added to an ever growing mass in the void

Corrupting Influence

Inflict Stress 1 to everyone who can see it every round

FLAW

Witch Iron (Poison 2)

Suffers 2 Poison when in contact with Witch Iron

*Already Modified

THE BRASS BEAST



HD	19	DMG (W)	40 (8)	SPEED	20
SCORE	120%	Soak (AV)	40 (8)	Attacks	2

- SPECIALIZED**
- ◆ Metal Manipulation
 - ◆ Innovation Induction
 - ◆ Destruction

- INEPT**
- ◆ Stealth
 - ◆ Diplomacy
 - ◆ Magick

QUALITIES

Gigantic Sized*

+20 Damage & Soak

Construct

Immune to Pain, Bleed & Poison, and can see heat

Unstoppable Force

Can move through objects and structures up to 30ft thick stone walls

Armor Plated

Can deflect three Attacks per limb, each session

Golden Furnace

Can telegraph to breathe 30ft area(r) of superheated steam within 200 ft, inflicting Pain 5 & 19d6 dmg

FLAW

Slow

Cannot Sprint

*Already Modified

THE SPIRIT OF VENGEANCE



HD	19	DMG (W)	23 (6)	SPEED	40
SCORE	120%	Soak (AV)	21 (4)	Attacks	3

SPECIALIZED

+7 Hits

- ◆ Fear Manipulation
- ◆ Physical Combat
- ◆ Deception

INEPT

-30%

- ◆ Light
- ◆ Honesty
- ◆ Reason

QUALITIES
Large Sized*

+5 Damage & Soak

Detachable Head

Doesn't need head & can use it as a small 10 HD wraith

Spectral Form

Immune to conventional weapons, cannot suffer Bleed or Trauma, and can see in the dark

Horse of Nightmares

Rides a 15 HD Huge spectral horse that can fly at 120ft per round and pass through objects

Decapitating Strike

Inflicted injuries to the head, decapitates instead

Howling Dread

Constantly shouting echoing screams, the first time anyone hears the Spirit, Quarrel vs 8 Hits or rout

FLAW
Obsessed (Traitor's Heads)

Will focus only on obtaining traitor's heads when in their presence.

*Already Modified

THE SERPENT'S EMBRACE



HD	19	DMG (W)	28 (6)	SPEED	40
SCORE	120%	Soak (AV)	26 (4)	Attacks	2

SPECIALIZED

+7 Hits

- ◆ Seduction
- ◆ Corruption Induction
- ◆ Deception

INEPT

-30%

- ◆ Honesty
- ◆ Physical Combat
- ◆ Stability

QUALITIES
Huge Sized*

+10 Damage & Soak

Deceptive Form

Can disguise itself as any identity at will.

Alluring Song

Can Quarrel against all who hear the Embrace's song or become suicidally loyal for a day

Serpent's Weapons

Attacks inflict Pain 3 & Poison 4

Petrifying Kiss

Any being kissed by the Embrace is turned to stone

Serpent Swarm

Can telegraph for 1 round to spawn a medium mob of 10 HD Poison 2 serpents, d6 times each session

FLAW
Threshold

Cannot enter a structure without being invited unless they own it.

*Already Modified

MONSTERS: HIT DICE 20

THE DRAGON OF WAR



HD	20	DMG (W)	42 (10)	SPEED	40				
SCORE	125%	Soak (AV)	40 (8)	Attacks	3				
SPECIALIZED									
<ul style="list-style-type: none"> ◆ Fire Manipulation ◆ War ◆ Destruction 									
+7 Hits									
INEPT		<ul style="list-style-type: none"> ◆ Diplomacy ◆ Stealth ◆ Water 							
-35%									
QUALITIES									

Gigantic Sized*

+20 Damage & Soak

Flight

Can fly 120ft per round

War Scales

Immune to Aflame, Trauma & Pain

Bone-Melting Heat

All within med range 60ft suffer 3 Aflame each round

Warrior's Call

Can Quarrel against all who hear the Dragon's call or they enter a bloody rage for a day straight

Hellfire Breath

Can telegraph for 1 round to unleash a 60ft area(r) of hellfire within 500 ft, inflicting Aflame 6 & 2d6 dmg

FLAW

Challenger

Cannot ignore any challenge.

THE WATCHER



HD	20	DMG (W)	23 (6)	SPEED	30				
SCORE	125%	Soak (AV)	21 (4)	Attacks	1				
SPECIALIZED									
<ul style="list-style-type: none"> ◆ Time Manipulation ◆ Knowledge ◆ Necromancy 									
+7 Hits									
INEPT		<ul style="list-style-type: none"> ◆ Life ◆ Stability ◆ Physical Combat 							
-35%									
QUALITIES									

Large Sized*

+5 Damage & Soak

Phylactery

Will reform at its phylactery at its time of death

Time Jump

Can move itself or Quarrel against one target forward in time 1 year

Sands of Time

Any who touch the Watcher age 3d6 years or revert everything they've done over the last round

Ancient Legion

Can telegraph for 1 round to raise a large mob of 10 HD undead warriors, d6 times each session

FLAW

Obsessed (New Knowledge)

Will focus only on obtaining new knowledge when in its presence.

THE THING IN THE DEEP



HD	20	DMG (W)	42 (10)	SPEED	20	
SCORE	125%	Soak (AV)	40 (8)	Attacks	3	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Destruction ◆ Sea Control ◆ Fear Induction 				
+7 Hits		<ul style="list-style-type: none"> ◆ Land ◆ Fire ◆ Light 				
INEPT		<ul style="list-style-type: none"> ◆ 				
-35%		<ul style="list-style-type: none"> ◆ 				
QUALITIES						

Gigantic Sized*

+20 Damage & Soak

Tectonic Crust

Can deflect two Attacks per limb, each session

Deep Dweller

Breathes water & cannot be crushed by any means

Shipbreaker

Can telegraph for 1 round to smash a ship in half

Titanic Weapons

Attacks inflict Prone & Trauma 4

Sea Control

Can control and attack through the sea up to 1 mile

Legion

The Thing in the Deep is made of 5 individual 20 HD Gigantic monsters, each acting as a limb

FLAW

Land (Pain 6)

Suffers 6 Pain when on land

*Already Modified

THE HARVEST'S END



HD	20	DMG (W)	38 (6)	SPEED	20	
SCORE	125%	Soak (AV)	40 (8)	Attacks	2	
SPECIALIZED		<ul style="list-style-type: none"> ◆ Life Manipulation ◆ Nature Control ◆ Death 				
+7 Hits		<ul style="list-style-type: none"> ◆ Speed ◆ Deception ◆ Urban Environments 				
INEPT		<ul style="list-style-type: none"> ◆ 				
-35%		<ul style="list-style-type: none"> ◆ 				
QUALITIES						

Gigantic Sized*

+20 Damage & Soak

Harvest Step

Can use its Move to travel up to 1 mile in natural terrain

Plant

Immune to Bleed

Season's Change

Can alter the local weather within 20 miles, at will

Nature Control

Can control and attack through nature up to 1 mile away

Harvest Weapons

Attacks inflict Entangle 2 & Bleed 4

Cyclic Existence

Once killed, it will regrow after a year and a day.

FLAW

Fire (Aflame 6)

Suffers 6 Aflame when in contact with fire

*Already Modified

QUICK OSR STAT CONVERSION

-MONSTER STATS-

Hit Dice	1	2	3	4	5	6	7	8	9	10
Ability	30%	33%	40%	44%	50%	55%	60%	66%	70%	77%
Dmg & Soak	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7
+Hits*	+1	+1	+1	+2	+2	+2	+3	+3	+3	+4
Hit Dice	11	12	13	14	15	16	17	18	19	20
Abilities	80%	88%	90%	99%	100%	105%	110%	115%	120%	125%
Dmg & Soak	+8	+8	+9	+9	+10	+10	+11	+11	+12	+12
+Hits*	+4	+4	+5	+5	+5	+6	+6	+6	+7	+7

*Use for Checks they are good at.

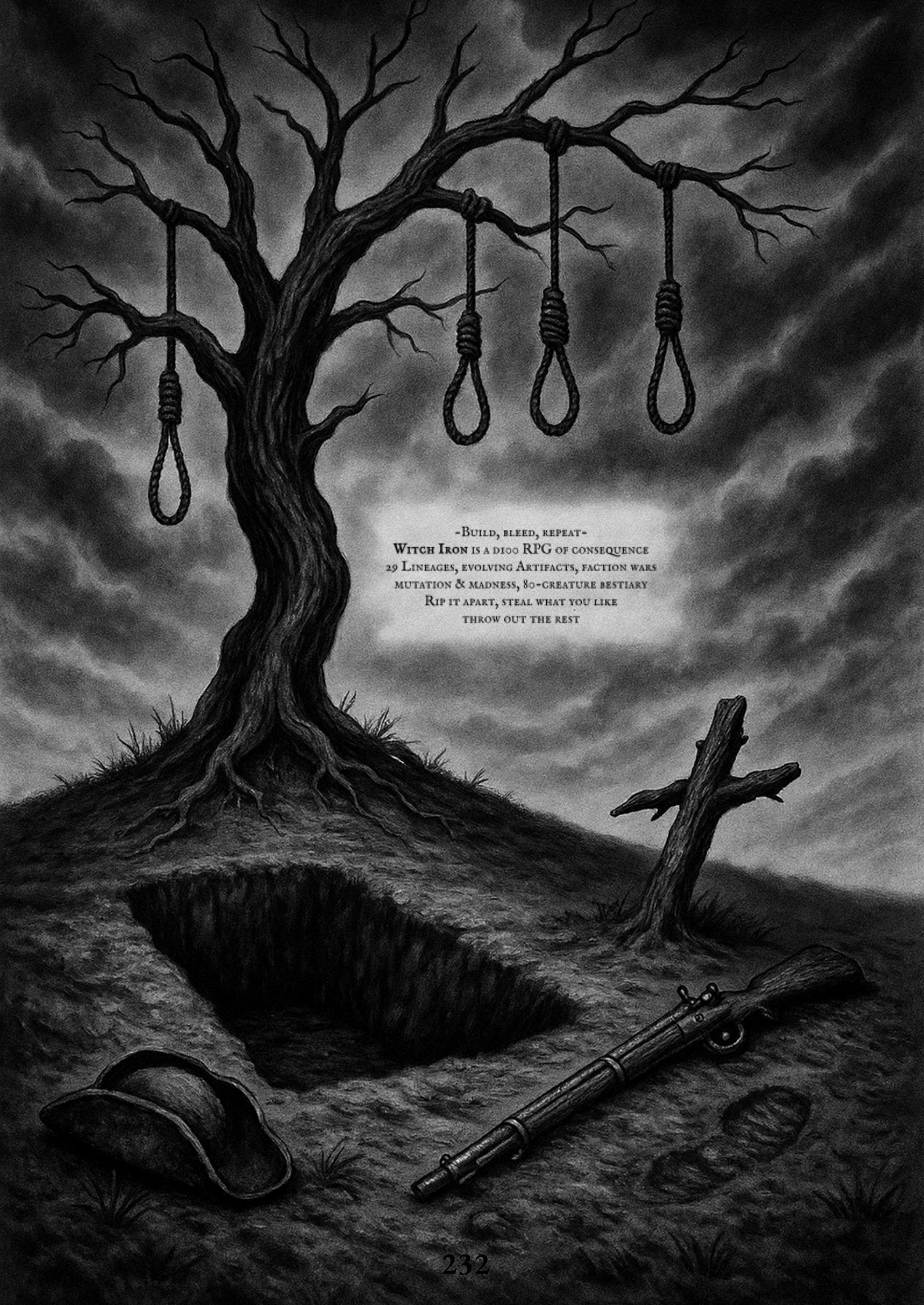
-WEAPONS & ARMOR-

Type	Light	Medium	Heavy	Super Heavy
Damage	+4	+6	+8	+10
AV	+2	+4	+6	+8

Armor Value: Adds to Soak | Feel free to mix and match Armor & Weapon Types.

-SIZE & MOBS-

Size Scale:	Tiny	Small	Medium	Large	Huge	Gigantic	
Soak/Dmg:	-5 (Min 1)	-2 (Min 1)	+0	+5	+10	+20	
Mob Scale:	Small	Medium	Large	Huge	Mob Special Rules		
# of Bodies:	5+ Bodies	20+ Bodies	50+ Bodies	100+ Bodies	❖ Mob Attack: A mob rolls an additional attack for each Mob Attack , and if an attack isn't blocked, all following attacks are uncontested		
Mob Attack:	2	3	4	5			
❖ Bodies: Do not suffer Injuries. Lose one Body for every 5 dmg suffered.							
❖ Area Attacks: If it kills min one body, lose +d6 extra bodies per 5 ft(r)							
❖ Losses: Scale is reduced when Bodies is equal to a lower scale value & the Mob/nearby Leader must pass a +0% Steel/Leadership Check or rout.							



-BUILD, BLEED, REPEAT-

WITCH IRON IS A D100 RPG OF CONSEQUENCE

29 LINEAGES, EVOLVING ARTIFACTS, FACTION WARS
MUTATION & MADNESS, 80-CREATURE BESTIARY

RIP IT APART, STEAL WHAT YOU LIKE

THROW OUT THE REST