

# SHADOW OF THE DEMON LORD

## IKSEIRA CAMPAIGN GUIDE

### ANCESTRIES

#### HUMAN

Humans were the first mortal beings. After the demons were banished to Hell, leaving mankind to rule the mortal realm, unity was found in the Eryth Empire. However, the past 200 years have greeted humankind with dissent and upheaval, climaxing with the black sorcery of the Demon Lord's Shadow, which destroyed the capital city and left the rest of mankind to form a vast array of city states.

- **Many Variations** Humans comprise many different ethnic groups. Skin tones can range from almost

black to albino white, or green, blue, orange, pink, or something else. Some humans have patterned skin, stripes, thick body hair, or no hair at all. Humans also have many different shapes and sizes. They range from 3 to 7 feet tall and weigh from 50 to 500 pounds or more. Most humans live about 70 years.

- **Ubuntu** There is no Eryth culture- neighboring city states have distinct cultures, and while outsiders regularly confuse them, most humans take great offense to being associated with a different city state. The four largest stand in the cardinal directions. In the east stands tall the stronghold-city Cairn, ready for any invasion. In the west the tinkerers and mages of Oeda float through the air. The halls of Torig built by the ancient jotunn to the north are now inhabited by vagabonds and defectors, who have built their own society of misfits in the cold. The port city Waterkeen to the south is home to the church of the new God Amaat.
- **Common Names** Angus, Agnes, Aine, Alice, Anselm, Beatrice, Breandan, Caitlin, Cormac, Ella, Fiona, Geoffrey, Giselle, Henry, Joan, John, Kane, Kiera, Margery, Richard, Roisin, Rordan, Saraid, Seamus, Walter, and Yvonne.



#### CREATING A HUMAN

**Starting Attribute Scores** Strength 9, Agility 9, Intellect 9, Will 9. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health, round down

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

**Damage** 0, **Insanity** 0, **Corruption** 0

**Languages and Professions** You speak the Common Tongue. Pick three professions.

**Heritage** Choose one of the following options.

- **Western** Increase one attribute by 1.
- **Northern** Choose one ancestry from this book. Once per round, when you make an attack against a creature of the chosen ancestry, make the attack roll with 1 boon.
- **Southern** You can breathe underwater, and swim at full speed.
- **Eastern** When you make a ranged weapon attack against a creature suffering 1 or more afflictions, you make the attack roll with 1 boon.

## LEVEL 4 EXPERT HUMAN

**Characteristics** Health +5

You either learn one spell or gain Determined.

**Determined** When you roll a 1 on the die from a boon, you can reroll the die and choose to use the new number.

## BEASTMEN

According to legend, the beastmen rejected the gods of the Old Faith in a long-past age. For their blasphemies, the gods took from them the gift of the human form, rendering them little better than animals. The curse plunged the beastmen into madness and evil, impelling them to pledge service to the demons of the Void.

- **Fur and Blood** These primitive and brutal beings fuse animalistic characteristics with humanoid forms. Beastmen are usually fur-covered and have the heads of beasts, such as goats, wolves, bears, rats, and bulls. Filth and dried blood cling to them, crusting on seeping wounds. Most common are the wolf-headed Vargr, who stand 6 to 8 feet tall and weight 200 to 600 pounds. The rat-headed Ysoki stand between 3 and 4 feet tall, weighing up to 250 pounds while the bull-headed Minotaur reach heights of 10 feet and weigh up to 750 pounds. They never live past 50 years.
- **Without Homeland** Beastmen gather in wild places: deep forests, empty plains, and abandoned, ruined cities, where they raise profane altars. The largest gathering remains in the jungles in Zelt. Before the Empire's collapse, they kept a careful eye on the movements of the "jungle abominations". After the Demon Lord's

Shadow fell, many beastmen took to roving the lands, homeless, friendless.

- **Common Names** Bas, Bristlehead, Dugan, Galfour, Jawaia, Redwood, Orla, Tohgar, Ukrit

## CREATING A BEASTMAN

**Starting Attribute Scores** Strength 10, Agility 10, Intellect 7, Will 8. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score + 1

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health, round down

**Size** 1/2 or 1, **Speed** 12, **Power** 0

**Damage** 0, **Insanity** 0, **Corruption** 0

**Languages and Professions** You speak the Common

Tongue and a tongue unique to your tribe, which has no system of writing. Pick two professions.

**Heritage** Choose one of the following options:

- **Minotaur**

**Bovine Empathy** When you roll to handle a bull, ram, goat, or similar animal, you make the challenge roll with 1 boon.





**Horns of Minos** When you take the charge action, damage from your unarmed strikes increases to 1d6.

**Sons of Baphomet** You make rolls to maintain concentration with 1 boon.

- **Ysoki**

**Rodent Empathy** When you roll to handle a rat, squirrel, beaver, or similar animal, you make the challenge roll with 1 boon.

**Keen Nose** You make Perception rolls with 1 boon if they rely on scent and 1 bane if they rely on sight.

**Cornered Might** While frightened, your melee attacks deal 1d6 extra damage.

- **Vargr**

**Canine Empathy** When you roll to handle a wolf, dog, jackals, or similar animal, you make the challenge roll with 1 boon.

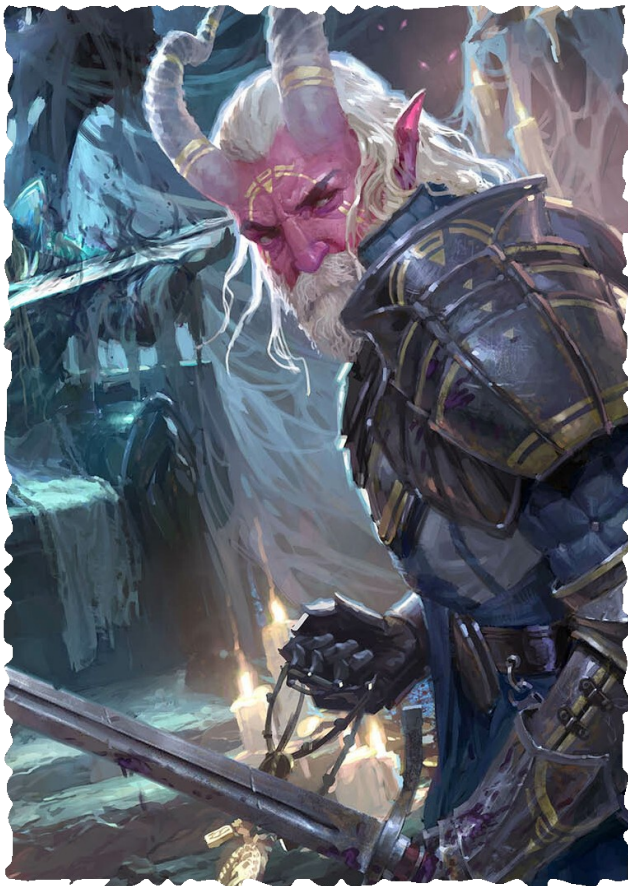
**Relentless** When you take the Charge, Rush, or Retreat action, your base speed increases by 4 yards.

**Pack Fighting** If you attack a surrounded foe, you make the attack with 1 additional boon.

## LEVEL 4 EXPERT BEASTMAN

**Characteristics** Health +6

You either learn one spell or gain Shake It Off.



**Shake It Off** You can use an action to heal damage equal to your healing rate and remove one of the following afflictions: fatigued, impaired, or poisoned. Once you use this talent, you cannot use it again until after you complete a rest.

## CAMBION

Devils use any trick they can to tempt mortals and lure them to their doom. Some offer wealth, others power, and still others carnal pleasures. In this last case, such revelations rarely result in issue, but when they do—and only with humans—the offspring is called a cambion, a dark creation of Hell loosed into the mortal world to spread darkness wherever it goes.

- **Infernal Heritage** Most cambions look human, almost identical to their mortal parent, but all bear some sign that sets them apart from others. This mark reveals that their souls belong to Hell. The sign manifests at different times, with some cambions carrying it from birth and others discovering it in adulthood. It can be subtle, such as a string of numbers on the scalp, or obvious, such as horns breaking from the brow. Cambions have the same range of height and weight that humans do, though tend to live past 80 years.
- **Slave to Darkness** All cambions feel the stirrings of evil in their hearts, impulses to commit vile acts for no reason. Many find the urges too strong to refuse and eventually become heartless monsters, reveling in the horror they create. A few, however, hold their impulses at bay and might channel the darkness to fight against Hell and its interests.
- **Common Names** Cambions use human names.

## CREATING A CAMBION

**Starting Attribute Scores** Strength 9, Agility 9, Intellect 10, Will 7. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health, round down

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

**Damage** 0, **Insanity** 0, **Corruption** 2

**Languages and Professions** You speak the Common Tongue. Pick two professions.

**Fire Resistance** Damage you take from fire is reduced by your healing rate.

**Mark of Darkness** You start with one mark of darkness.

**Hand of Revel** For 1 minute after you gain Corruption, you make attack rolls and challenge rolls with 1 boon.

**Enemy of Faith** You make attack rolls with 1 boon against creatures displaying religious symbols on their persons. As well, you make challenge rolls to resist Theurgy spells with 1 boon and creatures attacking you with Theurgy spells make their attack rolls with 1 bane.

## LEVEL 4 EXPERT CAMBION

**Characteristics** Health +5

You either learn one spell or gain Bestow Corruption.

**Bestow Corruption** When a target creature other than you that you can see within short range would make an attack roll or challenge roll, you can use a triggered action to grant that target 1d3 boons on the triggering roll. If the target accepts, it gains 1 Corruption.

## CLOCKWORK

While golems made out of cogs and wires are an old tradition, attempts to grant such things a soul have proved futile.

When a wealthy family sires a child who bears some defect and is not expected to survive, or perhaps suffers some grave accident, the body can be connected to one of these golems oft called a Shell, and granted a new body. Not much of their original flesh remains, and their ancestry becomes completely indistinguishable.

Since their soul is still bound by flesh rather than metal, they are still mortal. They still must sleep and eat, though the mechanism through which they consume food totally dissolves it, and they cannot taste a thing. Their body can become dormant, only using enough power to keep the host alive. If the body ever fully shuts down, the host dies.

- **Common Names** Some clockworks use names given to them by their creators. These can be nicknames or strings of letters and numbers. Clockworks might choose names they find interesting or use names from their previous life.

## CREATING A CLOCKWORK

**Starting Attribute Scores** Strength 8, Agility 7, Intellect 8, Will 8. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health, round down

**Size** 1/2 or 1 or 2, **Speed** 8, **Power** 0

**Damage** 0, **Insanity** 0, **Corruption** 0

**Languages and Professions** You speak the Common Tongue. Pick two professions.

**Mechanical Body** You sink when submerged in liquid. Your advanced filter allows you to breathe in any environment where there is air or water.

**Repairing Damage** Life spells heal you for half as much as they normally would. Instead, spells and effects that remove damage from objects can target you.

Additionally, a creature can use an action to start repairing you with a tool kit. The creature must work for at least 4 hours, during which you are considered an object, and cannot move, talk, or perceive your surroundings. At the end of this time, it makes an Intellect challenge roll with 1 bane. On a success, you heal damage equal to your healing rate.





**Specialized Construction** Choose a Clockwork Feature from the table below.

## LEVEL 4 EXPERT CLOCKWORK

**Characteristics** Health +6

You either learn one spell or gain two additional Clockwork Features.

### CLOCKWORK FEATURES

**Armored Plating** Thick metal armor plates. Your Defense is 8. You cannot equip armor. You must be size 1 or larger. Incompatible with Life-Like Appearance.

**Interior Chamber** You have a compartment that can fit a size 1 creature or objects that fit in a yard cube. You must be size 1 or larger.

**Life-Like Appearance** You are masterfully crafted to pass for a living being (unless closely scrutinized). Incompatible with Armored Plating. Your identity is revealed upon using any Clockwork feature.

**Levitation** You float gently a few inches above the ground. You move at full Speed across difficult terrain.

**Phonograph** A wax-cylinder recording and playback device. At any time, you can begin recording up to 1 minute of audio, during which you overwrite any audio previously recorded and and capture all sounds occurring

around you. You can use an action to play the recording any number of times until a new recording is made. Any creature that sees you while you play the recording knows that it originates from you. A creature that cannot see you can make an Intellect challenge roll with 1 boon to tell the sound is an imitation.

**Sensors** You can overload your sensors for up to 1 minute to see via heat instead of light. For the duration, you are considered sightless, and cannot be blinded. You can detect any living creatures within 15 yards of you. Such creatures cannot become hidden from you for the duration.

**Spider Climb** Miniature barbs built into your frame. You ignore the effects of difficult terrain when climbing, and you make challenge rolls to climb with 1 boon. You must be size 1 or smaller.

**Spring-Leap Pistons** You can jump horizontally up to 15 yards. You can also jump straight up 10 yards. You never take damage from landing after a fall.

**Turn-Key** You can increase the number of actions you can use on your turn by one. When you finish a turn, roll a d6. If you roll an odd number, you become an object at the end of the round. While you are an object, you cannot use actions, move, talk, or perceive your surroundings. Any creature that can reach you can use an action to wind up your key.



## DRAKKEN

Believed to be descended from the long-extinct dragons, drakken have recently broken away from the Empire, forging a kingdom deserving of the reverence afforded by their ancestry led by the iron iconoclast King Tzoren. This kingdom is built atop a wealth of iron- through which they are able to arm themselves and their allies with greater speed than the Empire's bronze.

- **The Weight of the Scales** Drakken have a strict social echelon determined by a creature's scales. Salamanders and kobold are considered akin to mutts; their scales are muddied and patchy. Chromatic drakken are considered to be competent, but susceptible to immoral temptations. Mettalic drakken, also called the Wrought, are almost always nobility, seen as both rich in strength and wisdom. Gold drakken are exceptionally rare- to be born gold is taken to be a sign of divine right. A gold drakken has not been born in many centuries.

- **Kin of Drakes** Gruff, critical, and suspicious, drakken make few friends outside their own kind. They covet treasure but temper their greed with the certainty that their ancestors are always watching. Thus, drakken conduct themselves with honor to avoid bringing shame to their family. Pureblood drakken stand 6 to 8 feet tall and weight 200 to 600 pounds, while those with mottle scales have greater variance. The live about 300 years.
- **Common Names** Apostol, Catalan, Dorin, Eusebiu, Gavril, Iancu, Mihaela, Otila, Razvan, Rozalia, Silviu, Vali, Viorica
- **Family Names** Drakken are more likely than other ancestries to have a family name which goes back centuries, and are difficult for non-drakken to pronounce. Kobold and salamanders generally do not have these. Common Family Names: Astiliabor, Azuvidexus, Eligius, Havarl, Olthontor, Sardior, Suraphis, Tektherios, Ysgithyrwyn

## CREATING A DRAKKEN

**Starting Attribute Scores** Strength 8, Agility 8, Intellect 9, Will 10. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score + 4

**Healing Rate** equals one-quarter your Health, round down

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

**Damage** 0, **Insanity** 0, **Corruption** 0

**Languages and Professions** You speak the Common Tongue and you speak, read, and write Wyverian. Pick two professions.

**Innate Magic** You discover one spellcasting tradition.

**Scalebound** Choose a scale color. Metallic scales are rarer and indicate nobility.

- **Red or Brass** Damage you take from fire is reduced by your healing rate, and you roll to resist the effects of heat with 1 boon.
- **Blue or Iron** Damage you take from lightning is reduced by your healing rate, and you roll to resist the effects of paralysis with 1 boon.
- **Black or Copper** Damage you take from poison is reduced by your healing rate, and you roll to resist the effects of poison with 1 boon.

- **White or Silver** You roll to resist the effects of Enchantment and Madness spells with 1 boon.
- **Grey or Mithral** Damage you take from Necromancy is reduced by your healing rate, and you cannot be frightened by undead.
- **Muddled and Patchy** Drakken society views you as a mutt- often called kobold or salamander. Take an additional non-academic profession.

## LEVEL 4 EXPERT DRAKKEN

**Characteristics** Health +6

You either learn one spell or gain Ancient Fury.

**Ancient Fury** When you take damage or when you roll a 6 or higher on a boon, you make your next attack this round with 1 boon.

## GOBLIN

The Faerie Queen exiled the goblins long ago, for a crime only she remembers. As part of their exile, she stripped them of their immortality and doomed them to live out their days in the mortal world. Goblins have since infiltrated human societies, making their homes in rubbish heaps and sewers where, to everyone's surprise, they seem quite happy doing the jobs no one else is at all interested in performing. Picking through trash for choice treasures or trawling the fetid waters oozing through the subterranean tunnels for a bit of gold or a dropped coin is all goblins need to keep them from making trouble for their neighbors.

- **Bizarre and Varied Appearance** All goblins are short by human standards, but their height is the only thing they have in common. No two goblins look alike. They all have unusual physical characteristics that make them distinct from one another, such as pig snouts in place of noses, fangs, horns, a profusion of seemingly mobile warts, and other less savory manifestations of their physical corruption. Some goblins die of old age at 50 while others have lived 400 years or more.
- **Weird Habits** Many goblins have weird habits. Some keep their nail clippings and excretions in small bottles and jars to prevent witches from stealing their names. Others knock on wood when they need a bit of luck, keep odd bits of rubbish

as good luck charms, or can never bathe for fear of losing their vital essence.

- **Common Names** Goblins are named after objects in nature and tools similar to the faeries of their past- but they tend to lose the charm in translation, resulting in names like Blix, Blunder, Bug, Deek, Frog, Juce, Krixit, Needle, Puck, Sneet, Tick-Tock, Twelves, Wicker, and Vittle.

## CREATING A GOBLIN

**Starting Attribute Scores** Strength 7, Agility 11, Intellect 9, Will 8. Raise one attribute by 2 and two other attributes by 1.

**Attribute Modifiers** equal to the score minus 10

**Perception** equals your Intellect score + 1

**Defense** equals 5 + your Agility modifier

**Health** equals your Strength score

**Healing Rate** equals one-quarter your Health, round down

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

**Damage** 0, **Insanity** 0, **Corruption** 0

**Languages and Professions** You speak the Common Tongue and Elven. Pick two professions.

**Immune** charmed, diseased

**Iron Vulnerability** You are impaired while you are in contact with iron.

**Shadowsight** You see in areas obscured by shadows as if those areas were lit.

**Sneaky** When you roll to become hidden or move silently, you make the Agility challenge roll with 1 boon.

## LEVEL 4 EXPERT GOBLIN

**Characteristics** Health +4

You either learn one spell or gain Spring Away.

**Spring Away** When a creature you can see misses an attack roll against your Defense or Agility, you can use a triggered action to retreat.

# PROFESSIONS

Professions describe what your character knows how to do and how your character fits into the setting.

They act as cues to help you decide how your character acts, what your character can do, and what things your character knows. The Game Master will sometimes look to your professions to judge whether an activity you describe results in a success or failure. A profession could grant a success or it might grant 1 or more boons to your roll if the outcome isn't clear.



Whenever you choose a profession, you may choose instead to learn to speak a new language or learn to read and write in a language you already speak.

## COMMON PROFESSIONS

**Animal Handler** You are skilled in controlling and caring for all kinds of beasts.

**Cook** You can prepare meals that will please a crowd.

**Farmer** You know how best to use the land and animals to feed a city.

**Merchant** You are skilled at persuading buyers and sellers.

**Performer** You can entertain a tavern with your style, be it acting, athletics, comedy, dancing, public speaking, puppeteering, singing, or storytelling.

**Sailor** You know when the sea is dangerous and can navigate it anyway.

## ACADEMIC PROFESSIONS

*When you take an academic profession, you also learn to read and write one language you speak.*

**Archivist** You know the arcane, old and new, even if you can't cast it yourself.



**Biologist** You are skilled at identifying plants and animals and their uses.

**Bureaucrat** You have a deep knowledge of law and can navigate its complicated system of paper.

**Engineer** You have knowledge of tinkering and clockwork.

**Historian** You know the daily lives of ancient cultures and long dead kings.

**Theologian** You know religions, old and new, their myths and their magic.

## ARTISAN PROFESSIONS

**Artist** You can produce valuable works within your medium, be it painting, poetry, sculpting, or writing.

**Blacksmith** You are skilled at forging metal that will simmer a meal or slay a beast.

**Carpenter** You know best how to put together a house or boat, and how best to tear it apart.

**Mason** You know how fortifications are structured and supported.

**Scribe** You are skilled at producing official documents and being persuasive by pen. You must be able to write one language.

**Tailor** You can weave clothes and work leather of all varieties.

## CRIMINAL PROFESSIONS

**Burglar** You know how to move silently and avoid attention.

**Charlatan** You can convince people to believe your lies.

**Fence** You are better at swindling buyers and sellers.

**Forger** You have an eye for replicas.

**Spy** You know how to discreetly collect information, and convince others to reveal secrets.

**Thug** You are an intimidating presence, you know how to produce fear.

## STATE PROFESSIONS

*When you take a state profession, you also learn to read and write one language you speak.*

**Acolyte** You are practiced in the rituals and traditions of your religion.

**Cavalier** You have served or are from a royal family. You know etiquette and are a skilled horseman.

**Court Wizard** You know how to use your magic to serve.

**Evangelist** You can passionately promote the good of your faith.

**Guard** You know the laws and how to enforce them.

**Torturer** You are skilled at using the intimidation of the state and getting information out of people.

## WILD PROFESSIONS

**Apothecary** You know how to turn raw ingredients into remedies and medicine.

**Guide** You have a good sense of direction and rarely get lost.

**Hunter** You have a deep knowledge of your hunting grounds and how to use that environment.

**Prospector** You are skilled at assessing stone and raw materials, both in value and in pickaxe tolerance.

**Tracker** You know how to use the signs in the environment to find what you want.

**Trapper** You know how best to lay out a trap regardless of the quarry.

## LANGUAGES

**Common Tongue** The dominant language in the ruined Empire, cobbled together by merchants from local languages to facilitate trade. It's alphabet is a hodgepodge of other writing systems.

**Dark Speech** A guttural language filled with hard consonants, Dark Speech originated centuries ago and was cast down and destroyed by the Empire's founders. Beastmen, cultists, and others seeking forbidden knowledge learn and use this language.

**Elvish** The language used by elves and other faerie has a soft and musical sound, commonly used in lyric and poetry. Its characters flow tightly together, making it very difficult to read without an elf's keen eyes.

**High Archaic** The language of scholarship and magic hasn't been spoken conversationally in millennia, but instead is largely used by spellcasters and archaeologists. It is considered to be the first mortal language and it's writing system bears similarities to all languages.

**Jotunn** The language of the long-dead race of giants to the north, now spoken by the humans who have occupied their halls in the giants' absence. It has a harsh sound, a precise lexicon, and long, compound words. It uses a runic alphabet.

**Wyverian** The language of the ancient dragons, inherited by their human-shaped ken. It is said that each word was once the name of a dragon, immortal



in spoken tongue. If this is true, the vast majority of these dragons have long been forgotten. It uses thousands of complex characters.

**Cipher** Many organizations use secret languages to communicate. Druids, assassins, thieves, and even rangers use such languages.

## GODS OF IKSEIRA

**Brutus, the Horned King** God of beasts and chaos.

He takes the most after the Gods' mother Eryth. He protects the forests and the great beasts. He is worshiped by druids and hermits, as well as beastmen hoping for redemption.

**Eturnam, the Reaper** God of change, luck and the undead. Eturnam is responsible for the changing of states: summer to winter, fortune to misfortune, life to death. Souls pass between realms only when they permit.

**Hestia, the Summerqueen** God of harvest, life, and the celestial. Hestia is the patron of healers and lawmakers. She is responsible for the Summer, and her blessings are more potent under a Summer sky.

**Illune, the Lunar Maiden** God of the moon, travel, and amnesty. She is the patron of elves, but also travelers. More than anyone else, her followers are know for going to the needy and providing.

**The Seer, the One-Eyed Owl** God of sorcery and knowledge. The Seer is said to have been the one to grant mortals language. She is the patron of wise men, as well as thieves looking to confide in the oldest keeper of secrets.

**Suthr, the Winterking** God of the battlefield and song. Suthr is the patron of warriors and bards. He is responsible for the Winter, and his blessings are more potent under a Winter sky. As such, he is especially venerated in Torig to the north.

**Amaat, the New God** A cult has appeared in the last 200 years claiming that sorcery is a contract with the demons, and anyone who uses magic stains their soul. In its place, Amaat grants their followers miracles to heal and teach the lost.

**The Archdemons** In return for mortals' eternal service, the gods have kept the demons in Hell where they cannot do much harm. Many of these are still worshiped by dark forces in the world. The four most powerful among these are called archdemons. They include Warfather **Abaddon**, the Deep Shadow of

**Revel, Goetherah** of the Feral Moon, and **Kha** the Boundless Flame.

## ADVANCEMENT

After you complete your first adventure, your group gains a level. As shown on the **Advancement** table, at level 1, you choose a novice path.

Level	Benefit
0	<b>Choose an Ancestry</b>
1	<b>Choose a Novice Path</b>
2	<i>Novice Path enhancement</i>
3	<b>Choose an Expert Path</b>
4	<i>Ancestry enhancement</i>
5	<i>Novice path enhancement</i>
6	<i>Expert path enhancement</i>
7	<b>Choose a Master Path OR a second Expert Path</b>
8	<i>Novice path enhancement</i>
9	<i>Expert path enhancement</i>
10	<i>Master path enhancement</i>

# COMBAT

Combat is resolved in 10-second units of time, called rounds. A round has three parts: fast turns, slow turns, and the end of round. During each round, players who want to take a turn (fast or slow) do so in that part of the round, in any order they choose. Once a player finishes their turn, they cannot take another turn until after the end of that round.

Once all the players have finished taking their turns during a part of the round, creatures under the GM's control can take turns in that part, in any order. Once a creature finishes its turn, it cannot take another turn until after the end of that round.

Some characters will be able to take additional turns during a round. They will be able to repeat actions they have already take this round if they wish. However, defensive actions such as Dodge, Guard, and Parry can only be done once each per round.

## FAST TURNS

A creature that takes a fast turn can use one action.

## SLOW TURNS

A creature that takes a slow turn can either use two different actions or use one slow action. If the first action involves moving, it can use its second action at any point during the move. **You may not choose the same action twice during a slow turn** with the exception of Using an Item.

## ACTIONS

You may use actions during a round to perform an activity. Common activities include the following:

**Attack • Cast a Utility Spell • Charge • Distract  
Dodge • End An Effect • Feint • Guard  
Move • Parry • Prepare • Ready Weapon  
Reload • Retreat • Use an Item**

Additionally, there are four slow actions, which take an entire turn to perform:

**All-Out Attack • Concentrate • Hide • Rush**

Some actions require you to use a ready weapon, shield, or spellcasting focus. You may only use a ready item for 1 action per turn. For example, if a character uses a shield to Guard, they cannot also use it to attack that turn.

## Attack

You use a weapon, an attack spell, or something else to harm or hinder another creature or object. See **Making Attacks** for how to resolve this action.

## Cast a Utility Spell

In order to cast a spell, you must have a spellcasting focus ready and expend a casting. Each spell has a number of castings determined by your Power. You restore all castings when you rest.

**You can cast each spell you know once per casting.**

Castings by Spell Rank						
Power	0	1	2	3	4	5
0	1	-	-	-	-	-
1	2	1	-	-	-	-
2	3	2	1	-	-	-
3	4	2	1	1	-	-
4	5	2	2	1	1	-
5	6	3	2	2	1	1

## Charge

You make attack rolls and challenge rolls with 1 bane until the end of round. Move up to your Speed. At any point during your movement, make one melee attack.

## Dodge

Until the beginning of your next turn, all attack rolls are made against you with banes equal to your Agility, and you make all challenge rolls to resist attacks with the same number of boons. These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious. You may only Dodge once per round.

## End An Effect

Choose one effect you created with a spell you cast or a talent you used. The effect ends.

## Guard

In order to Guard, you must have one or more items ready with the **guard** property. For 1 round, add your shield's guard bonus to your Defense. These benefits

end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious. You may only Guard once per round.

## Move

You move up to your Speed in yards. You may perform other actions during this movement. During your move, you can use any special forms of movement available to you such as balancing, climbing, swimming, riding, and so on.

## Parry

In order to Parry, you must have one or more weapons ready with the **parry** property. For 1 round, add your weapon's parry bonus to your Defense. A creature that misses a melee attack against you this way is left open (see Afflictions). These benefits end if you are prevented from using actions, such as when you become dazed, stunned, or unconscious. You may only Parry once per round.

## Prepare

You prepare to undertake an activity when a specified event occurs. Choose one activity you would normally use an action to perform, such as attack or retreat. Then, describe what event has to occur for you to undertake it. This is the **trigger**.

If the triggering event occurs before the end of the round, you can use a triggered action to perform the activity. You make any attack roll or challenge roll required by the activity with 1 boon. Otherwise, nothing happens.

## Ready Weapon

In order to Attack, Guard, Parry, or cast spells, you need a ready weapon, shield, or spellcasting focus. You may hold an off-hand weapon in either hand. You must hold a one-hand weapon in your main hand or both hands. Finally, you must hold two-hand weapons with both hands (shields and magic foci typically count as off-hand weapons). Melee attacks made while holding a one-hand weapon with both hands deal +1 damage.

When take the Ready Weapon action, you choose any number of weapons within reach not held by another creature, stow away any weapons you previously had ready, and instead hold the chosen weapons in your

hands. For as long as you hold them, they are considered "ready".

At the beginning of combat, you typically have items ready without taking the Ready Weapon action.

## Reload

Choose a weapon that has the **reload** property (such as a crossbow) and reload the weapon.

You are assumed to have enough ammunition to reload up to five times. After, whenever you attack with that weapon and the total of your roll is 0 or less, you run out of ammunition for that weapon until your next rest.

## Retreat

You move up to half your Speed. This movement does not trigger **free attacks**.

## Use an Item

You interact with an item you are holding or wearing, or with an object you can reach. Examples include picking a lock, retrieving an object from a pouch or a backpack, or lighting a torch. Unlike other actions, you may Use an Item more than once per turn.

# SLOW ACTIONS

## All-Out Attack

Your attack gains one of the following bonuses. You then make an attack with 1 bane.

- **Brutal Strike:** You can re-roll either the attack roll or the damage dice and choose which to use. If you re-roll either, you are left open (see Afflictions).
- **Disarming Attack:** On a success, the target must succeed on a Strength or Agility challenge roll or drop one object of your choice.
- **Distant Attack:** You can double your reach or range.
- **Driving Attack:** On a success, the target moves a number of yards equal to your Strength away from you. If you are using a melee weapon, you also move this distance in the same direction. Difficult terrain affects this movement normally. If being moved would put a creature into peril, the creature makes an Agility challenge roll, falling prone just before on a success.
- **Staggering Attack:** On a success, the target must succeed on an Agility challenge roll or fall prone.



If you make an All-Out Attack with 2 or more boon, you can exchange 2 boons for 1 additional effect.

## Concentrate

Some spell effects and talents require you to concentrate to keep them going. If you concentrate on an effect, the effect continues until the end of the next round, up to the maximum amount of time allowed by the spell.

When you Concentrate, you can move up to your speed.

## Hide

You can attempt to hide when you are not being observed and when you are in a heavily obscured area or have three-quarters cover or better from an object (see Cover).

Make an Agility challenge roll. On a success, you become hidden. You remain hidden until the conditions that let you hide no longer apply or you do something that would reveal your position (such as shouting, making an attack, or casting a spell).

While you are hidden, other creatures cannot perceive you. Generally, this means a creature cannot choose you as a target for its attack, though you are still subject to area effects. A creature can guess at your location, making the attack roll with 3 banes. Even with a success, the attack hits you only if the guess was correct.

Also, while hidden, you make all attack rolls with 1 boon against the Defense or Agility of targets from which you are hidden.

## Rush

You move up to three times your speed.

# MAKING ATTACKS

You make an attack whenever you try to harm or hinder a creature or damage an object. Typically, you determine the outcome of an attack by making an attack roll. How you make this roll is determined by what weapon you have ready. Typically, when you make an attack, you roll a d20 plus the associated attribute against the target's Defense. Most weapons use either Strength or Agility, though some are versatile, allowing you to choose between the two.

When you roll 20+ on a weapon or unarmed attack, you gain Fortune (see **Fortune**).

## Melee Attacks

A melee attack requires you to be within reach of the target, which is 1 yard in most cases. If you make an attack with an object that is not a weapon, it is considered an improvised weapon and deals damage based on its size (typically 1, 1d3, or 1d6). Unarmed attacks can be made regardless of what weapons you have ready and deal 1 damage.

If creatures are surrounding a foe, those creatures make melee attacks with 1 boon. A target is considered to be surrounded if it is within the reach of a number of hostile creatures equal to its Size + 1.

## Ranged Attacks

If you ready a ranged weapon or a weapon with the **thrown** property, you can make a ranged attack. Ranged weapons typically use Agility. The terrain may impose up to 2 banes to the roll depending on cover.

## Two Weapon Attacks

If you have two weapons ready, and neither have the **slow** property, you can use an action to attack with them at the same time. You can use them to attack one target or to attack two different targets.

Using the weapon in your main hand, make an attack roll with 2 banes. If attacking two different targets, you must meet or exceed the highest defense among them. On a success, you deal damage equal to your main hand weapon damage plus your off hand weapon damage plus 1 main hand weapon damage die, divided as you choose among the targets. For example, if you land an attack with a rapier that deals 1d6+1 and a dagger that deals 1d3, your total will be (1d6+1)+(1d3)+1d6.

## Attack with a Spell

Spells with the attack type count as attacks, but the rules for casting them are the same as other spells. You must have a spellcasting focus ready and you can only cast one spell per turn.

# SITUATIONAL ATTACKS

## Distract

Choose one target creature within short range of you that can see you. Make an Intellect attack roll against the target's Intellect. On a success, the target makes its next attack roll or challenge roll before the end of the round with 2 banes.

## Feint

Choose one target creature within reach that can see you. Make an Agility attack roll against the target's Perception. On a success, you make the next attack roll against the target's Defense or Agility before the end of the next round with 2 boons. Your movement does not trigger free attacks from the target for 1 round or until you make an attack.

## Grab

Choose one target creature within your reach that has a physical body and is your size or smaller. Make a Strength or Agility attack roll against the target's Agility. If you choose a creature you are already grabbing, you automatically get a success. On a success, the target becomes immobilized until the end of the next round. If you are the same size as the target, your speed is halved.

## Escape

You can use this action if you are grabbed. Make a Strength or Agility attack roll against the Strength of the creature that has grabbed you. A success removes the grabbed affliction and lets you Retreat.

# RANGE AND DISTANCE

A few broad categories describe the range of weapons and spells for the purpose of choosing targets and centering area effects.

- **You:** You are the target, or the effect originates from you or a point within your space. You are always within range of yourself for the purpose of targeting.
- **Reach:** The target or the point from which the effect originates must be within your reach, and you must be able to touch it. If you attempt to touch an unwilling creature, you must make a Strength or Agility attack roll against the target's Agility. On a success, you touch the target.

- **Short:** The target or the point from which the effect originates must be within 5 yards of you.
- **Medium:** The target or the point from which the effect originates must be within 15 yards of you.
- **Long:** The target or the point from which the effect originates must be within 50 yards of you.
- **Extreme:** The target or the point from which the effect originates must be within 500 yards of you.
- **Sight:** You must be able to see the target or the point from which the effect originates.

# VISION

Poor lighting, precipitation, and fog reduce visibility.

An area, and creatures and objects within it, can be partially, heavily, or totally obscured.

- **Partially Obscured:** Rain, light snow, fog, and shadows all partially obscure an area. Everything in a partially obscured area is visible, but observers cannot make out fine detail. Any roll involving sight by a creature looking into a partially obscured area is made with 1 bane.
- **Heavily Obscured:** Heavy rain, snow, and thick fog all heavily obscure an area. Everything in such areas is faintly visible. Any roll involving sight by a creature looking into a heavily obscured area is made with 2 banes.
- **Totally Obscured:** Creatures and objects in totally obscured areas cannot be seen, because they are in darkness or blinding conditions, such as a whiteout in a blizzard.

A creature in an area that is totally obscured is blinded. Generally, this means a creature cannot choose a totally obscured creature as a target for its attack, though they are still subject to area effects. A creature can guess at their location, making the attack roll with 3 banes. Even with a success, the attack hits them only if the guess was correct.

# FORTUNE

When you roll 20+ on a non-spell attack against a target's Defense, you gain a point of Fortune. You may only ever have one point at a time. At any time, spend Fortune and choose one:

- **Courage:** Resist the effects of frightening or horrifying.
- **Improvised Magic:** Sacrifice a casting of a spell to regain a casting of another spell you know of lower rank.

- **Luck:** Add 1 boon or bane to one attack, challenge, or Fate roll made by a creature other than yourself.
- **Nudge:** Replace the result of a d6 with a 3.
- **Stay the Hand of Death:** Become incapacitated when you would have died, or reset your Fate rolls if you are already incapacitated.
- **Vigor:** Remove one of the following conditions from yourself: Diseased, Fatigued, or Poisoned.

## FATE ROLLS

If your damage total equals your Health (excess damage is ignored), you become **incapacitated**- you fall prone and are disabled.

If your damage no longer equals your Health, you are no longer disabled. You may take a turn before the end of the current round, but you are fatigued until the end of the round.

At the end of each round, roll a d6 until one of the following happens:

- When you roll your second 1, you die.
- When you roll your second 6, you heal 1 damage and are fatigued for 1 minute.
- After 9 rounds, you fall unconscious for 1d3 hours, at the end of which you heal 1 damage.

## RESTING

You can benefit from a rest once per 24 hours. A rest is a period of inactivity that lasts about 8 hours. During this time, you can sleep, meditate, read, eat and drink, or perform other non-strenuous tasks. When you complete the rest, you heal damage equal to your healing rate. You can extend the period of rest to a full 24 hours. At the end of this time, you heal damage equal to twice your healing rate instead.



# AFFLICTIONS

Afflictions describe a variety of harmful effects that alter or limits what creatures can normally do. The effect that imposes the affliction tells you how long it lasts and what can be done to remove it. If it doesn't specify, the affliction is permanent.

The following are common afflictions:

**Asleep • Blinded • Charmed • Compelled • Dazed  
Deafened • Disabled • Diseased • Fatigued  
Frightened • Immobilized • Impaired  
Incapacitated • Injured • Left Open • Poisoned  
Prone • Slowed • Stunned • Unconscious**

If you gain an affliction you already have, there is usually no additional effect, but you must remove each instance of the affliction to end its effect on you. For example, if you are poisoned from a snake's venomous bite and then become poisoned from a spider's venomous bite, you remain poisoned until you remove both instances of the poisoned affliction.

## Asleep

A sleeping creature is **prone** and **unconscious**. Another creature that can reach it can use an action to wake it up. Unless otherwise noted, taking damage removes this affliction.

## Blinded

A blinded creature cannot see. Other creatures make attack rolls with 1 boon against a blinded creature's Defense or Agility. Perception challenge rolls that rely on sight automatically fail. Finally, the blinded creature's Speed is decreased to 2.

## Charmed

A charmed creature sees the source of the affliction as a trusted friend and ally. The charmed creature cannot attack or take an action with the intent to harm the source of the affliction.

## Compelled

A compelled creature can only take fast turns in combat, and is controlled by the source of the affliction.

## Dazed

A dazed creature can't take actions or triggered actions aside from Move.

## Deafened

A deafened creature cannot hear. Perception challenge rolls made to listen automatically result in failure.

## Disabled

A disabled creature is defenseless. Its defense is 5, it can't take actions or triggered actions aside from Move, and it automatically fails all challenge rolls aside from Perception.

## Diseased/Fatigued/Impaired/Poisoned

A creature suffering these afflictions makes all attack rolls and challenge rolls with 1 bane.

## Frightened

A frightened creature makes all attack rolls and challenge rolls with 1 bane and cannot take fast actions.

## Immobilized

An immobilized creature has Speed 0 and cannot benefit from bonuses to Speed. Attacks are made against an immobilized creature with 1 boon.

## Incapacitated

A creature is incapacitated when it's damage equals its Health. It is **prone** and **disabled**.

## Injured

You are injured while your damage equals or exceeds one half your Health. Being injured doesn't normally change your capabilities, though some effects, talents, and traits can interact with this state.

## Left Open

The next time a left open creature is attacked with a weapon, the attack rolls with 2 boons.

## Prone

A prone creature lies on the ground. Other creatures can move through its space. While prone, the creature can move by crawling or can use an action to stand up (a creature can only do this if it can move). The prone creature makes Strength and Agility rolls with 1 bane. Creatures that can reach the prone creature make all attack rolls against it with 1 boon, while

creatures that cannot reach it make attack rolls against its Defense with 1 bane.

## Slowed

A slowed creature can take only a slow turn, its Speed is halved, and it cannot benefit from increases to Speed.

## Unconscious

An unconscious creature is **disabled** and cannot perceive its surroundings.

# NOVICE PATHS

## Magician

Magicians strive to reach the heights of magical power.

If they follow this journey to its end, choosing paths to complement what they have learned, they join the most powerful users of magic in the world.

Hopeful magicians must first discover a tradition of magic to begin learning spells. Discovery can be accidental, resulting from being affected by a spell, stumbling into an area steeped in magical energy, or finding power within oneself. Discovery can also be taught. Ancient institutions of magic, wizards, clerics, and others reveal traditions to promising students.

Upon discovering a tradition, the magician learns the most basic spells from it. All this prepares magicians for the process of learning greater and more powerful spells.

Since magicians freely choose their traditions, they display a range of capabilities. Some favor destructive magic, learning spells that let them harness elemental forces of wind, rain, fire, and earth. Others prefer subtler magic, favoring charms to manipulate the minds of others or illusions to deceive and conceal. Casters can also be healers, removing afflictions and providing courage, or conjurers, loosing monsters to fight on their behalf, or engineers, creating servants and machines from spare parts they pick up along the way.

The possibilities magic offers also present many perils. More than one magician has succumbed to dark magic's temptations, dabbling into the arts of Forbidden, Necromancy, or worse traditions. Such magic almost always corrupts the caster, but those seeking its power rarely care.

### LEVEL 1 MAGICIAN

**Attributes** Increase two by 1

**Characteristics** Health +2, Power +1

**Languages and Professions** You read all the languages you speak. In addition, you learn one Academic Profession.

**Magic** You discover one tradition. Then, make three choices. For each choice, you either discover another tradition or learn a spell from a tradition you have discovered.

**Cantrip** Whenever you discover a tradition, you learn an extra rank 0 spell from that tradition.

**Self-Control** You can use a triggered action to end one effect you created with a spell.

**Sense Magic** You can use an action and expend a casting of a rank 0 spell to detect ongoing magical effects in a 5-yard radius of you. You know if the magic is of a tradition you have discovered, and if the magic is of a higher rank than you could cast.

### LEVEL 2 MAGICIAN

**Characteristics** Health +2

**Magic** Make two choices. For each choice, you either discover a new tradition or learn a spell from a tradition you have discovered.

**Spell Recovery** You can use an action to heal damage equal to your healing rate and regain one casting of a spell you learned. Once you use this talent, you cannot use it again until after you complete a rest.

### LEVEL 5 EXPERT MAGICIAN

**Characteristics** Health +2, Power +1

**Magic** You discover a tradition or learn one spell.

**Counterspell** When a creature you can see attacks you with a spell, you can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane and you make the challenge roll to resist it with 1 boon.

### LEVEL 8 MASTER MAGICIAN

**Characteristics** Health +2

**Magic** You discover a tradition or learn one spell.

**Improved Spell Recovery** Spell Recovery regains two castings instead of one.

## ROGUE

Rogues always have a trick up their sleeves. Using a combination of luck and skill, rogues can usually find solutions to their problems. Their talents come from their ingenuity, cunning, training, and, of course, good fortune, all of which makes them adaptable to any situation.

Although many rogues come from criminal backgrounds, not all rogues are criminals. Rogues include anyone who benefits from trickery and can fit into every aspect of society. While some work as pickpockets in crowded marketplaces and bandits preying on caravans, others act as detectives solving crimes, forward observers gathering information for their allies, or spies ferreting out dark plots.



## LEVEL 1 ROGUE

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**Attributes** Increase two by 1

**Characteristics** Health +3

**Languages and Professions** You either add one language to the list of languages you can speak or add one Common, Criminal, or Wild Profession.

**Nimble Recovery** You can use an action to heal damage equal to your healing rate and then move up to half your Speed without triggering free attacks. Once you use this talent, you cannot use it again until after you complete a rest.

**Trickery** Once per round, you can make an attack roll or challenge roll with 1 boon. If you attack with 1 boon from this talent, your attack deals 1d6 extra damage.

## LEVEL 2 ROGUE

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**Characteristics** Health +3

**Exploit Opportunity** Once per round, when the total of your attack roll is 20 or higher and exceeds the target number by at least 5, you can take another turn at any point before the end of the round.

**Roguary Talent** Choose a roguary talent from the ones described below.

## LEVEL 5 EXPERT ROGUE

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**Characteristics** Health +3

**Dirty Tricks** Your attacks deal 1d6 extra damage when you make an attack roll with 1 boon.

**Rogue Cunning** You can use Trickery twice per round.

## LEVEL 8 MASTER ROGUE

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**Characteristics** Health +3

**Roguary Talent** Choose a roguary talent from the ones described below.

## ROGUERY TALENTS

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**Backstab** Once per round, when you attack with a basic or swift weapon and you made the attack roll with at least 1 boon, the attack deals 1d6 extra damage. If you choose this talent a second time, the extra damage increases to 2d6.

**Magic** Increase your Power by 1 and discover one tradition. Then make two choices. For each choice, you either discover another tradition or learn one spell from a tradition you have discovered. If you choose this talent a second time, increase your Power by 1 and discover a tradition or learn one spell.

**Skirmish** You can use an action to move up to half your Speed. This movement does not trigger free attacks. During the move, you can make an attack. You make the

attack roll with 1 bane, but the attack deals 1d6 extra damage. If you choose this talent a second time, you can move up to your Speed instead of half your Speed.

**Subterfuge** You can use an action to make an Intellect attack roll against the Intellect of one creature within short range that can hear you and understand what you say. On a success, the target becomes charmed for 1 round or until it you attack it. On a failure, the target becomes immune to your Subterfuge until it completes a rest. If you choose this talent a second time, you make the attack roll with 1 boon and can affect a creature that doesn't understand what you say.

**Threats** You can use an action or a triggered action on your turn to make an Intellect attack roll against the Will of one target creature within short range of you that can hear and see you. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to your Threats until it completes a rest. If you choose this talent again, your weapon attacks deal 1d6 extra damage to targets frightened in this way.

## PRIEST

Priests derive magical power from pledging service to a cause or supernatural being. Service gives priests purpose in the world and devotion gives them the ability to work magic.

Discovering a tradition is a spiritual experience for priests. They encounter a powerful presence during their travels, feel some sacred presence enter them while studying a text, or have a dream in which they are chosen to inherit great power. The initial experience sets these individuals on the priest's path and gives them the power they need to further their righteous cause.

Oath stands at the center of priests' identities. It shapes their behavior, gives them purpose, and reveals their traditions. Priests committed to the Gods use different kinds of magic from those who serve the late Emperor.

## LEVEL 1 PRIEST

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**Attributes** Increase two by 1

**Characteristics** Health +4, Power +1

**Languages and Professions** You either read one language you can speak or add a language to the list of languages you can speak. Also, add one profession.

**Oath** Priests derive power from an oath made to a cause or to a higher being. Your oath has three associated traditions, determined by the nature of your cause. Whenever you

discover a tradition as a priest, you may only discover one of these three. See Oath Examples below, or work with your GM to decide what traditions fit your oath.

**Magic** You discover one tradition associated with your oath. Then make two choices. For each choice, either discover a tradition associated with your oath or learn one spell from a tradition you have discovered.

**Shared Recovery** You can use an action to heal damage equal to your healing rate. Then, choose one creature other than you that is within short range. The target also heals damage equal to its healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

## LEVEL 2 PRIEST

**Characteristics** Health +4

**Magic** You make two choices. For each choice, you either discover a tradition associated with your oath or you learn one spell from a tradition you have discovered.

**Prayer** When a creature within short range of you makes an attack roll or challenge roll, you can use a triggered action to grant 1 boon on the triggering roll.

## LEVEL 5 EXPERT PRIEST

**Characteristics** Health +4, Power +1

**Magic** Learn one spell.

**Imbued Strike** When you use Encourage to grant a creature 1 boon on an attack roll, the attack deals 1d6 extra damage.

## LEVEL 8 MASTER PRIEST

**Characteristics** Health +4

**Magic** You discover a tradition or learn one spell.

**Inspiring Prayer** When you use Encourage on a creature other than yourself, you make attack rolls and challenge rolls with 1 boon for 1 round.

**Improved Shared Recovery** You can use Shared Recovery twice.

## OATH EXAMPLES

Oath	Associated Traditions
Cult of Amaat	Celestial, Life, Theurgy
Demon God Revel	Curse, Enchantment, Spiritualism
Dragon Ancestors	Fire, Metal, Rune
Imperial	Arcana, Order, Protection
Jotunn Faith	Battle, Earth, Song
Moon Goddess Illune	Shadow, Teleportation, Water

# WARRIOR

Extensive training with weapons and studying numerous fighting styles teach warriors how to fight and survive on the battlefield. Their skills depend on being physically fit, quick and nimble, or a combination of both. Upon completing their training, warriors can pick up and fight with almost any weapon, striking with greater precision and greater force than anyone else.

Although all warriors know how to fight, they distinguish themselves by the weapons they wield. Some favor archery and put their focus on ranged weapons. Others fight with swords and axes, using their might to overcome their foes. Others still favor swift weapons, slipping rapier or saber strikes through their enemies' defenses.

Warriors come from all backgrounds. They are howling barbarians tumbling out from the depth of the wilderness, veteran soldiers marching in the Empire's armies, hard-bitten mercenaries, mystics who transform their bodies into weapons, or anyone else who knows how to win battles through superior skill at arms.

## LEVEL 1 WARRIOR

**Attributes** Increase two by 1

**Characteristics** Health +5

**Languages and Professions** You add one Common, State, or Wild Profession.

**Catch Your Breath** You can use an action or a triggered action on your turn to heal damage equal to your healing rate. Once you use this talent, you cannot use it again until after you complete a rest.

**Weapon Training** When attacking with a weapon, you make the attack roll with 1 boon.

## LEVEL 2 WARRIOR

**Characteristics** Health +5

**Combat Prowess** Your attacks with weapons deal 1d6 extra damage.

**Forceful Strike** When the total of your attack roll is 20 or higher and exceeds the target number by at least 5, the attack deals 1d6 extra damage.

## LEVEL 5 EXPERT WARRIOR

**Characteristics** Defense +1, Health +5

**Combat Expertise** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn.

## LEVEL 8 MASTER WARRIOR

**Characteristics** Health +5

**Grit** You can use Catch Your Breath twice.

**Combat Mastery** When you use an action to attack with a weapon, you either deal 1d6 extra damage with that attack or make another attack against a different target at any point before the end of your turn. This talent is cumulative with Combat Expertise. You must choose a different target for each attack you make.

# Equipment

## Properties

### Attribute

The modifier added to attacks made with the item. Some items are versatile (Vers.), in which case the user chooses to use Strength or Agility when they make the attack.

### Guard

This item can be used to guard, adding its bonus to your defense.

### Hand

The hand in which the item is wielded. One-hand items must be used in the main hand, while off-hand items can be used in either hand. A one-hand weapon wielded with two hands deals +1 damage.

### Misfire

When an attack with this item results in a 0 or less, roll a d6.  
On an even number, the item is jammed and requires 1

minute of tinkering to be used again. On an odd number, the item explodes and its wielder takes 2d6 damage.

### Parry

This item can be used to parry, adding its bonus to your defense.

### Reach

With this item, your reach is increased by its bonus.

### Reload

After attacking with this item, you must take an action to reload it.

### Requirement

In order to wield this item, you must meet or exceed the requirement in the specified attribute.

### Size

You must be the specified size or larger to use the item.

### Slow

This item is cumbersome. Attacks using it are made with 1 bane.

### Thrown

You can make a ranged attack with this item by throwing it up to the specified range.

## Melee Weapons

Weapon	Price	Damage	Hand	Attribute	Requirement	Properties
Dagger (x5)	1	1d3	Off	Vers.	-	Parry+0 Thrown (Short)
Flechette (x5)	1	2	Off	AGI	-	Thrown (Medium)
Handaxe (x5)	1	1d3+1	Off	STR	-	Thrown (Short)
Knuckles	1	1d3+1	Off	STR	-	-
Broadsword	2	1d6	One	Vers.	-	-
Pickaxe	2	1d6+2	Two	STR	-	Slow
Spear	2	2d3-1	Two	Vers.	-	Reach+1
Whip	4	1d3	Off	AGI	AGI 11	Reach+1 Parry+3
Cutlass	6	1d6+1	One	AGI	-	Parry+5
Glaive	6	1d6+2	Two	Vers.	STR 11 OR AGI 11	Reach+1
Longsword	6	1d6+2	One	Vers.	STR 11 OR AGI 11	-
Warhammer	6	2d6	Two	STR	STR 11	Slow
Chain	10	2d3	Off	AGI	AGI 11	Reach+2 Parry+5
Maul	10	3d6	Two	STR	STR 13	Size:1 Slow



Rapier	10	2d6	One	AGI	AGI 13	Parry+7
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## Ranged Weapons

Weapon	Price	Damage	Hand	Attribute	Requirement	Properties
Blowgun	1	1d3	Off	AGI	-	Range (Medium)
Shortbow	5	1d6	Two	AGI	-	Range (Medium)
Crossbow	5	2d6	Two	-	-	Range (Medium) Reload
Longbow	10	1d6+2	Two	AGI	AGI 9	Size:1 Range (Long)
Hand Crossbow	10	1d6	Off	-	-	Range (Short) Reload
Flintlock	10	5d3	One	-	-	Range (Medium) Reload Misfire
Rifle	20	7d3	Two	-	-	Range (Long) Reload Misfire

## Spellcasting Foci

Focus	Price	Hand	Requirement	Properties
Wand	1	Off	-	-
Arcblade	3	One	-	Doubles as a Broadsword.
Staff	3	Two	-	Reach+1
Glove	4	Off	INT 11	You make challenge rolls to cast stealthily with 1 boon.
Instrument	4	Two	WIL 11	For 1 round after you concentrate, attacks against you are made with 1 bane.

## Shields

Shield	Price	Damage	Hand	Attribute	Requirement	Properties
Leather Shield	1	1	Off	STR	STR 9	Guard+3
Iron Shield	2	1d3	Off	STR	STR 11	Size:1 Guard+5
Buckler	3	1	Off	STR	-	Guard+3 Parry+0

## Armor

Armor	Price	Requirement	Properties
Soft Leather	2	-	Defense+1
Hard Leather	6	STR 11	Defense+3
Brigandine	6	STR 11	Defense 10
Mail	12	STR 13	Defense 13
Scale	20	STR 13	Defense 15

## Gear

Item	Price	Item	Price
Adventurer's Pack	1	Net	1
Antitoxin	3	Poison	3
Courage Berry	3	Rope (200 yards)	1
Farspeech Earrings (1 pair)	4	Spyglass	1
Flameguard Elixir	3	Tool Kit	1
Growth Incantation	3	Vision Berry	3
Health Potion	3		
Holy Water	3		
Invisibility Incantation	10		

### Adventurer's Pack

This item includes a backpack, bedroll, cutlery set, tinderbox, 3 torches, a coil of rope (20 yards), grapnel, a week of rations, and a waterskin.

## Antitoxin

This bright green fluid has a foul smell. When the antitoxin takes effect, the creature removes one poisoned affliction from itself and, for 1 hour, the creature makes challenge rolls to resist poisons with 1 boon.

## Courage Berry

A solid red berry that pops with sweet juice once the hard shell is broken. When consumed, the creature automatically succeeds Will challenge rolls made to resist the effects from seeing frightening and horrifying creatures. The effects lasts 3d6 minutes.

## Farspeech Earrings

A pair of enchanted sapphire earrings. A wearer can use an action to cast the Message spell targeting the wearer of the other earring.

## Flameguard Elixir

This bright red liquid has an acrid smell. For 1 hour after the elixir takes effect, the creature cannot suffer fatigue due to heat and takes half damage from the effects of fire and heat.

## Growth Incantation

When a creature reads this incantation aloud, the creature, along with everything it wears and carries, increases to Size 2 or by 1 if it is already Size 2 or larger. It gains a bonus to Health equal to 2d6 and its weapon attacks deal 1d6 extra damage. Anything the creature drops instantly returns to its normal Size. The effects wear off after 1d6 minutes.

## Health Potion

This clear, magical liquid smells faintly of alcohol. When the potion takes effect, the creature heals damage equal to its healing rate.

## Holy Water

This liquid is indistinguishable from clear water, but was blessed by a high cleric. A creature who makes contact with holy water takes 1 damage per point of Corruption. If the target is a demon, devil, faerie, spirit, or undead, it becomes impaired for 1 minute and takes an additional 1d6 damage, or takes an additional 3d6 damage if already impaired by clerical power.

You can attack with holy water by throwing it at a target you can reach. Make an Agility attack roll against the target's Agility. On a success, you splash the target with the water.

## Invisibility Incantation

When a creature reads this incantation aloud, the creature, along with everything it wears and carries, becomes invisible. The incantation wears off after 1d6 hours or immediately after the creature attacks.

## Net

You can attack with a net by throwing it at one Size 2 or smaller creature or object within short range. Make a Strength attack roll against the target's Agility. On a success, the net hits and the target becomes slowed. While slowed in this way, the target makes attack rolls and Agility challenge rolls with 1 bane. A target creature slowed by the net can either use an action to cut its way free from the net, which ruins it, or can escape by getting a success on an Agility challenge roll. Another creature can use an action to remove the net, which also removes the affliction.

## Poison

You can use an action to apply poison to an edged or pointed weapon; to coat up to three arrows, bolts, or darts; or to sprinkle the poison into food or drink.

When treated with poison, weapons and ammunition remain poisonous for 1 hour or until they deal damage. A creature that takes damage from the weapon or piece of ammunition must make a Strength challenge roll. On a failure, the creature becomes poisoned for 1 minute. If the creature is already poisoned, it takes 1d6 extra damage.

A creature that consumes poisonous food or drink must make a Strength challenge roll with 1 bane. On a failure, the creature takes 1d6 damage and becomes poisoned for 1 minute. If already poisoned by the food or drink, it takes 3d6 extra damage.

A poisoned creature, from either use, must make a Strength challenge roll at the end of each round. On a failure, the creature takes 1d6 damage. Three successes remove this poisoned affliction.

## Tool Kit

A collection of tools used to work in a chosen profession.

This may take the form of nails and a hammer for a carpenter, writing implements and blank paper for a scribe, lockpicks and a grappling hook for a burglar, or a bestiary and ecological reference notes for a biologist.

## Vision Berry

This chewy black fruit has a sour taste and offensive odor. When consumed, the creature can see into areas obscured by shadows or darkness as if those areas were lit.

Additionally, they can see through invisibility and illusions. The effects lasts 3d6 minutes.