

DAGGERHEART

SYSTEM REFERENCE DOCUMENT 1.0

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INTRODUCTION

Welcome to **DAGGERHEART**, a collaborative fantasy tabletop roleplaying game of incredible magic and heroic, heartfelt adventure.

WHAT IS THIS?

This is the Daggerheart SRD (System Reference Document). It is a repository of the mechanical elements of the Daggerheart system, edited and organized for clarity, conciseness, and quick reference.

You can use this SRD in several ways:

- To quickly look up Daggerheart’s rules-as-written during gameplay sessions.
- To ensure any homebrew content you create or publish conforms with Daggerheart’s core ruleset.
- To provide copy text made available by Darrington Press for your own publications under their Community Gaming License (www.darringtonpress.com/license).
- To better understand the mechanics of Daggerheart, absent the flavor and setting information, so you can bend or break them in the process of making your own content.

The Daggerheart SRD is not a replacement for the core rulebook, which contains setting information, additional examples of various gameplay elements, and tons of great advice for playing Daggerheart—not to mention gorgeous artwork and layout.

In short, it is Daggerheart, the system, boiled down to the bones—a lean and clean offering without all the flavor, style, and supporting material that makes the core rulebook such an evocative and enjoyable read. We hope this document proves useful to your table. Happy adventuring!

THE BASICS

WHAT IS DAGGERHEART?

Daggerheart is a tabletop roleplaying game for one Game Master (“GM”) and 2-5 players. Each game session lasts about 2-4 hours, and Daggerheart can be played as a one-shot or a multi-session campaign of any length.

During a session of Daggerheart the GM describes situations, narrates events, and controls any adversaries or obstacles that the Player Characters (“PCs”) encounter. The players, in turn, roleplay their PCs’ reactions to the scenario presented by the GM. If the outcome of a player’s action depends on fate or fortune, the GM calls for an action roll.

When a player makes an action roll, they utilize Duality Dice—two differently colored 12-sided dice (“d12s”) representing Hope and Fear. The Duality Dice are rolled, relevant modifiers are added to the results, and the total is compared to a Difficulty set by the GM. If the total meets or beats the Difficulty, the player succeeds. If it’s lower, they fail. In addition, the situation changes based on which Duality Die rolls higher, either giving the player helpful Hope tokens or generating terrifying Fear tokens for the GM.

THE GOLDEN RULE

The most important rule of Daggerheart is to make the game your own. The rules included in this SRD are designed to help you enjoy the experience at the table, but everyone has a different approach to interpreting rules and telling stories. The rules should never get in the way of the story you want to tell, the characters you want to play, or the adventures you want to have. As long as your group agrees, everything can be adjusted to fit your play style. If there’s a rule you’d rather ignore or modify, feel free to implement any change with your table’s consent.

RULINGS OVER RULES

While playing Daggerheart, the GM and players should always prioritize rulings over rules. This SRD offers answers for many questions your table may have about the game, but it won’t answer all of them. When you’re in doubt about how a rule applies, the GM should make a ruling that aligns with the narrative.

For example, Daggerheart has a weapon called a grappler that lets you pull a target close to you. If you try to use it to pull an entire castle, the weapon text doesn’t forbid you from doing that—but it doesn’t make sense within the narrative. Instead, the GM might rule that you pull a few bricks out, or pull yourself toward the wall instead.

Similarly, if your character does something that would logically result in immediate death—such as diving into an active volcano without protection—you might not get to make one of Daggerheart’s death moves, which normally give you control of your character’s fate in their final moments. This kind of consequence should be made clear before the action is completed, and it should always follow the logic of the world.

As a narrative-focused game, Daggerheart is not a place where technical, out-of-context interpretations of the rules are encouraged. Everything should flow back to the fiction, and the GM has the authority and responsibility to make rulings about how rules are applied to underscore that fiction.

CHARACTER CREATION

Unless their table chooses to use pre-generated characters, each player creates their own PC by making a series of guided choices. Some of these decisions are purely narrative, meaning they only appear in or affect the game through roleplaying, but others are mechanical choices that affect the things their PC is able to do and which actions they’re more (or less) likely to succeed at when making moves and taking action.

Note: You can fill in your character's name, pronouns, and Character Description details at any point of the character creation process.

STEP 1

Choose a Class and Subclass.

Classes are role-based archetypes that determine which class features and **domain cards** a PC gains access to throughout the campaign. There are nine classes in this SRD: Bard, Druid, Guardian, Ranger, Rogue, Seraph, Sorcerer, Warrior, Wizard.

- Select a class and take its corresponding **character sheet** and **character guide** printouts. These sheets are for recording your PC’s details; you’ll update and reference them throughout the campaign.
- Every class begins with one or more unique **class feature(s)**, described at the bottom left of each class’s character sheet. If your class feature prompts you to make a selection, do so now.
- **Choose a Subclass**
Subclasses further refine a class archetype and reinforce its expression by granting access to unique **subclass features**. Each class comprises two subclasses. Select one of your class’s subclasses and take its **Foundation** card.

STEP 2

Choose Your Heritage.

Your character’s **heritage** combines two elements: **ancestry** and **community**.

- A character’s **ancestry** reflects their lineage, impacting their physicality and granting them two unique **ancestry features**. Take the card for one of the following ancestries, then write its name in the Heritage field of your character sheet: Clank, Drakona, Dwarf, Elf, Faerie, Faun, Firbolg, Fungril, Galapa, Giant, Goblin, Halfling, Human, Infernis, Katari, Orc, Ribbet, Simiah. To create a Mixed Ancestry, take the top (first-listed) ancestry feature from one ancestry and the bottom (second-listed) ancestry feature from another.
- Your character’s **community** represents their culture or environment of origin and grants them a **community feature**. Take the card for one of the following communities, then write its name in the Heritage field of your character sheet: Highborne, Loreborne, Orderborne, Ridgeborne, Seaborne, Slyborne, Underborne, Wanderborne, Wildborne.

STEP 3

Assign Character Traits.

Your character has six traits that represent their physical, mental, and social aptitude:

- **Agility** (Use it to Sprint, Leap, Maneuver, etc.)
A high Agility means you’re fast on your feet, nimble on difficult terrain, and quick to react to danger. You’ll make an Agility Roll to scurry up a rope, sprint to cover, or bound from rooftop to rooftop.
- **Strength** (Use it to Lift, Smash, Grapple, etc.)
A high Strength means you’re better at feats that test your physical prowess and stamina. You’ll make a Strength Roll to break through a door, lift heavy objects, or hold your ground against a charging foe.
- **Finesse** (Use it to Control, Hide, Tinker, etc.)
A high Finesse means you’re skilled at tasks that require accuracy, stealth, or the utmost control. You’ll make a Finesse Roll to use fine tools, escape notice, or strike with precision.
- **Instinct** (Use it to Perceive, Sense, Navigate, etc.)
A high Instinct means you have a keen sense of your surroundings and a natural intuition. You’ll make an Instinct Roll to sense danger, notice details in the world around you, or track an elusive foe.
- **Presence** (Use it to Charm, Perform, Deceive, etc.)
A high Presence means you have a strong force of personality and a facility for social situations. You’ll make a Presence Roll to plead your case, intimidate a foe, or capture the attention of a crowd.
- **Knowledge** (Use it to Recall, Analyze, Comprehend, etc.)
A high Knowledge means you know information others don’t and understand how to apply your mind through deduction and inference. You’ll make a Knowledge Roll to interpret facts, see the patterns clearly, or remember important information.

When you “roll with a trait,” that trait’s modifier is added to the roll’s total. Assign the modifiers +2, +1, +1, +0, +0, -1 to your character’s traits in any order you wish.

STEP 4

Record Additional Character Information.

- Characters start a new campaign at **Level 1**. Record your level in the designated space at the top of your character sheet.
- **Evasion** represents your character’s ability to avoid damage. Your character’s starting Evasion is determined by their class and appears directly beneath the Evasion field on your character sheet; copy this number into the Evasion field.
- **Hit Points (HP)** are an abstract measure of your physical health. Your starting HP is determined by your class and is recorded on your character sheet.

- **Stress** reflects your ability to withstand the mental and emotional strain of dangerous situations and physical exertion. Every PC starts with 6 Stress slots.
- **Hope** is a metacurrency that fuels special moves and certain abilities or features. All PCs start with 2 Hope; mark these in the Hope field of your character sheet.

STEP 5

Choose Your Starting Equipment

Choose your **weapon(s)**:

- Select from the Tier 1 Weapon Tables. Either a **two-handed primary weapon** or a **one-handed primary weapon and a one-handed secondary weapon**. Then equip your selection by recording it in the Active Weapon field of your character sheet.
- At Level 1, your **Proficiency** is 1; write this number in the Proficiency field on your character sheet, then calculate and record your **damage roll** by combining your Proficiency value with your equipped weapon(s) **damage dice**.
Example: If your Proficiency is 1 and your weapon’s damage dice is d6+1, your damage roll is 1d6+1. Proficiency only determines how many damage dice you roll, and does not affect any flat damage modifiers.

Choose and equip one set of **armor** from the Tier 1 Armor Table, then record its details in the **Active Armor** field of your character sheet.

- Add your character’s level to your equipped armor’s **Base Thresholds** and record the total for both numbers in the corresponding fields. At character creation, your level is 1.
- Record your **Armor Score** in the field at the top left of your character sheet. Your Armor Score is equal to your equipped armor’s **Base Score** plus any permanent bonuses your character has to their Armor Score from other abilities, features, or effects.

Add the following items to the **Inventory** fields on your character sheet:

- A torch, 50 feet of rope, basic supplies, and a handful of gold (mark one box in the left-hand column of your character sheet titled “Gold > Handfuls”)
- EITHER a Minor Health Potion (clear 1d4 Hit Points) OR a Minor Stamina Potion (clear 1d4 Stress)
- One of the class-specific items listed on your character guide
- If applicable, whichever class-specific item you selected to carry your spells
- Any other GM-approved items you’d like to have at the start of the game

STEP 6

Create Your Background.

Develop your character’s **background** by answering the **background questions** in your character guide, modifying or replacing them if they don’t fit the character you want to play.

Note: Your background has no explicit mechanical effect, but it greatly affects the character you’ll play and the prep the GM will do. Throughout character creation, you can adjust choices you made in earlier steps to better reflect this background as your character takes shape. If you wish, you can leave your character’s past more ambiguous for the time being and discover their backstory through play.

STEP 7

Create Your Experiences.

An Experience is a word or phrase used to encapsulate a specific set of skills, personality traits, or aptitudes your character has acquired over the course of their life. When your PC makes a move, they can spend a Hope to add a relevant Experience’s modifier to an action or reaction roll.

- Your PC gets two Experiences at character creation, each with a +2 modifier.
- There’s no set list of Experiences to choose from, but an Experience can’t be too broadly applicable and it can’t grant your character specific mechanical benefits, such as magic spells or special abilities. *For example, “Lucky” and “Highly Skilled” are too broad, because they could be applied to virtually any roll. Likewise, “Supersonic Flight” and “Invulnerable” imply game-breaking special abilities.*

EXAMPLE EXPERIENCES
Backgrounds: Assassin, Blacksmith, Bodyguard, Bounty Hunter, Chef to the Royal Family, Circus Performer, Con Artist, Fallen Monarch, Field Medic, High Priestess, Merchant, Noble, Pirate, Politician, Runaway, Scholar, Sellsword, Soldier, Storyteller, Thief, World Traveler
Characteristics: Affable, Battle-Hardened, Bookworm, Charming, Cowardly, Friend to All, Helpful, Intimidating Presence, Leader, Lone Wolf, Loyal, Observant, Prankster, Silver Tongue, Sticky Fingers, Stubborn to a Fault, Survivor, Young and Naive
Specialties: Acrobat, Gambler, Healer, Inventor, Magical Historian, Mapmaker, Master of Disguise, Navigator, Sharpshooter, Survivalist, Swashbuckler, Tactician
Skills: Animal Whisperer, Barter, Deadly Aim, Fast Learner, Incredible Strength, Liar, Light Feet, Negotiator, Photographic Memory, Quick Hands, Repair, Scavenger, Tracker
Phrases: Catch Me If You Can, Fake It Till You Make It, First Time’s the Charm, Hold the Line, I Won’t Let You Down, I’ll Catch You, I’ve Got Your Back, Knowledge Is Power, Nature’s Friend, Never Again, No One Left Behind, Pick on Someone Your Own Size, The Show Must Go On, This Is Not a Negotiation, Wolf in Sheep’s Clothing

STEP 8

Choose Domain Cards.

Your class has access to two of the nine Domains included in the core set. Choose two cards from your class’s domains, which are listed in the upper left of your character sheet. You can take one card from each domain or two from a single domain, whichever you prefer.

STEP 9

Create Your Connections.

Connections are the relationships between the PCs. To create connections, follow these steps:

- Go around the table and have each player describe their characters to one another—at a minimum, their name, pronouns, character description, experiences, and the answers to their background questions.
- Discuss potential connections between the PCs using the questions included in the “Connections” section of your character guide as inspiration.
- Suggest at least one connection between your character and each other player’s PC. Accept any suggested connections you want to explore, reject any you don’t.

Note: A player can reject a suggested connection for any reason, and it’s okay if there isn’t an established connection between every pair of PCs—you can always discover and develop those relationships through play.

CORE MATERIALS

DOMAINS

The Daggerheart core set includes 9 Domain Decks, each comprising a collection of cards granting features or special abilities expressing a particular theme.

The 9 Domains are:

ARCANA

Arcana is the domain of **innate and instinctual magic**. Those who choose this path tap into the raw, enigmatic forces of the realms to manipulate both their own energy and the elements. Arcana offers wielders a volatile power, but it is incredibly potent when correctly channeled. The Arcana domain can be accessed by the **Druid** and **Sorcerer** classes.

BLADE

Blade is the domain of **weapon mastery**. Whether by steel, bow, or perhaps a more specialized arm, those who follow this path have the skill to cut short the lives of others. Wielders of Blade dedicate themselves to achieving inexorable power over death. The Blade domain can be accessed by the **Guardian** and **Warrior** classes.

BONE

Bone is the domain of **tactics and the body**. Practitioners of this domain have an uncanny control over their own physical abilities and an eye for predicting the behaviors of others in combat. Adherents to Bone gain an unparalleled understanding of bodies and their movements. The Bone domain can be accessed by the **Ranger & Warrior** classes.

CODEX

Codex is the domain of **intensive magical study**. Those who seek magical knowledge turn to the equations of power recorded in books, written on scrolls, etched into walls, or tattooed on bodies. Codex offers a commanding and versatile understanding of magic to devotees who pursue knowledge beyond the boundaries of common wisdom. The Codex domain can be accessed by the **Bard** and **Wizard** classes.

GRACE

Grace is the domain of **charisma**. Through rapturous storytelling, charming spells, or a shroud of lies, those who channel this power define the realities of their adversaries, bending perception to their will. Grace offers its wielders raw magnetism and mastery over language. The Grace domain can be accessed by the **Bard** and **Rogue** classes

MIDNIGHT

Midnight is the domain of **shadows and secrecy**. Whether by clever tricks, deft magic, or the cloak of night, those who channel these forces practice the art of obscurity and can uncover sequestered treasures. Midnight offers practitioners the power to control and create enigmas. The Midnight domain can be accessed by the **Rogue** and **Sorcerer** classes.

SAGE

Sage is the domain of **the natural world**. Those who walk this path tap into the unfettered power of the earth and its creatures to unleash raw magic. Sage grants its adherents the vitality of a blooming flower and the ferocity of a ravenous predator. The Sage domain can be accessed by the **Druid** and **Ranger** classes.

SPLENDOR

Splendor is the domain of **life**. Through this magic, followers gain the ability to heal and, to an extent, control death. Splendor offers its disciples the magnificent ability to both give and end life. The Splendor domain can be accessed by the **Seraph** and **Wizard** classes.

VALOR

Valor is the domain of **protection**. Whether through attack or defense, those who choose this discipline channel formidable strength to protect their allies in battle. Valor offers great power to those who raise their shields in defense of others. The Valor domain can be accessed by the **Guardian** and **Seraph** classes.

CLASS DOMAINS

Each class grants access to two domains:

- **Bard:** Codex & Grace
- **Druid:** Arcana & Sage
- **Guardian:** Blade & Valor
- **Ranger:** Bone & Sage
- **Rogue:** Grace & Midnight
- **Seraph:** Splendor & Valor
- **Sorcerer:** Arcana & Midnight
- **Warrior:** Blade & Bone
- **Wizard:** Codex & Splendor

PCs acquire two 1st-level domain cards at character creation and an additional domain card at or below their level each time they level up.

DOMAIN CARDS

Each domain card provides one or more features your PC can utilize during their adventures. Some domain cards provide moves you can make, such as a unique attack or a spell. Others offer passive effects, new downtime or social encounter abilities, or one-time benefits.

■ DOMAIN CARD ANATOMY

Each domain card includes six elements:

Level
The number in the top left of the card indicates the card’s level. You cannot acquire a domain card with a level higher than your PC’s.
Domain
Beneath the card’s level there is a symbol indicating its domain. You can only choose cards from your class’s two domains.
Recall Cost
The number and lightning bolt in the top right of the card shows its Recall Cost. This is the amount of Stress a player must mark to swap this card from their vault with a card from their loadout .
Note: <i>A player can swap domain cards during downtime without paying the domain card’s Recall Cost.</i>
Title
The name of the card.
Type
The card’s type is listed in the center above the title. There are three types of domain cards: abilities , spells , and grimoires . Abilities are typically non-magical in nature, while spells are magical. Grimoires are unique to the Codex domain and grant access to a collection of less potent spells. Some game mechanics only apply to certain types of cards.
Feature
The text on the bottom half of the card describes its feature(s), including any special rules you need to follow when you use that card.

■ LOADOUT & VAULT

Your **loadout** is the set of acquired domain cards whose effects your PC can use during play. You can have up to 5 domain cards in your loadout at one time. Once you’ve acquired six or more domain cards, you must choose five to keep in your loadout; the rest are considered to be in your **vault**. Vault cards are inactive and do not influence play

Note: *Your subclass, ancestry, and community cards don’t count toward your loadout or vault and are always active and available.*

At the start of a rest, before using downtime moves, you can freely move cards between your loadout and your vault, so long as your loadout doesn’t exceed its five-card maximum.

To move a card from your vault to your loadout at any other time, you must mark a number of Stress equal to the vaulted

card’s **Recall Cost** (located in the top right of the card next to the lightning bolt symbol). If your loadout is already full, you must also move a card from your loadout to your vault to make space, though you can do this at no cost.

When you gain a new domain card at level-up, you can immediately move it into your loadout for free. If your loadout is already full, you must also move a card from your loadout to your vault to make space.

■ USAGE LIMITS

If a domain card restricts how often it can be used, you can track such limits with whatever method you prefer, such as turning the card sideways, flipping it facedown, or using tokens.

Note: *if an effect or ability gives you a number of uses equal to a trait with a modifier of +0 or less, it grants you 0 uses.*

CLASSES

A **class** is a role-based archetype that determines a PC’s:

- **Access to Domains:** Each class grants access to two domains; players choose cards from these domains during character creation and when leveling up.
- **Starting Evasion and Hit Points (HP)**
- **Starting Items**
- **Class Feature(s)**
- **Class Hope Feature**, a class feature that costs 3 Hope to activate.

There are 9 classes in the Daggerheart core materials: Bard, Druid, Guardian, Ranger, Rogue, Seraph, Sorcerer, Warrior, and Wizard.

SUBCLASSES

Each class is divided into two **subclasses**, each of which further defines and highlights one aspect of its class archetype. Your chosen subclass grants the following:

- Spellcast Trait: the trait used on all Spellcast rolls.
- Foundation Feature: a unique starting feature that establishes the identity and strengths of the subclass.
- Specialization Feature: an advanced feature that can be gained on level up. For some subclasses, the specialization feature grants a new ability; for others, it expands or enhances a feature you already acquired through a class or subclass.
- Mastery Feature: The mastery feature is a subclass’s most powerful feature, which can be gained at higher levels. For some subclasses, the mastery feature unlocks an extraordinary new ability; for others, it’s the impressive culmination of their subclass’s core feature.

The Daggerheart core set includes cards detailing each foundation, specialization, and mastery feature. When you acquire one of these features, take its card for use as a reference during play.

BARD

Bards are the most charismatic people in all the realms. Members of this class are masters of captivation and specialize in a variety of performance types, including singing, playing musical instruments, weaving tales, or telling jokes. Whether performing for an audience or speaking to an individual, bards thrive in social situations. Members of this profession bond and train at schools or guilds, but a current of egotism runs through those of the bardic persuasion. While they may be the most likely class to bring people together, a bard of ill temper can just as easily tear a party apart.

DOMAINS - Grace & Codex

STARTING EVASION - 10

STARTING HIT POINTS - 5

CLASS ITEMS - A romance novel or a letter never opened

■ BARD’S HOPE FEATURE

Make a Scene: Spend 3 Hope to temporarily *Distract* a target within Close range, giving them a -2 penalty to their Difficulty.

■ CLASS FEATURE

Rally: Once per session, describe how you rally the party and give yourself and each of your allies a Rally Die. At level 1, your Rally Die is a **d6**. A PC can spend their Rally Die to roll it, adding the result to their action roll, reaction roll, damage roll, or to clear a number of Stress equal to the result. At the end of each session, clear all unspent Rally Dice. At level 5, your Rally Die increases to a **d8**.

BARD SUBCLASSES

Choose either the **Troubadour** or **Wordsmith** subclass.

TROUBADOUR

Play the Troubadour if you want to play music to bolster your allies.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURE

Gifted Performer: You can play three different types of songs, once each per long rest; describe how you perform for others to gain the listed benefit:

- **Relaxing Song:** You and all allies within Close range clear a Hit Point.
- **Epic Song:** Make a target within Close range temporarily *Vulnerable*.
- **Heartbreaking Song:** You and all allies within Close range gain a Hope.

■ SPECIALIZATION FEATURE

Maestro. Your rallying songs steel the courage of those who listen. When you give a Rally Die to an ally, they can gain a Hope or clear a Stress.

■ MASTERY FEATURE

Virtuoso. You are among the greatest of your craft and your skill is boundless. You can perform each of your “Gifted Performer” feature’s songs twice per long rest.

WORDSMITH

Play the Wordsmith if you want to use clever wordplay and captivate crowds.

■ SPELLCAST TRAIT

Presence

■ FOUNDATION FEATURES

Rousing Speech: Once per long rest, you can give a heartfelt, inspiring speech. All allies within Far range clear 2 Stress.

Heart of a Poet: After you make an action roll to impress, persuade, or offend someone, you can **spend a Hope** to add a **d4** to the roll.

SPECIALIZATION FEATURE

Eloquent. Your moving words boost morale. Once per session, when you encourage an ally, you can do one of the following:

- Allow them to find a mundane object or tool they need.
- Help an Ally without spending Hope.
- Give them an additional downtime move during their next rest.

MASTERY FEATURE

Epic Poetry. Your Rally Die increases to a **d10**. Additionally, when you Help an Ally, you can narrate the moment as if you were writing the tale of their heroism in a memoir. When you do, roll a **d10** as your advantage die.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community taught you to have such confidence in yourself?
- You were in love once. Who did you adore, and how did they hurt you?
- You’ve always looked up to another bard. Who are they, and why do you idolize them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What made you realize we were going to be such good friends?
- What do I do that annoys you?
- Why do you grab my hand at night?

DRUID

Becoming a druid is more than an occupation; it’s a calling for those who wish to learn from and protect the magic of the wilderness. While one might underestimate a gentle druid who practices the often-quiet work of cultivating flora, druids who channel the untamed forces of nature are terrifying to behold. Druids cultivate their abilities in small groups, often connected by a specific ethos or locale, but some choose to work alone. Through years of study and dedication, druids can learn to transform into beasts and shape nature itself.

DOMAINS - Sage & Arcana

STARTING EVASION - 10

STARTING HIT POINTS - 6

CLASS ITEMS - A small bag of rocks and bones or a strange pendant found in the dirt

DRUID’S HOPE FEATURE

Evolution: Spend 3 Hope to transform into a Beastform without marking a Stress. When you do, choose one trait to raise by +1 until you drop out of that Beastform.

CLASS FEATURES

Beastform: Mark a Stress to magically transform into a creature of your tier or lower from the Beastform list. You can drop out of this form at any time. While transformed, you can’t use weapons or cast spells from domain cards, but you can still use other features or abilities you have access to. Spells you cast before you transform stay active and last for their normal duration, and you can talk and communicate as normal. Additionally, you gain the Beastform’s features, add their Evasion bonus to your Evasion, and use the trait specified in their statistics for your attack. While you’re in a Beastform, your armor becomes part of your body and you mark Armor Slots as usual; when you drop out of a Beastform, those marked Armor Slots remain marked. If you mark your last Hit Point, you automatically drop out of this form.

Wildtouch: You can perform harmless, subtle effects that involve nature—such as causing a flower to rapidly grow, summoning a slight gust of wind, or starting a campfire—at will.

DRUID SUBCLASSES

Choose either the **Warden of the Elements** or **Warden of Renewal** subclass.

WARDEN OF THE ELEMENTS

Play the Warden of the Elements if you want to embody the natural elements of the wild.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Elemental Incarnation: Mark a Stress to Channel one of the following elements until you take Severe damage or until your next rest:

- **Fire:** When an adversary within Melee range deals damage to you, they take **1d10** magic damage.
- **Earth:** Gain a bonus to your damage thresholds equal to your Proficiency.
- **Water:** When you deal damage to an adversary within Melee range, all other adversaries within Very Close range must mark a Stress.
- **Air:** You can hover, gaining advantage on Agility Rolls.

SPECIALIZATION FEATURE

Elemental Aura: Once per rest while Channeling, you can assume an aura matching your element. The aura affects targets within Close range until your Channeling ends.

- **Fire:** When an adversary marks 1 or more Hit Points, they must also mark a Stress.
- **Earth:** Your allies gain a +1 bonus to Strength.
- **Water:** When an adversary deals damage to you, you can **mark a Stress** to move them anywhere within Very Close range of where they are.
- **Air:** When you or an ally takes damage from an attack beyond Melee range, reduce the damage by **1d8**.

MASTERY FEATURE

Elemental Dominion: You further embody your element. While Channeling, you gain the following benefit:

- **Fire:** You gain a +1 bonus to your Proficiency for attacks and spells that deal damage.
- **Earth:** When you would mark Hit Points, roll a **d6** per Hit Point marked. For each result of 6, reduce the number of Hit Points you mark by 1.
- **Water:** When an attack against you succeeds, you can **mark a Stress** to make the attacker temporarily Vulnerable.
- **Air:** You gain a +1 bonus to your Evasion and can fly.

WARDEN OF RENEWAL

Play the Warden of Renewal if you want to use powerful magic to heal your party.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURES

Clarity of Nature: Once per long rest, you can create a space of natural serenity within Close range. When you spend a few minutes resting within the space, clear Stress equal to your Instinct, distributed as you choose between you and your allies.

Regeneration: Touch a creature and **spend 3 Hope**. That creature clears **1d4** Hit Points.

SPECIALIZATION FEATURES

Regenerative Reach: You can target creatures within Very Close range with your “Regeneration” feature.

Warden’s Protection: Once per long rest, **spend 2 Hope** to clear 2 Hit Points on **1d4** allies within Close range.

MASTERY FEATURE

Defender: Your animal transformation embodies a healing guardian spirit. When you’re in Beastform and an ally within Close range marks 2 or more Hit Points, you can **mark a Stress** to reduce the number of Hit Points they mark by 1.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Why was the community you grew up in so reliant on nature and its creatures?
- Who was the first wild animal you bonded with? Why did your bond end?
- Who has been trying to hunt you down? What do they want from you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did you confide in me that makes me leap into danger for you every time?
- What animal do I say you remind me of?
- What affectionate nickname have you given me?

BEASTFORM OPTIONS

When you use your “Beastform” feature, choose a creature category of your tier or lower. At the GM’s discretion, you can describe yourself transforming into any animal that reasonably fits into that category.

Beastform categories are divided by tier. Each entry includes the following details:

- **Creature Category:** Each category’s name describes the common role or behavior of creatures in that category (such as Agile Scout). This name is followed by a few examples of animals that fit in that category (in this example, fox, mouse, and weasel).
- **Character Trait:** While transformed, you gain a bonus to the listed trait. For example, while transformed into an Agile Scout, you gain a +1 bonus to your Agility. When this form drops, you lose this bonus.
- **Attack Rolls:** When you make an attack while transformed, you use the creature’s listed range, trait, and damage dice, but you use your Proficiency. For example, as an Agile Scout, you can attack a target within Melee range using your Agility. On a success, you deal d4 physical damage using your Proficiency.
- **Evasion:** While transformed, you add the creature’s Evasion bonus to your normal Evasion. For example, if your Evasion is usually 8 and your Beastform says “Evasion +2,” your Evasion becomes 10 while you’re in that form.
- **Advantages:** Your form makes you especially suited to certain actions. When you make an action or reaction roll related to one of the verbs listed for that creature category, you gain advantage on that roll. For example, an Agile Scout gains advantage on rolls made to sneak around, search for objects or creatures, and related activities.
- **Features:** Each form includes unique features. For example, an Agile Scout excels at silent, dexterous movement—but they’re also fragile, making you more likely to drop out of Beastform.

TIER 1

■ AGILE SCOUT

(Fox, Mouse, Weasel, etc.)

Agility +1 | Evasion +2
Melee Agility d4 phy

Gain advantage on: deceive, locate, sneak

Agile: Your movement is silent, and you can **spend a Hope** to move up to Far range without rolling.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ HOUSEHOLD FRIEND

(Cat, Dog, Rabbit, etc.)

Instinct +1 | Evasion +2
Melee Instinct d6 phy

Gain advantage on: climb, locate, protect

Companion: When you Help an Ally, you can roll a **d8** as your advantage die.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ NIMBLE GRAZER

(Deer, Gazelle, Goat, etc.)

Agility +1 | Evasion +3
Melee Agility d6 phy

Gain advantage on: leap, sneak, sprint

Elusive Prey: When an attack roll against you would succeed, you can **mark a Stress** and roll a **d4**. Add the result to your Evasion against this attack.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ PACK PREDATOR

(Coyote, Hyena, Wolf, etc.)

Strength +2 | Evasion +1
Melee Strength d8+2 phy

Gain advantage on: attack, sprint, track

Hobbling Strike: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to make the target temporarily *Vulnerable*.

Pack Hunting: When you succeed on an attack against the same target as an ally who acts immediately before you, add a **d8** to your damage roll.

■ AQUATIC SCOUT

(Eel, Fish, Octopus, etc.)

Agility +1 | Evasion +2
Melee Agility d4 phy

Gain advantage on: navigate, sneak, swim

Aquatic: You can breathe and move naturally underwater.

Fragile: When you take Major or greater damage, you drop out of Beastform.

■ STALKING ARACHNID

(Tarantula, Wolf Spider, etc.)

Finesse +1 | Evasion +2
Melee Finesse d6+1 phy

Gain advantage on: attack, climb, sneak

Venomous Bite: When you succeed on an attack against a target within Melee range, the target becomes temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Webslinger: You can create a strong web material useful for both adventuring and battle. The web is resilient enough to support one creature. You can temporarily *Restrain* a target within Close range by succeeding on a Finesse Roll against them.

TIER 2

■ ARMORED SENTRY

(Armadillo, Pangolin, Turtle, etc.)

Strength +1 | Evasion +1
Melee Strength d8+2 phy

Gain advantage on: dig, locate, protect

Armored Shell: Your hardened exterior gives you resistance to physical damage. Additionally, **mark an Armor Slot** to retract into your shell. While in your shell, physical damage is reduced by a number equal to your Armor Score (after applying resistance), but you can’t perform other actions without leaving this form.

Cannonball: Mark a Stress to allow an ally to throw or launch you at an adversary. To do so, the ally makes an attack roll using Agility or Strength (their choice) against a target within Close range. On a success, the adversary takes **d12+2** physical damage using the thrower’s Proficiency. You can **spend a Hope** to target an additional adversary within Very Close range of the first. The second target takes half the damage dealt to the first target.

■ POWERFUL BEAST

(Bear, Bull, Moose, etc.)

Strength +3 | Evasion +1
Melee Strength d10+4 phy

Gain advantage on: navigate, protect, scare

Rampage: When you roll a 1 on a damage die, you can roll a **d10** and add the result to the damage roll. Additionally, before you make an attack roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency for that attack.

Thick Hide: You gain a +2 bonus to your damage thresholds.

■ MIGHTY STRIDER

(Camel, Horse, Zebra, etc.)

Agility +1 | Evasion +2
Melee Agility d8+1 phy

Gain advantage on: leap, navigate, sprint

Carrier: You can carry up to two willing allies with you when you move.

Trample: Mark a Stress to move up to Close range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+1** physical damage using your Proficiency and are temporarily *Vulnerable*.

■ STRIKING SERPENT

(Cobra, Rattlesnake, Viper, etc.)

Finesse +1 | Evasion +2
Very Close Finesse d8+4 phy

Gain advantage on: climb, deceive, sprint

Venomous Strike: Make an attack against any number of targets within Very Close range. On a success, a target is temporarily *Poisoned*. A *Poisoned* creature takes **1d10** direct physical damage each time they act.

Warning Hiss: Mark a Stress to force any number of targets within Melee range to move back to Very Close range.

■ POUNCING PREDATOR

(Cheetah, Lion, Panther, etc.)

Instinct +1 | Evasion +3
Melee Instinct d8+6 phy

Gain advantage on: attack, climb, sneak

Fleet: Spend a Hope to move up to Far range without rolling.

Takedown: Mark a Stress to move into Melee range of a target and make an attack roll against them. On a success, you gain a +2 bonus to your Proficiency for this attack and the target must mark a Stress.

■ WINGED BEAST

(Hawk, Owl, Raven, etc.)

Finesse +1 | Evasion +3
Melee Finesse d4+2 phy

Gain advantage on: deceive, locate, scare

Bird’s-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Hollow Bones: You gain a –2 penalty to your damage thresholds.

■ GREAT PREDATOR

(Dire Wolf, Velociraptor, Sabertooth Tiger, etc.)

Strength +2 | Evasion +2
Melee Strength d12+8 phy

Gain advantage on: attack, sneak, sprint

Carrier: You can carry up to two willing allies with you when you move.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them temporarily *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ MIGHTY LIZARD

(Alligator, Crocodile, Gila Monster, etc.)

Instinct +2 | Evasion +1
Melee Instinct d10+7 phy

Gain advantage on: attack, sneak, track

Physical Defense: You gain a +3 bonus to your damage thresholds.

Snapping Strike: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to clamp that opponent in your jaws, making them temporarily *Restrained* and *Vulnerable*.

■ GREAT WINGED BEAST

(Giant Eagle, Falcon, etc.)

Finesse +2 | Evasion +3
Melee Finesse d8+6 phy

Gain advantage on: deceive, distract, locate

Bird’s-Eye View: You can fly at will. Once per rest while you are airborne, you can ask the GM a question about the scene below you without needing to roll. The first time a character makes a roll to act on this information, they gain advantage on the roll.

Carrier: You can carry up to two willing allies with you when you move.

■ AQUATIC PREDATOR

(Dolphin, Orca, Shark, etc.)

Agility +2 | Evasion +4
Melee Agility d10+6 phy

Gain advantage on: attack, swim, track

Aquatic: You can breathe and move naturally underwater.

Vicious Maul: When you succeed on an attack against a target, you can **spend a Hope** to make them *Vulnerable* and gain a +1 bonus to your Proficiency for this attack.

■ LEGENDARY BEAST

(Upgraded Tier 1 Options)

Evolved: Pick a Tier 1 Beastform option and become a larger, more powerful version of that creature. While you’re in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +6 bonus to damage rolls
- A +1 bonus to the trait used by this form
- A +2 bonus to Evasion

■ LEGENDARY HYBRID

(Griffon, Sphinx, etc.)

Strength +2 | Evasion +3
Melee Strength d10+8 phy

Hybrid Features: To transform into this creature, **mark an additional Stress**. Choose any two Beastform options from Tiers 1–2. Choose a total of four advantages and two features from those options.

■ MASSIVE BEHEMOTH

(Elephant, Mammoth, Rhinoceros, etc.)

Strength +3 | Evasion +1
Melee Strength d12+12 phy

Gain advantage on: locate, protect, scare, sprint

Carrier: You can carry up to four willing allies with you when you move.

Demolish: Spend a Hope to move up to Far range in a straight line and make an attack against all targets within Melee range of the line. Targets you succeed against take **d8+10** physical damage using your Proficiency and are temporarily *Vulnerable*.

Undaunted: You gain a +2 bonus to all your damage thresholds.

■ TERRIBLE LIZARD

(Brachiosaurus, Tyrannosaurus, etc.)

Strength +3 | Evasion +2
Melee Strength d12+10 phy

Gain advantage on: attack, deceive, scare, track

Devastating Strikes: When you deal Severe damage to a target within Melee range, you can **mark a Stress** to force them to mark an additional Hit Point.

Massive Stride: You can move up to Far range without rolling. You ignore rough terrain (at the GM’s discretion) due to your size.

■ MYTHIC AERIAL HUNTER

(Dragon, Pterodactyl, Roc, Wyvern, etc.)

Finesse +3 | Evasion +4
Melee Finesse d10+11 phy

Gain advantage on: attack, deceive, locate, navigate

Carrier: You can carry up to three willing allies with you when you move.

Deadly Raptor: You can fly at will and move up to Far range as part of your action. When you move in a straight line into Melee range of a target from at least Close range and make an attack against that target in the same action, you can reroll all damage dice that rolled a result lower than your Proficiency.

■ EPIC AQUATIC BEAST

(Giant Squid, Whale, etc.)

Agility +3 | Evasion +3
Melee Agility d10+10 phy

Gain advantage on: locate, protect, scare, track

Ocean Master: You can breathe and move naturally underwater. When you succeed on an attack against a target within Melee range, you can temporarily *Restrain* them.

Unyielding: When you would mark an Armor Slot, roll a **d6**. On a result of 5 or higher, reduce the severity by one threshold without marking an Armor Slot.

■ MYTHIC BEAST

(Upgraded Tier 1 or Tier 2 Options)

Evolved: Pick a Tier 1 or Tier 2 Beastform option and become a larger, more powerful version of that creature. While you’re in this form, you retain all traits and features from the original form and gain the following bonuses:

- A +9 bonus to damage rolls
- A +2 bonus to the trait used by this form
- A +3 bonus to Evasion
- Your damage die increases by one size (d6 becomes d8, d8 becomes d10, etc.)

■ MYTHIC HYBRID

(Chimera, Cockatrice, Manticore, etc.)

Strength +3 | Evasion +2
Strength Melee d12+10 phy

Hybrid Features: To transform into this creature, **mark 2 additional Stress**. Choose any three Beastform options from Tiers 1-3. Choose a total of five advantages and three features from those options.

The title of guardian represents an array of martial professions, speaking more to their moral compass and unshakeable fortitude than the means by which they fight. While many guardians join groups of militants for either a country or cause, they’re more likely to follow those few they truly care for, majority be damned. Guardians are known for fighting with remarkable ferocity even against overwhelming odds, defending their cohort above all else. Woe betide those who harm the ally of a guardian, as the guardian will answer this injury in kind.

DOMAINS - Valor and Blade

STARTING EVASION - 9

STARTING HIT POINTS - 7

CLASS ITEMS - A totem from your mentor or a secret key

■ GUARDIAN’S HOPE FEATURE

Frontline Tank: Spend 3 Hope to clear 2 Armor Slots.

■ CLASS FEATURE

Unstoppable: Once per long rest, you can become *Unstoppable*. You gain an Unstoppable Die. At level 1, your Unstoppable Die is a **d4**. Place it on your character sheet in the space provided, starting with the 1 value facing up. After you make a damage roll that deals 1 or more Hit Points to a target, increase the Unstoppable Die value by one. When the die’s value would exceed its maximum value or when the scene ends, remove the die and drop out of *Unstoppable*. At level 5, your Unstoppable Die increases to a **d6**.

While *Unstoppable*, you gain the following benefits:

- You reduce the severity of physical damage by one threshold (Severe to Major, Major to Minor, Minor to None).
- You add the current value of the Unstoppable Die to your damage roll.
- You can’t be *Restrained* or *Vulnerable*.

Tip: If your Unstoppable Die is a d4 and the 4 is currently facing up, you remove the die the next time you would increase it. However, if your Unstoppable Die has increased to a d6 and the 4 is currently facing up, you’ll turn it to 5 the next time you would increase it. In this case, you’ll remove the die after you would need to increase it higher than 6.

GUARDIAN SUBCLASSES

Choose either the **Stalwart** or **Vengeance** subclass.

STALWART

Play the Stalwart if you want to take heavy blows and keep fighting.

FOUNDATION FEATURES

- Unwavering:** Gain a permanent +1 bonus to your damage thresholds.
- Iron Will:** When you take physical damage, you can **mark an additional Armor Slot** to reduce the severity.

SPECIALIZATION FEATURES

- Unrelenting:** Gain a permanent +2 bonus to your damage thresholds.
- Partners-in-Arms:** When an ally within Very Close range takes damage, you can **mark an Armor Slot** to reduce the severity by one threshold.

MASTERY FEATURES

- Undaunted:** Gain a permanent +3 bonus to your damage thresholds.
- Loyal Protector:** When an ally within Close range has 2 or fewer Hit Points and would take damage, you can **mark a Stress** to sprint to their side and take the damage instead.

VENGEANCE

Play the Vengeance if you want to strike down enemies who harm you or your allies.

FOUNDATION FEATURES

- At Ease:** Gain an additional Stress slot.
- Revenge:** When an adversary within Melee range succeeds on an attack against you, you can **mark 2 Stress** to force the attacker to mark a Hit Point.

SPECIALIZATION FEATURE

- Act of Reprisal:** When an adversary damages an ally within Melee range, you gain a +1 bonus to your Proficiency for the next successful attack you make against that adversary.

MASTERY FEATURE

- Nemesis: Spend 2 Hope** to *Prioritize* an adversary until your next rest. When you make an attack against your *Prioritized* adversary, you can swap the results of your Hope and Fear Dice. You can only *Prioritize* one adversary at a time.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who from your community did you fail to protect, and why do you still think of them?
- You’ve been tasked with protecting something important and delivering it somewhere dangerous. What is it, and where does it need to go?
- You consider an aspect of yourself to be a weakness. What is it, and how has it affected you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- How did I save your life the first time we met?
- What small gift did you give me that you notice I always carry with me?
- What lie have you told me about yourself that I absolutely believe?

RANGER

Rangers are highly skilled hunters who, despite their martial abilities, rarely lend their skills to an army. Through mastery of the body and a deep understanding of the wilderness, rangers become sly tacticians, pursuing their quarry with cunning and patience. Many rangers track and fight alongside an animal companion with whom they’ve forged a powerful spiritual bond. By honing their skills in the wild, rangers become expert trackers, as likely to ensnare their foes in a trap as they are to assail them head-on.

DOMAINS - Bone & Sage

STARTING EVASION - 12

STARTING HIT POINTS - 6

CLASS ITEMS - A trophy from your first kill or a seemingly broken compass

RANGER’S HOPE FEATURE

Hold Them Off: Spend 3 Hope when you succeed on an attack with a weapon to use that same roll against two additional adversaries within range of the attack.

CLASS FEATURE

Ranger’s Focus: Spend a Hope and make an attack against a target. On a success, deal your attack’s normal damage and temporarily make the attack’s target your *Focus*. Until this feature ends or you make a different creature your *Focus*, you gain the following benefits against your *Focus*:

- You know precisely what direction they are in.
- When you deal damage to them, they must mark a Stress.
- When you fail an attack against them, you can end your Ranger’s Focus feature to reroll your Duality Dice.

RANGER SUBCLASSES

Choose either the **Beastbound** or **Wayfinder** subclass.

BEASTBOUND

Play the Beastbound if you want to form a deep bond with an animal ally.

SPELLCAST TRAIT

Agility

FOUNDATION FEATURE

Companion: You have an animal companion of your choice (at the GM’s discretion). They stay by your side unless you tell them otherwise.

Take the Ranger Companion sheet. When you level up your character, choose a level-up option for your companion from this sheet as well.

SPECIALIZATION FEATURES

- Expert Training:** Choose an additional level-up option for your companion.
- Battle-Bonded:** When an adversary attacks you while they’re within your companion’s Melee range, you gain a +2 bonus to your Evasion against the attack.

MASTERY FEATURES

- Advanced Training:** Choose two additional level-up options for your companion.
- Loyal Friend:** Once per long rest, when the damage from an attack would mark your companion’s last Stress or your last Hit Point and you’re within Close range of each other, you or your companion can rush to the other’s side and take that damage instead.

WAYFINDER

Play the Wayfinder if you want to hunt your prey and strike with deadly force.

SPELLCAST TRAIT

Agility

FOUNDATION FEATURES

Ruthless Predator: When you make a damage roll, you can **mark a Stress** to gain a +1 bonus to your Proficiency. Additionally, when you deal Severe damage to an adversary, they must mark a Stress.

Path Forward: When you’re traveling to a place you’ve previously visited or you carry an object that has been at the location before, you can identify the shortest, most direct path to your destination.

SPECIALIZATION FEATURE

Elusive Predator: When your Focus makes an attack against you, you gain a +2 bonus to your Evasion against the attack.

MASTERY FEATURE

Apex Predator: Before you make an attack roll against your *Focus*, you can **spend a Hope**. On a successful attack, you remove a Fear from the GM’s Fear pool.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- A terrible creature hurt your community, and you’ve vowed to hunt them down. What are they, and what unique trail or sign do they leave behind?
- Your first kill almost killed you, too. What was it, and what part of you was never the same after that event?
- You’ve traveled many dangerous lands, but what is the one place you refuse to go?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What friendly competition do we have?
- Why do you act differently when we’re alone than when others are around?
- What threat have you asked me to watch for, and why are you worried about it?

RANGER COMPANION

When you choose the Beastbound Ranger subclass, take a companion sheet. This sheet is for tracking important information about your character’s companion and can be tucked beneath the right side of your character sheet for ease of viewing.

STEP 1: NAME YOUR COMPANION

Work with the GM to decide what kind of animal you have as your companion. Give them a name and add a picture of them to the companion sheet.

STEP 2: WRITE THEIR EVASION

Fill in their Evasion, which starts at 10.

STEP 3: CHOOSE THEIR COMPANION EXPERIENCE

Create two Experiences for your companion based on their training and the history you have together.

Start with +2 in both Experiences. Whenever you gain a new Experience, your companion also gains one. All new Experiences start at +2.

Example Companion Experiences

Bold Distraction, Expert Climber, Fetch, Friendly, Guardian of the Forest, Horrifying, Intimidating, Loyal Until the End, Navigation, Nimble, Nobody Left Behind, On High Alert, Protective, Royal Companion, Scout, Service Animal, Trusted Mount, Vigilant, We Always Find Them, You Can’t Hit What You Can’t Find

STEP 4: CHOOSE THEIR ATTACK AND RECORD DAMAGE DIE

Finally, describe your companion’s method of dealing damage (their standard attack) and record it in the “Attack & Damage” section. At level 1, your companion’s damage die is a d6 and their range is Melee. Choose whether they deal physical or magic damage.

WORKING WITH YOUR COMPANION

The following sections will run you through the basics of working with your companion.

USING SPELLCAST ROLLS, HOPE, AND EXPERIENCES

Make a Spellcast Roll to connect with your companion and command them to take action. Spend a Hope to add an applicable Companion Experience to the roll. On a success with Hope, if your next action builds on their success, you gain advantage on the roll.

ATTACKING WITH YOUR COMPANION

When you command your companion to attack, they gain any benefits that would normally only apply to you (such as the effects of “Ranger’s Focus”). On a success, their damage roll uses your Proficiency and their damage die.

TAKING DAMAGE AS STRESS

- When your companion would take any amount of damage, they mark a Stress. When they mark their last Stress, they drop out of the scene (by hiding, fleeing, or a similar action). They remain unavailable until the start of your next long rest, where they return with 1 Stress cleared.
- When you choose a downtime move that clears Stress on yourself, your companion clears an equal number of Stress.

LEVELING UP YOUR COMPANION

When your character levels up, choose one available option for your companion from the following list and mark it on your sheet:

- **Intelligent:** Your companion gains a permanent +1 bonus to a Companion Experience of your choice.
- **Light in the Dark:** Use this as an additional Hope slot your character can mark.
- **Creature Comfort:** Once per rest, when you take time during a quiet moment to give your companion love and attention, you can gain a Hope or you can both clear a Stress.
- **Armored:** When your companion takes damage, you can **mark one of your Armor Slots** instead of marking one of their Stress.
- **Vicious:** Increase your companion’s damage dice or range by one step (d6 to d8, Close to Far, etc.).
- **Resilient:** Your companion gains an additional Stress slot.
- **Bonded:** When you mark your last Hit Point, your companion rushes to your side to comfort you. Roll a number of **d6s** equal to the unmarked Stress slots they have and mark them. If any roll a 6, your companion helps you up. Clear your last Hit Point and return to the scene.
- **Aware:** Your companion gains a permanent +2 bonus to their Evasion.

ROGUE

Rogues are scoundrels, often in both attitude and practice. Broadly known as liars and thieves, the best among this class move through the world anonymously. Utilizing their sharp wits and blades, rogues trick their foes through social manipulation as easily as breaking locks, climbing through windows, or dealing underhanded blows. These masters of magical craft manipulate shadow and movement, adding an array of useful and deadly tools to their repertoire. Rogues frequently establish guilds to meet future accomplices, hire out jobs, and hone secret skills, proving that there’s honor among thieves for those who know where to look.

DOMAINS - Midnight & Grace

STARTING EVASION - 12

STARTING HIT POINTS - 6

CLASS ITEMS - A set of forgery tools or a grappling hook

ROGUE’S HOPE FEATURE

Rogue’s Dodge: Spend 3 Hope to gain a +2 bonus to your Evasion until the next time an attack succeeds against you. Otherwise, this bonus lasts until your next rest.

CLASS FEATURES

Cloaked: Any time you would be *Hidden*, you are instead *Cloaked*. In addition to the benefits of the *Hidden* condition, while *Cloaked* you remain unseen if you are stationary when an adversary moves to where they would normally see you. After you make an attack or end a move within line of sight of an adversary, you are no longer *Cloaked*.

Sneak Attack: When you succeed on an attack while *Cloaked* or while an ally is within Melee range of your target, add a number of **d6s** equal to your tier to your damage roll.

- Level 1 → Tier 1
- Levels 2–4 → Tier 2
- Levels 5–7 → Tier 3
- Levels 8–10 → Tier 4

ROGUE SUBCLASSES

Choose either the **Nightwalker** or **Syndicate** subclass.

NIGHTWALKER

Play the Nightwalker if you want to manipulate shadows to maneuver through the environment.

SPELLCAST TRAIT

Finesse

FOUNDATION FEATURE

Shadow Stepper: You can move from shadow to shadow. When you move into an area of darkness or a shadow cast by another creature or object, you can **mark a Stress** to disappear from where you are and reappear inside another shadow within Far range. When you reappear, you are *Cloaked*.

SPECIALIZATION FEATURES

Dark Cloud: Make a **Spellcast Roll (15)**. On a success, create a temporary dark cloud that covers any area within Close range. Anyone in this cloud can’t see outside of it, and anyone outside of it can’t see in. You’re considered *Cloaked* from any adversary for whom the cloud blocks line of sight.

Adrenaline: While you’re *Vulnerable*, add your level to your damage rolls.

MASTERY FEATURES

Fleeting Shadow: Gain a permanent +1 bonus to your Evasion. You can use your “Shadow Stepper” feature to move within Very Far range.

Vanishing Act: Mark a Stress to become *Cloaked* at any time. When *Cloaked* from this feature, you automatically clear the *Restrained* condition if you have it. You remain *Cloaked* in this way until you roll with Fear or until your next rest.

SYNDICATE

Play the Syndicate if you want to have a web of contacts everywhere you go.

SPELLCAST TRAIT

Finesse

FOUNDATION FEATURE

Well-Connected: When you arrive in a prominent town or environment, you know somebody who calls this place home. Give them a name, note how you think they could be useful, and choose one fact from the following list:

- They owe me a favor, but they’ll be hard to find.
- They’re going to ask for something in exchange.
- They’re always in a great deal of trouble.
- We used to be together. It’s a long story.
- We didn’t part on great terms.

SPECIALIZATION FEATURE

Contacts Everywhere: Once per session, you can briefly call on a shady contact. Choose one of the following benefits and describe what brought them here to help you in this moment:

- They provide 1 handful of gold, a unique tool, or a mundane object that the situation requires.
- On your next action roll, their help provides a +3 bonus to the result of your Hope or Fear Die.
- The next time you deal damage, they snipe from the shadows, adding **2d8** to your damage roll.

MASTERY FEATURE

Reliable Backup: You can use your “Contacts Everywhere” feature three times per session. The following options are added to the list of benefits you can choose from when you use that feature:

- When you mark 1 or more Hit Points, they can rush out to shield you, reducing the Hit Points marked by 1.
- When you make a Presence Roll in conversation, they back you up. You can roll a **d20** as your Hope Die.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you get caught doing that got you exiled from your home community?
- You used to have a different life, but you’ve tried to leave it behind. Who from your past is still chasing you?
- Who from your past were you most sad to say goodbye to?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What did I recently convince you to do that got us both in trouble?
- What have I discovered about your past that I hold secret from the others?
- Who do you know from my past, and how have they influenced your feelings about me?

SERAPH

Seraphs are divine fighters and healers imbued with sacred purpose. A wide array of deities exist within the realms, and thus numerous kinds of seraphs are appointed by these gods. Their ethos traditionally aligns with the domain or goals of their god, such as defending the weak, exacting vengeance, protecting a land or artifact, or upholding a particular faith. Some seraphs ally themselves with an army or locale, much to the satisfaction of their rulers, but other crusaders fight in opposition to the follies of the Mortal Realm. It is better to be a seraph’s ally than their enemy, as they are terrifying foes to those who defy their purpose.

DOMAINS - Splendor & Valor

STARTING EVASION - 9

STARTING HIT POINTS - 7

CLASS ITEMS - A bundle of offerings or a sigil of your god

SERAPH’S HOPE FEATURE

Life Support: Spend 3 Hope to clear a Hit Point on an ally within Close range.

CLASS FEATURE

Prayer Dice: At the beginning of each session, roll a number of **d4s** equal to your subclass’s Spellcast trait and place them on your character sheet in the space provided. These are your Prayer Dice. You can spend any number of Prayer Dice to aid yourself or an ally within Far range. You can use a spent die’s value to reduce incoming damage, add to a roll’s result after the roll is made, or gain Hope equal to the result. At the end of each session, clear all unspent Prayer Dice.

SERAPH SUBCLASSES

Choose either the **Divine Wielder** or **Winged Sentinel** subclass.

DIVINE WIELDER

Play the Divine Wielder if you want to dominate the battlefield with a legendary weapon.

SPELLCAST TRAIT

Strength

FOUNDATION FEATURES

Spirit Weapon: When you have an equipped weapon with a range of Melee or Very Close, it can fly from your hand to attack an adversary within Close range and then return to you. You can **mark a Stress** to target an additional adversary within range with the same attack roll.

Sparing Touch: Once per long rest, touch a creature and clear 2 Hit Points or 2 Stress from them.

SPECIALIZATION FEATURE

Devout: When you roll your Prayer Dice, you can roll an additional die and discard the lowest result. Additionally, you can use your “Sparing Touch” feature twice instead of once per long rest.

MASTERY FEATURE

Sacred Resonance: When you roll damage for your “Spirit Weapon” feature, if any of the die results match, double the value of each matching die. For example, if you roll two 5s, they count as two 10s.

WINGED SENTINEL

Play the Winged Sentinel if you want to take flight and strike crushing blows from the sky.

SPELLCAST TRAIT

Strength

FOUNDATION FEATURE

Wings of Light: You can fly. While flying, you can do the following:

- **Mark a Stress** to pick up and carry another willing creature approximately your size or smaller.
- **Spend a Hope** to deal an extra **1d8** damage on a successful attack.

SPECIALIZATION FEATURE

Ethereal Visage: Your supernatural visage strikes awe and fear. While flying, you have advantage on Presence Rolls. When you succeed with Hope on a Presence Roll, you can remove a Fear from the GM’s Fear pool instead of gaining Hope.

MASTERY FEATURES

Ascendant: Gain a permanent +4 bonus to your Severe damage threshold.

Power of the Gods: While flying, you deal an extra **1d12** damage instead of 1d8 from your “Wings of Light” feature.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Which god did you devote yourself to? What incredible feat did they perform for you in a moment of desperation?
- How did your appearance change after taking your oath?
- In what strange or unique way do you communicate with your god?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What promise did you make me agree to, should you die on the battlefield?
- Why do you ask me so many questions about my god?
- You’ve told me to protect one member of our party above all others, even yourself. Who are they and why?

SORCERER

Not all innate magic users choose to hone their craft, but those who do can become powerful sorcerers. The gifts of these wielders are passed down through families, even if the family is unaware of or reluctant to practice them. A sorcerer’s abilities can range from the elemental to the illusionary and beyond, and many practitioners band together into collectives based on their talents. The act of becoming a formidable sorcerer is not the practice of acquiring power, but learning to cultivate and control the power one already possesses. The magic of a misguided or undisciplined sorcerer is a dangerous force indeed.

DOMAINS - Arcana & Midnight

STARTING EVASION - 10

STARTING HIT POINTS - 6

CLASS ITEMS - A whispering orb or a family heirloom

SORCERER’S HOPE FEATURE

Volatile Magic: Spend 3 Hope to reroll any number of your damage dice on an attack that deals magic damage.

CLASS FEATURES

- Arcane Sense:** You can sense the presence of magical people and objects within Close range.
- Minor Illusion:** Make a **Spellcast Roll (10)**. On a success, you create a minor visual illusion no larger than yourself within Close range. This illusion is convincing to anyone at Close range or farther.
- Channel Raw Power:** Once per long rest, you can place a domain card from your loadout into your vault and choose to either:
- Gain Hope equal to the level of the card.
 - Enhance a spell that deals damage, gaining a bonus to your damage roll equal to twice the level of the card.

SORCERER SUBCLASSES

Choose either the **Elemental Origin** or **Primal Origin** subclass.

ELEMENTAL ORIGIN

Play the Elemental Origin if you want to channel raw magic to take the shape of a particular element.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Elementalist: Choose one of the following elements at character creation: air, earth, fire, lightning, water.

You can shape this element into harmless effects. Additionally, **spend a Hope** and describe how your control over this element helps an action roll you’re about to make, then either gain a +2 bonus to the roll or a +3 bonus to the roll’s damage.

SPECIALIZATION FEATURE

Natural Evasion: You can call forth your element to protect you from harm. When an attack roll against you succeeds, you can **mark a Stress** and describe how you use your element to defend you. When you do, roll a **d6** and add its result to your Evasion against the attack.

MASTERY FEATURE

Transcendence: Once per long rest, you can transform into a physical manifestation of your element. When you do, describe your transformation and choose two of the following benefits to gain until your next rest:

- +4 bonus to your Severe threshold
- +1 bonus to a character trait of your choice
- +1 bonus to your Proficiency
- +2 bonus to your Evasion

PRIMAL ORIGIN

Play the Primal Origin if you want to extend the versatility of your spells in powerful ways.

SPELLCAST TRAIT

Instinct

FOUNDATION FEATURE

Manipulate Magic: Your primal origin allows you to modify the essence of magic itself. After you cast a spell or make an attack using a weapon that deals magic damage, you can **mark a Stress** to do one of the following:

- Extend the spell or attack’s reach by one range
- Gain a +2 bonus to the action roll’s result
- Double a damage die of your choice
- Hit an additional target within range

SPECIALIZATION FEATURE

Enchanted Aid: You can enhance the magic of others with your essence. When you Help an Ally with a Spellcast Roll, you can roll a **d8** as your advantage die. Once per long rest, after an ally has made a Spellcast Roll with your help, you can swap the results of their Duality Dice.

MASTERY FEATURE

Arcane Charge: You can gather magical energy to enhance your capabilities. When you take magic damage, you become *Charged*. Alternatively, you can **spend 2 Hope** to become *Charged*. When you successfully make an attack that deals magic damage while *Charged*, you can clear your *Charge* to either gain a +10 bonus to the damage roll or gain a +3 bonus to the Difficulty of a reaction roll the spell causes the target to make. You stop being *Charged* at your next long rest.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What did you do that made the people in your community wary of you?
- What mentor taught you to control your untamed magic, and why are they no longer able to guide you?
- You have a deep fear you hide from everyone. What is it, and why does it scare you?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- Why do you trust me so deeply?
- What did I do that makes you cautious around me?
- Why do we keep our shared past a secret?

WARRIOR

Becoming a warrior requires years, often a lifetime, of training and dedication to the mastery of weapons and violence. While many who seek to fight hone only their strength, warriors understand the importance of an agile body and mind, making them some of the most sought-after fighters across the realms. Frequently, warriors find employment within an army, a band of mercenaries, or even a royal guard, but their potential is wasted in any position where they cannot continue to improve and expand their skills. Warriors are known to have a favored weapon; to come between them and their blade would be a grievous mistake.

DOMAINS - Blade & Bone

STARTING EVASION - 11

STARTING HIT POINTS - 6

CLASS ITEMS - The drawing of a lover or a sharpening stone

WARRIOR’S HOPE FEATURE

No Mercy: Spend 3 Hope to gain a +1 bonus to your attack rolls until your next rest.

CLASS FEATURES

Attack of Opportunity: If an adversary within Melee range attempts to leave that range, make a reaction roll using a trait of your choice against their Difficulty. Choose one effect on a success, or two if you critically succeed:

- They can’t move from where they are.
- You deal damage to them equal to your primary weapon’s damage.
- You move with them.

Combat Training: You ignore burden when equipping weapons. When you deal physical damage, you gain a bonus to your damage roll equal to your level.

WARRIOR SUBCLASSES

Choose either the **Call of the Brave** or **Call of the Slayer subclass**.

CALL OF THE BRAVE

Play the Call of the Brave if you want to use the might of your enemies to fuel your own power.

FOUNDATION FEATURES

Courage: When you fail a roll with Fear, you gain a Hope.

Battle Ritual: Once per long rest, before you attempt something incredibly dangerous or face off against a foe who clearly outmatches you, describe what ritual you perform or preparations you make. When you do, clear 2 Stress and gain 2 Hope.

SPECIALIZATION FEATURE

Rise to the Challenge: You are vigilant in the face of mounting danger. While you have 2 or fewer Hit Points unmarked, you can roll a **d20** as your Hope Die.

MASTERY FEATURE

Camaraderie: Your unwavering bravery is a rallying point for your allies. You can initiate a Tag Team Roll one additional time per session. Additionally, when an ally initiates a Tag Team Roll with you, they only need to spend 2 Hope to do so.

CALL OF THE SLAYER

Play the Call of the Slayer if you want to strike down adversaries with immense force.

FOUNDATION FEATURE

Slayer: You gain a pool of dice called Slayer Dice. On a roll with Hope, you can place a **d6** on this card instead of gaining a Hope, adding the die to the pool. You can store a number of Slayer Dice equal to your Proficiency. When you make an attack roll or damage roll, you can spend any number of these Slayer Dice, rolling them and adding their result to the roll. At the end of each session, clear any unspent Slayer Dice on this card and gain a Hope per die cleared.

SPECIALIZATION FEATURE

Weapon Specialist: You can wield multiple weapons with dangerous ease. When you succeed on an attack, you can **spend a Hope** to add one of the damage dice from your secondary weapon to the damage roll. Additionally, once per long rest when you roll your Slayer Dice, reroll any 1s.

MASTERY FEATURE

Martial Preparation: You’re an inspirational warrior to all who travel with you. Your party gains access to the Martial Preparation downtime move. To use this move during a rest, describe how you instruct and train with your party. You and each ally who chooses this downtime move gain a **d6** Slayer Die. A PC with a Slayer Die can spend it to roll the die and add the result to an attack or damage roll of their choice.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- Who taught you to fight, and why did they stay behind when you left home?
- Somebody defeated you in battle years ago and left you to die. Who was it, and how did they betray you?
- What legendary place have you always wanted to visit, and why is it so special?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- We knew each other long before this party came together. How?
- What mundane task do you usually help me with off the battlefield?
- What fear am I helping you overcome?

WIZARD

Whether through an institution or individual study, those known as wizards acquire and hone immense magical power over years of learning using a variety of tools, including books, stones, potions, and herbs. Some wizards dedicate their lives to mastering a particular school of magic, while others learn from a wide variety of disciplines. Many wizards become wise and powerful figures in their communities, advising rulers, providing medicines and healing, and even leading war councils. While these mages all work toward the common goal of collecting magical knowledge, wizards often have the most conflict within their own ranks, as the acquisition, keeping, and sharing of powerful secrets is a topic of intense debate that has resulted in innumerable deaths.

DOMAINS - Codex & Splendor

STARTING EVASION - 11

STARTING HIT POINTS - 5

CLASS ITEMS - A book you’re trying to translate or a tiny, harmless elemental pet

WIZARD’S HOPE FEATURE

Not This Time: Spend 3 Hope to force an adversary within Far range to reroll an attack or damage roll.

CLASS FEATURES

Prestidigitation: You can perform harmless, subtle magical effects at will. For example, you can change an object’s color, create a smell, light a candle, cause a tiny object to float, illuminate a room, or repair a small object.

Strange Patterns: Choose a number between 1 and 12. When you roll that number on a Duality Die, gain a Hope or clear a Stress.

You can change this number when you take a long rest.

WIZARD SUBCLASSES

Choose either the **School of Knowledge** or **School of War subclass**.

SCHOOL OF KNOWLEDGE

Play the School of Knowledge if you want a keen understanding of the world around you.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Prepared: Take an additional domain card of your level or lower from a domain you have access to.

Adept: When you Utilize an Experience, you can **mark a Stress** instead of spending a Hope. If you do, double your Experience modifier for that roll.

SPECIALIZATION FEATURES

Accomplished: Take an additional domain card of your level or lower from a domain you have access to.

Perfect Recall: Once per rest, when you recall a domain card in your vault, you can reduce its Recall Cost by 1.

MASTERY FEATURES

Brilliant: Take an additional domain card of your level or lower from a domain you have access to.

Honed Expertise: When you use an Experience, roll a **d6**. On a result of 5 or higher, you can use it without spending Hope.

SCHOOL OF WAR

Play the School of War if you want to utilize trained magic for violence.

SPELLCAST TRAIT

Knowledge

FOUNDATION FEATURES

Battlemage: You’ve focused your studies on becoming an unconquerable force on the battlefield. Gain an additional Hit Point slot.

Face Your Fear: When you succeed with Fear on an attack roll, you deal an extra **1d10** magic damage.

SPECIALIZATION FEATURES

Conjure Shield: You can maintain a protective barrier of magic. While you have at least 2 Hope, you add your Proficiency to your Evasion.

Fueled by Fear: The extra magic damage from your “Face Your Fear” feature increases to **2d10**.

MASTERY FEATURES

Thrive in Chaos: When you succeed on an attack, you can **mark a Stress** after rolling damage to force the target to mark an additional Hit Point.

Have No Fear: The extra magic damage from your “Face Your Fear” feature increases to **3d10**.

BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What responsibilities did your community once count on you for? How did you let them down?
- You’ve spent your life searching for a book or object of great significance. What is it, and why is it so important to you?
- You have a powerful rival. Who are they, and why are you so determined to defeat them?

CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What favor have I asked of you that you’re not sure you can fulfill?
- What weird hobby or strange fascination do we both share?
- What secret about yourself have you entrusted only to me?

ANCESTRIES

Ancestries represent your character’s lineage, which affects their physical appearance and access to certain special abilities. The following section describes each ancestry in Daggerheart and the characteristics generally shared by members of that ancestry, however, each player decides how much their character aligns with the “standard” or “average” expression of their ancestry.

In Daggerheart, the term “people” is used to refer to all ancestries, as individuals from all lineages possess unique characteristics and cultures, as well as personhood.

Some ancestries are described using the term “humanoid.” This does not imply any genetic relation to “humans,” which is a distinct ancestry within Daggerheart. Instead, it refers to the set of physical characteristics humans will recognize from their own anatomy, such as bipedal movement, upright posture, facial layout, and more. These traits vary by ancestry and individual, though “humanoid” should still provide a useful frame of reference.

The core ruleset includes the following ancestries: Clank, Drakona, Dwarf, Elf, Faerie, Faun, Firbolg, Fungril, Galapa, Giant, Goblin, Halfling, Human, Infernis, Katari, Orc, Ribbet, Simiah, and Mixed Ancestry.

ANCESTRY FEATURES

Each ancestry grants two **ancestry features**. While some features (such as the ability to fly) are implicitly tied to an ancestry’s anatomy, players determine their characters’ physical form. Work with the GM to re-flavor any implied traits that don’t align with your character concept.

If you’d like to make a character who combines more than one ancestry, see “Mixed Ancestry.”

CLANK

Clanks are sentient mechanical beings built from a variety of materials, including metal, wood, and stone. They can resemble humanoids, animals, or even inanimate objects. Like organic beings, their bodies come in a wide array of sizes. Because of their bespoke construction, many clanks have highly specialized physical configurations. Examples include clawed hands for grasping, wheels for movement, or built-in weaponry.

Many clanks embrace body modifications for style as well as function, and members of other ancestries often turn to clank artisans to construct customized mobility aids and physical adornments. Other ancestries can create clanks, even using their own physical characteristics as inspiration, but it’s also common for clanks to build one another. A clank’s lifespan extends as long as they’re able to acquire or craft new parts, making their physical form effectively immortal. That said, their minds are subject to the effects of time, and deteriorate as the magic that powers them loses potency.

ANCESTRY FEATURES

Purposeful Design: Decide who made you and for what purpose. At character creation, choose one of your Experiences that best aligns with this purpose and gain a permanent +1 bonus to it.

Efficient: When you take a short rest, you can choose a long rest move instead of a short rest move.

DRAKONA

Drakona resemble wingless dragons in humanoid form and possess a powerful elemental breath. All drakona have thick scales that provide excellent natural armor against both attacks and the forces of nature. They are large in size, ranging from 5 feet to 7 feet on average, with long sharp teeth. New teeth grow throughout a Drakona’s approximately 350-year lifespan, so they are never in danger of permanently losing an incisor. Unlike their dragon ancestors, drakona don’t have wings and can’t fly without magical aid. Members of this ancestry pass down the element of their breath through generations, though in rare cases, a drakona’s elemental power will differ from the rest of their family’s.

ANCESTRY FEATURES

Scales: Your scales act as natural protection. When you would take Severe damage, you can **mark a Stress** to mark 1 fewer Hit Points.

Elemental Breath: Choose an element for your breath (such as electricity, fire, or ice). You can use this breath against a target or group of targets within Very Close range, treating it as an Instinct weapon that deals **d8** magic damage using your Proficiency.

DWARF

Dwarves are most easily recognized as short humanoids with square frames, dense musculature, and thick hair. Their average height ranges from 4 to 5 ½ feet, and they are often broad in proportion to their stature. Their skin and nails contain a high amount of keratin, making them naturally resilient. This allows dwarves to embed gemstones into their bodies and decorate themselves with tattoos or piercings. Their hair grows thickly—usually on their heads, but some dwarves have thick hair across their bodies as well. Dwarves of all genders can grow facial hair, which they often style in elaborate arrangements. Typically, dwarves live up to 250 years of age, maintaining their muscle mass well into later life.

ANCESTRY FEATURES

Thick Skin: When you take Minor damage, you can **mark 2 Stress** instead of marking a Hit Point.

Increased Fortitude: Spend 3 Hope to halve incoming physical damage.

ELF

Elves are typically tall humanoids with pointed ears and acutely attuned senses. Their ears vary in size and pointed shape, and as they age, the tips begin to droop. While elves come in a wide range of body types, they are all fairly tall, with heights ranging from about 6 to 6 ½ feet. All elves have the ability to drop into a celestial trance, rather than sleep. This allows them to rest effectively in a short amount of time.

Some elves possess what is known as a “mystic form,” which occurs when an elf has dedicated themselves to the study or protection of the natural world so deeply that their physical form changes. These characteristics can include celestial freckles, the presence of leaves, vines, or flowers in their hair, eyes that flicker like fire, and more. Sometimes these traits are inherited from parents, but if an elf changes their environment or magical focus, their appearance changes over time. Because elves live for about 350 years, these traits can shift more than once throughout their lifespan.

ANCESTRY FEATURES

Quick Reactions: **Mark a Stress** to gain advantage on a reaction roll.

Celestial Trance: During a rest, you can drop into a trance to choose an additional downtime move.

FAERIE

Faeries are winged humanoid creatures with insectile features. These characteristics cover a broad spectrum from humanoid to insectoid—some possess additional arms, compound eyes, lantern organs, chitinous exoskeletons, or stingers. Because of their close ties to the natural world, they also frequently possess attributes that allow them to blend in with various plants. The average height of a faerie ranges from about 2 feet to 5 feet, but some faeries grow up to 7 feet tall. All faeries possess membranous wings and they each go through a process of metamorphosis. The process and changes differ from faerie to faerie, but during this transformation each individual manifests the unique appearance they will carry throughout the rest of their approximately 50-year lifespan.

ANCESTRY FEATURE

Luckbender: Once per session, after you or a willing ally within Close range makes an action roll, you can **spend 3 Hope** to reroll the Duality Dice.

Wings: You can fly. While flying, you can **mark a Stress** after an adversary makes an attack against you to gain a +2 bonus to your Evasion against that attack.

FAUN

Fauns resemble humanoid goats with curving horns, square pupils, and cloven hooves. Though their appearances may vary, most fauns have a humanoid torso and a goatlike lower body covered in dense fur. Faun faces can be more caprine or more humanlike, and they have a wide variety of ear and horn shapes. Faun horns range from short with minimal curvature to much larger with a distinct curl. The average faun ranges from 4 feet to 6 ½ feet tall, but their height can change dramatically from one moment to the next based on their stance. The majority of fauns have proportionately long limbs, no matter their size or shape, and are known for their ability to deliver powerful blows with their split hooves. Fauns live for roughly 225 years, and as they age, their appearance can become increasingly goatlike.

ANCESTRY FEATURES

Caprine Leap: You can leap anywhere within Close range as though you were using normal movement, allowing you to vault obstacles, jump across gaps, or scale barriers with ease.

Kick: When you succeed on an attack against a target within Melee range, you can **mark a Stress** to kick yourself off them, dealing an extra **2d6** damage and knocking back either yourself or the target to Very Close range.

FIRBOLG

Firbolgs are bovine humanoids typically recognized by their broad noses and long, drooping ears. Some have faces that are a blend of humanoid and bison, ox, cow, or other bovine creatures. Others, often referred to as minotaurs, have heads that entirely resemble cattle. They are tall and muscular creatures, with heights ranging from around 5 feet to

7 feet, and possess remarkable strength no matter their age. Some firbolgs are known to use this strength to charge their adversaries, an action that is particularly effective for those who have one of the many varieties of horn styles commonly found in this ancestry. Though their unique characteristics can vary, all firbolgs are covered in fur, which can be muted and earth-toned in color, or come in a variety of pastels, such as soft pinks and blues. On average, firbolgs live for about 150 years.

ANCESTRY FEATURES

Charge: When you succeed on an Agility Roll to move from Far or Very Far range into Melee range with one or more targets, you can **mark a Stress** to deal **1d12** physical damage to all targets within Melee range.

Unshakable: When you would mark a Stress, roll a **d6**. On a result of 6, don’t mark it.

FUNGRIL

Fungril resemble humanoid mushrooms. They can be either more humanoid or more fungal in appearance, and they come in an assortment of colors, from earth tones to bright reds, yellows, purples, and blues. Fungril display an incredible variety of bodies, faces, and limbs, as there’s no single common shape among them. Even their heights range from a tiny 2 feet tall to a staggering 7 feet tall. While the common lifespan of a fungril is about 300 years, some have been reported to live much longer. They can communicate nonverbally, and many members of this ancestry use a mycelial array to chemically exchange information with other fungril across long distances.

ANCESTRY FEATURES

Fungril Network: Make an **Instinct Roll (12)** to use your mycelial array to speak with others of your ancestry. On a success, you can communicate across any distance.

Death Connection: While touching a corpse that died recently, you can **mark a Stress** to extract one memory from the corpse related to a specific emotion or sensation of your choice.

GALAPA

Galapa resemble anthropomorphic turtles with large, domed shells into which they can retract. On average, they range from 4 feet to 6 feet in height, and their head and body shapes can resemble any type of turtle. Galapa come in a variety of earth tones—most often shades of green and brown— and possess unique patterns on their shells. Members of this ancestry can draw their head, arms, and legs into their shell for protection to use it as a natural shield when defensive measures are needed. Some supplement their shell's strength or appearance by attaching armor or carving unique designs, but the process is exceedingly painful. Most galapa move slowly no matter their age, and they can live approximately 150 years.

ANCESTRY FEATURES

Shell: Gain a bonus to your damage thresholds equal to your Proficiency.

Retract: **Mark a Stress** to retract into your shell. While in your shell, you have resistance to physical damage, you have disadvantage on action rolls, and you can’t move.

GIANT

Giants are towering humanoids with broad shoulders, long arms, and one to three eyes. Adult giants range from 6 ½ to 8 ½ feet tall and are naturally muscular, regardless of body type. They are easily recognized by their wide frames and elongated arms and necks. Though they can have up to three eyes, all giants are born with none and remain sightless for their first year of life. Until a giant reaches the age of 10 and their features fully develop, the formation of their eyes may

fluctuate. Those with a single eye are commonly known as cyclops. The average giant lifespan is about 75 years.

ANCESTRY FEATURES

Endurance: Gain an additional Hit Point slot at character creation.

Reach: Treat any weapon, ability, spell, or other feature that has a Melee range as though it has a Very Close range instead.

GOBLIN

Goblins are small humanoids easily recognizable by their large eyes and massive membranous ears. With keen hearing and sharp eyesight, they perceive details both at great distances and in darkness, allowing them to move through less-optimal environments with ease. Their skin and eye colors are incredibly varied, with no one hue, either vibrant or subdued, more dominant than another. A typical goblin stands between 3 feet and 4 feet tall, and each of their ears is about the size of their head. Goblins are known to use ear positions to very specific effect when communicating nonverbally. A goblin’s lifespan is roughly 100 years, and many maintain their keen hearing and sight well into advanced age.

ANCESTRY FEATURES

Surefooted: You ignore disadvantage on Agility Rolls.

Danger Sense: Once per rest, **mark a Stress** to force an adversary to reroll an attack against you or an ally within Very Close range.

HALFLING

Halflings are small humanoids with large hairy feet and prominent rounded ears. On average, halflings are 3 to 4 feet in height, and their ears, nose, and feet are larger in proportion to the rest of their body. Members of this ancestry live for around 150 years, and a halfling’s appearance is likely to remain youthful even as they progress from adulthood into old age. Halflings are naturally attuned to the magnetic fields of the Mortal Realm, granting them a strong internal compass. They also possess acute senses of hearing and smell, and can often detect those who are familiar to them by the sound of their movements.

ANCESTRY FEATURES

Luckbringer: At the start of each session, everyone in your party gains a Hope.

Internal Compass: When you roll a 1 on your Hope Die, you can reroll it.

HUMAN

Humans are most easily recognized by their dexterous hands, rounded ears, and bodies built for endurance. Their average height ranges from just under 5 feet to about 6 ½ feet. They have a wide variety of builds, with some being quite broad, others lithe, and many inhabiting the spectrum in between. Humans are physically adaptable and adjust to harsh climates with relative ease. In general, humans live to an age of about 100, with their bodies changing dramatically between their youngest and oldest years.

ANCESTRY FEATURES

High Stamina: Gain an additional Stress slot at character creation.

Adaptability: When you fail a roll that utilized one of your Experiences, you can **mark a Stress** to reroll.

INFERNIS

Infernis are humanoids who possess sharp canine teeth, pointed ears, and horns. They are the descendants of demons from the Circles Below. On average, infernis range in height from 5 feet to 7 feet and are known to have long fingers and pointed nails. Some have long, thin, and smooth tails that end in points, forks, or arrowheads. It’s common for infernis to have two or four horns—though some have crowns of many horns, or only one. These horns can also grow asymmetrically, forming unique, often curving, shapes that infernis enhance with carving and ornamentation. Their skin, hair, and horns come in an assortment of colors that can include soft pastels, stark tones, or vibrant hues, such as rosy scarlet, deep purple, and pitch black.

Infernis possess a “dread visage” that manifests both involuntarily, such as when they experience fear or other strong emotions, or purposefully, such as when they wish to intimidate an adversary. This visage can briefly modify their appearance in a variety of ways, including lengthening their teeth and nails, changing the colors of their eyes, twisting their horns, or enhancing their height. On average, infernis live up to 350 years, with some attributing this lifespan to their demonic lineage.

ANCESTRY FEATURES

Fearless: When you roll with Fear, you can **mark 2 Stress** to change it into a roll with Hope instead.

Dread Visage: You have advantage on rolls to intimidate hostile creatures.

KATARI

Katari are feline humanoids with retractable claws, vertically slit pupils, and high, triangular ears. They can also have small, pointed canine teeth, soft fur, and long whiskers that assist their perception and navigation. Their ears can swivel nearly 180 degrees to detect sound, adding to their heightened senses. Katari may look more or less feline or humanoid, with catlike attributes in the form of hair, whiskers, and a muzzle. About half of the katari population have tails. Their skin and fur come in a wide range of hues and patterns, including solid colors, calico tones, tabby stripes, and an array of spots, patches, marbling, or bands. Their height ranges from about 3 feet to 6 ½ feet, and they live to around 150 years.

ANCESTRY FEATURES

Feline Instincts: When you make an Agility Roll, you can **spend 2 Hope** to reroll your Hope Die.

Retracting Claws: Make an **Agility Roll** to scratch a target within Melee range. On a success, they become temporarily *Vulnerable*.

ORC

Orcs are humanoids most easily recognized by their square features and boar-like tusks that protrude from their lower jaw. Tusks come in various sizes, and though they extend from the mouth, they aren’t used for consuming food. Instead, many orcs choose to decorate their tusks with significant ornamentation. Orcs typically live for 125 years, and unless altered, their tusks continue to grow throughout the course of their lives. Their ears are pointed, and their hair and skin typically have green, blue, pink, or gray tones. Orcs tend toward a muscular build, and their average height ranges from 5 feet to 6 ½ feet.

ANCESTRY FEATURES

Sturdy: When you have 1 Hit Point remaining, attacks against you have disadvantage.

Tusks: When you succeed on an attack against a target within Melee range, you can **spend a Hope** to gore the target with your tusks, dealing an extra **1d6** damage.

RIBBET

Ribbets resemble anthropomorphic frogs with protruding eyes and webbed hands and feet. They have smooth (though sometimes warty) moist skin and eyes positioned on either side of their head. Some ribbets have hind legs more than twice the length of their torso, while others have short limbs. No matter their size (which ranges from about 3 feet to 4 ½ feet), ribbets primarily move by hopping. All ribbets have webbed appendages, allowing them to swim with ease. Some ribbets possess a natural green-and-brown camouflage, while others are vibrantly colored with bold patterns. No matter their appearance, all ribbets are born from eggs laid in the water, hatch into tadpoles, and after about 6 to 7 years, grow into amphibians that can move around on land. Ribbets live for approximately 100 years.

ANCESTRY FEATURES

Amphibious: You can breathe and move naturally underwater.

Long Tongue: You can use your long tongue to grab onto things within Close range. **Mark a Stress** to use your tongue as a Finesse Close weapon that deals **d12** physical damage using your Proficiency.

SIMIAH

Simiah resemble anthropomorphic monkeys and apes with long limbs and prehensile feet. While their appearance reflects all simian creatures, from the largest gorilla to the smallest marmoset, their size does not align with their animal counterparts, and they can be anywhere from 2 to 6 feet tall. All simiah can use their dexterous feet for nonverbal communication, work, and combat. Additionally, some also have prehensile tails that can grasp objects or help with balance during difficult maneuvers. These traits grant members of this ancestry unique agility that aids them in a variety of physical tasks. In particular, simiah are skilled climbers and can easily transition from bipedal movement to knuckle-walking and climbing, and back again. On average, simiah live for about 100 years.

ANCESTRY FEATURES

Natural Climber: You have advantage on Agility Rolls that involve balancing and climbing.

Nimble: Gain a permanent +1 bonus to your Evasion at character creation.

MIXED ANCESTRY

Families within the world of Daggerheart are as unique as the peoples and cultures that inhabit it. Anyone’s appearance and abilities can be shaped by blood, magic, proximity, or a variety of other factors.

If you decide that your character is a descendant of multiple ancestries and you want to mechanically represent that in the game, use the steps below:

- Determine Ancestry Combination**
When you choose an ancestry at character creation, write down how your character identifies themself in the Heritage section of your character sheet. For example, if your character is descended from both goblins and orcs, you could use a hybridized term, such as “goblin-orc,” to describe your ancestry, list only the ancestry you more closely identify with (e.g., just “goblin” or just “orc”), or invent a new term, such as “toothling.”
- Choose Ancestry Features**
Work with your GM to choose two features from the ancestries in your character’s lineage. You must choose the first feature from one ancestry and the second from another. Write both down on a notecard you can keep with your other cards or next to your character sheet.

For example, if you are making a goblin-orc, you might take the “Surefooted” and “Tusks” features or the “Sturdy” and “Danger Sense” features. You can’t take both the “Surefooted” and “Sturdy” features, because these are both the first features listed on their respective ancestry cards.

Your character's heritage might include more than two ancestries, but you still only choose features from two. You can represent additional ancestries through their appearance or backstory.

COMMUNITIES

Communities represent a key aspect of the **culture, class,** or **environment of origin** that has had the most influence over your character’s upbringing.

Your character’s community grants them a **community feature**. Each community card also lists six adjectives you can use as inspiration to create your character’s personality, their relationship to their peers, their attitude toward their upbringing, or the demeanor with which they interact with the rest of the party.

HIGHBORNE

Being part of a highborne community means you're accustomed to a life of elegance, opulence, and prestige within the upper echelons of society. Traditionally, members of a highborne community possess incredible material wealth. While this can take a variety of forms depending on the community—including gold and other minerals, land, or controlling the means of production—this status always comes with power and influence. Highborne place great value on titles and possessions, and there is little social mobility within their ranks. Members of a highborne community often control the political and economic status of the areas in which they live due to their ability to influence people and the economy with their substantial wealth. The health and safety of the less affluent people who live in these locations often hinges on the ability of this highborne ruling class to prioritize the well-being of their subjects over profit.

Highborne are often amiable, candid, conniving, enterprising, ostentatious, and unflappable.

■ COMMUNITY FEATURE

Privilege: You have advantage on rolls to consort with nobles, negotiate prices, or leverage your reputation to get what you want.

LOREBORNE

Being part of a loreborne community means you’re from a society that favors strong academic or political prowess. Loreborne communities highly value knowledge, frequently in the form of historical preservation, political advancement, scientific study, skill development, or lore and mythology compilation. Most members of these communities research in institutions built in bastions of civilization, while some eclectic few thrive in gathering information from the natural world. Some may be isolationists, operating in smaller enclaves, schools, or guilds and following their own unique ethos. Others still wield their knowledge on a larger scale, making deft political maneuvers across governmental landscapes.

Loreborne are often direct, eloquent, inquisitive, patient, rhapsodic, and witty.

■ COMMUNITY FEATURE

Well-Read: You have advantage on rolls that involve the history, culture, or politics of a prominent person or place.

ORDERBORNE

Being part of an orderborne community means you’re from a collective that focuses on discipline or faith, and you uphold a set of principles that reflect your experience there. Orderborne are frequently some of the most powerful among the surrounding communities. By aligning the members of their society around a common value or goal, such as a god, doctrine, ethos, or even a shared business or trade, the ruling bodies of these enclaves can mobilize larger populations with less effort. While orderborne communities take a variety of forms—some even profoundly pacifistic—perhaps the most feared are those that structure themselves around military prowess. In such a case, it’s not uncommon for orderborne to provide soldiers for hire to other cities or countries.

Orderborne are often ambitious, benevolent, pensive, prudent, sardonic, and stoic.

■ COMMUNITY FEATURE

Dedicated: Record three sayings or values your upbringing instilled in you. Once per rest, when you describe how you’re embodying one of these principles through your current action, you can roll a **d20** as your Hope Die.

RIDGEBORNE

Being part of a ridgeborne community means you’ve called the rocky peaks and sharp cliffs of the mountainside home. Those who’ve lived in the mountains often consider themselves harder than most because they’ve thrived among the most dangerous terrain many continents have to offer. These groups are adept at adaptation, developing unique technologies and equipment to move both people and products across difficult terrain. As such, ridgeborne grow up scrambling and climbing, making them sturdy and strong-willed. Ridgeborne localities appear in a variety of forms—some cities carve out entire cliff faces, others construct castles of stone, and still more live in small homes on windblown peaks. Outside forces often struggle to attack ridgeborne groups, as the small militias and large military forces of the mountains are adept at utilizing their high-ground advantage.

Ridgeborne are often bold, hardy, indomitable, loyal, reserved, and stubborn.

■ COMMUNITY FEATURE

Steady: You have advantage on rolls to traverse dangerous cliffs and ledges, navigate harsh environments, and use your survival knowledge.

SEABORNE

Being part of a seaborne community means you lived on or near a large body of water. Seaborne communities are built, both physically and culturally, around the specific waters they call home. Some of these groups live along the shore, constructing ports for locals and travelers alike. These harbors function as centers of commerce, tourist attractions, or even just a safe place to lay down one’s head after weeks of travel. Other seaborne live on the water in small boats or large ships, with the idea of “home” comprising a ship and its crew, rather than any one landmass. No matter their exact location, seaborne communities are closely tied to the ocean tides and the creatures who inhabit them. Seaborne learn to fish at a young age, and train from birth to hold their breath and swim in even the most tumultuous waters. Individuals from these groups are highly sought after for their sailing skills, and many become captains of vessels, whether within their own community, working for another, or even at the helm of a powerful naval operation.

Seaborne are often candid, cooperative, exuberant, fierce, resolute, and weathered.

■ COMMUNITY FEATURE

Know the Tide: You can sense the ebb and flow of life. When you roll with Fear, place a token on your community card. You can hold a number of tokens equal to your level. Before you make an action roll, you can spend any number of these tokens to gain a +1 bonus to the roll for each token spent. At the end of each session, clear all unspent tokens.

SLYBORNE

Being part of a slyborne community means you come from a group that operates outside the law, including all manner of criminals, grifters, and con artists. Members of slyborne communities are brought together by their disreputable goals and their clever means of achieving them. Many people in these communities have an array of unscrupulous skills: forging, thievery, smuggling, and violence. People of any social class can be slyborne, from those who have garnered vast wealth and influence to those without a coin to their name. To the outside eye, slyborne might appear to be ruffians with no loyalty, but these communities possess some of the strictest codes of honor which, when broken, can result in a terrifying end for the transgressor.

Slyborne are often calculating, clever, formidable, perceptive, shrewd, and tenacious.

■ COMMUNITY FEATURE

Scoundrel: You have advantage on rolls to negotiate with criminals, detect lies, or find a safe place to hide.

UNDERBORNE

Being part of an underborne community means you’re from a subterranean society. Many underborne live right beneath the cities and villages of other collectives, while some live much deeper. These communities range from small family groups in burrows to massive metropolises in caverns of stone. In many locales, underborne are recognized for their incredible boldness and skill that enable great feats of architecture and engineering. Underborne are regularly hired for their bravery, as even the least daring among them has likely encountered formidable belowground beasts, and learning to dispatch such creatures is common practice amongst these societies. Because of the dangers of their environment, many underborne communities develop unique nonverbal languages that prove equally useful on the surface.

Underborne are often composed, elusive, indomitable, innovative, resourceful, and unpretentious.

■ COMMUNITY FEATURE

Low-Light Living: When you’re in an area with low light or heavy shadow, you have advantage on rolls to hide, investigate, or perceive details within that area.

WANDERBORNE

Being part of a wanderborne community means you’ve lived as a nomad, forgoing a permanent home and experiencing a wide variety of cultures. Unlike many communities that are defined by their locale, wanderborne are defined by their traveling lifestyle. Because of their frequent migration, wanderborne put less value on the accumulation of material possessions in favor of acquiring information, skills, and connections. While some wanderborne are allied by a common ethos, such as a religion or a set of political or economic values, others come together after shared tragedy, such as the loss of their home or land. No matter the reason, the dangers posed by life on the road and the choice to continue down that road together mean that wanderborne are known for their unwavering loyalty.

Wanderborne are often inscrutable, magnanimous, mirthful, reliable, savvy, and unorthodox.

■ COMMUNITY FEATURE

Nomadic Pack: Add a Nomadic Pack to your inventory. Once per session, you can **spend a Hope** to reach into this pack and pull out a mundane item that’s useful to your situation. Work with the GM to figure out what item you take out.

WILDBORNE

Being part of a wildborne community means you lived deep within the forest. Wildborne communities are defined by their dedication to the conservation of their homelands, and many have strong religious or cultural ties to the fauna they live among. This results in unique architectural and technological advancements that favor sustainability over short-term, high-yield results. It is a hallmark of wildborne societies to integrate their villages and cities with the natural environment and avoid disturbing the lives of the plants and animals. While some construct their lodgings high in the branches of trees, others establish their homes on the ground beneath the forest canopy. It’s not uncommon for wildborne to remain reclusive and hidden within their woodland homes.

Wildborne are often hardy, loyal, nurturing, reclusive, sagacious, and vibrant.

■ COMMUNITY FEATURE

Lightfoot: Your movement is naturally silent. You have advantage on rolls to move without being heard.

CORE MECHANICS

FLOW OF THE GAME

Daggerheart is a conversation. The GM describes fictional scenarios involving the PCs, and the players take turns describing how their characters react. The goal of every person at the table is to build upon everyone else’s ideas and collaboratively tell a satisfying story. The system facilitates this collaborative process by providing structure to the conversation and mechanics for resolving moments of tension where fate or fortune determine the outcome of events.

PLAYER PRINCIPLES & BEST PRACTICES

To get the most out of Daggerheart, we recommend players keep the following principles and practices in mind throughout each session:

PRINCIPLES

- Be a fan of your character and their journey.
- Spotlight your friends.
- Address the characters and address the players.
- Build the world together.
- Play to find out what happens.
- Hold on gently.

BEST PRACTICES

- Embrace danger.
- Use your resources.
- Tell the story.
- Discover your character.

For more information, see the *Daggerheart Core Rulebook*, pages 9 and 108.

CORE GAMEPLAY LOOP

The **core gameplay loop** is the procedure that drives every scene, both in and out of combat:

STEP 1: SET THE SCENE

The GM describes a scenario, establishing the PCs’ surroundings and any dangers, NPCs, or other important details the characters would notice.

STEP 2 ASK AND ANSWER QUESTIONS

The players ask clarifying questions to explore the scene more deeply and gather information that could inform their characters’ actions. The GM responds to these questions by giving the players information their characters could easily obtain, or by asking questions of their own to the players. The players also respond to any questions the GM poses to them. In this way, the table builds out the fiction collaboratively.

STEP 3 BUILD ON THE FICTION

As the scene develops, the players find opportunities to take action—problems to solve, obstacles to overcome, mysteries to investigate, and so on. The players describe how their characters proceed; if their proposed actions carry no chance of failure (or if failure would be boring), they automatically succeed. But if the outcome of their action is unknown, the GM calls for an action roll. Either way, the table works the outcome into the story and moves the fiction forward, narrating how the PC’s actions have changed things.

STEP 4 GO BACK TO STEP 1

The process repeats from the beginning, with the GM relaying any updated details or material changes to the players. This process continues until the end of the scene is triggered by a mechanic or arrives organically.

THE SPOTLIGHT

The **spotlight** is a symbol that represents the table’s attention—and therefore the immediate focus of both the narrative and the game mechanics. Any time a character or player becomes the focus of a scene, they “are in the spotlight” or “have the spotlight.”

The spotlight moves around the table organically as scenes unfold unless a mechanical trigger determines where the spotlight goes next. For example, when a player fails an action roll, the mechanics prompt the GM to seize the spotlight and make a GM move.

TURN ORDER & ACTION ECONOMY

Daggerheart’s turns don’t follow a traditional, rigid format: there is no explicit initiative mechanic and characters don’t have a set number of actions they can take or things they can do before the spotlight passes to someone else. A player with the spotlight describes what their character does and the spotlight simply swings to whoever:

- A. the fiction would naturally turn it toward
- B. hasn’t had the focus in a while, or
- C. a triggered mechanic puts it on

Optional: Spotlight Tracker Tool

If your group prefers a more traditional action economy, you can use tokens to track how many times a player has had the spotlight: At the start of a session or scene, each player adds a certain number of tokens (we recommend 3) to their character sheet and removes a token each time they take an action. If the spotlight would swing to someone without any tokens, it swings to someone else instead. Once every player has used all their available tokens, players refill their character sheet with the same number of tokens as before, then continue playing.

MAKING MOVES & TAKING ACTION

Any time a character does something to advance the story, such as speaking with another character, interacting with the environment, making an attack, casting a spell, or using a class feature, they are making a move.

ACTION ROLLS

Any move where success would be trivial or failure would be boring automatically succeeds, but any move that’s difficult to accomplish or risky to attempt triggers an **action roll**.

OVERVIEW

All action rolls require a pair of d12s called **Duality Dice**. These are two visually distinct twelve-sided dice, with one die representing Hope and the other representing Fear.

To make an action roll, you roll the Duality Dice, sum the results, apply any relevant modifiers, and compare the total to a Difficulty number to determine the outcome:

- **Success with Hope:** If your total meets or beats the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a “Success with Hope.” You succeed and gain a Hope.
- **Success with Fear:** If your total meets or beats the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a “Success with Fear.” You succeed with a cost or complication, but the GM gains a Fear.

- **Failure with Hope:** If your total is less than the Difficulty AND your Hope Die shows a higher result than your Fear Die, you rolled a “Failure with Hope.” You fail with a minor consequence and gain a Hope, then the spotlight swings to the GM.
- **Failure with Fear:** If your total is less than the Difficulty AND your Fear Die shows a higher result than your Hope Die, you rolled a “Failure with Fear.” You fail with a major consequence and the GM gains a Fear, then the spotlight swings to the GM.
- **Critical Success:** If the Duality Dice show matching results, you rolled a “Critical Success” (“Crit”). You automatically succeed with a bonus, gain a Hope, and clear a Stress. If this was an attack roll, you deal critical damage.

| *Note: A Critical Success counts as a roll “with Hope.”*

After resolving the action roll, the table works together to weave the outcome into the narrative and play continues.

FAILING FORWARD

In Daggerheart, every time you roll the dice, the scene changes in some way. There is no such thing as a roll where “nothing happens,” because the fiction constantly evolves based on the successes and failures of the characters.

PROCEDURE

The following steps describe in more detail the procedure that all action rolls utilize:

STEP 1: PICK AN APPROPRIATE TRAIT

Some actions and effects specify in their description which trait applies to the roll; otherwise, the GM tells the acting player which character trait best applies to the action being attempted. If more than one trait could apply to the roll, the GM chooses or lets the acting player decide.

STEP 2: DETERMINE THE DIFFICULTY

Some actions and features say in their description what the Difficulty is. Otherwise, the GM determines the Difficulty based on the scenario. The GM can choose whether to share the Difficulty with the table. In either case, the GM should communicate the potential consequences of failure to the acting player.

STEP 3: APPLY EXTRA DICE AND MODIFIERS

The acting player decides whether to Utilize an Experience or activate other effects, then, if applicable, adds the appropriate tokens and dice (such as advantage or Rally dice) to their dice pool.

| ***Note:** Unless an action, ability, or feature specifically allows for it, a player must declare the use of any Experiences, extra dice, or other modifiers before they roll.*

STEP 4: ROLL THE DICE

The acting player rolls their entire dice pool and announces the results in the format of “[total result] with [Hope/Fear]”—or “Critical Success!” in the case of matching Duality Dice.

| *Example: A player is making an action roll with a +1 in the relevant trait and no other modifiers; they roll the Duality Dice and get a result of 5 on their Hope Die and 7 on their Fear Die, then announce “I rolled a 13 with Fear!”*

STEP 5: RESOLVE THE OUTCOME

The active player and the GM work together, along with the suggestions and support of the rest of the table, to resolve the outcome of the action.

GM MOVES AND ADVERSARY ACTIONS

GMs also make moves. They should consider making a move when a player does one of the following things:

- Rolls with Fear on an action roll.
- Fails an action roll.
- Does something that would have consequences.
- Gives them a golden opportunity.
- Looks to them for what happens next.

After the GM turn is done, the spotlight goes back to the PCs.

Many adversaries and environments have **Fear Features**, especially powerful or consequential moves that the GM must spend Fear to activate.

| ***Note:** This Fear is in addition to any Fear the GM has previously spent to seize the spotlight or activate another action or ability.*

ADVERSARY ACTIONS

When play passes to the GM, the GM can make a GM move to spotlight an adversary. A spotlighted adversary can:

- Move within Close range and make a standard attack
- Move within Close range and use an adversary action
- Clear a condition
- Sprint within Far or Very Far range on the battlefield
- Do anything else the fiction demands or the GM deems appropriate

The GM can spend additional Fear to spotlight additional adversaries. Once the GM has finished, the spotlight swings back to the PCs.

SPECIAL ROLLS

Some rolls have unique specifications or otherwise modify the action roll procedure: trait rolls, Spellcast Rolls, attack rolls, and damage rolls. Unless otherwise noted, you can apply any bonus, modifier, or effect to a special roll as if it were a standard action roll.

TRAIT ROLLS

An action roll that specifies which character trait applies to it is called a **trait roll**. In the text of a feature or effect, a trait roll is referenced with the format “[Trait] Roll (Difficulty)” (e.g., “Agility Roll (12)”). If the text of an effect doesn’t specify a trait roll’s Difficulty, the GM sets the Difficulty based on the circumstances.

Features and effects that affect a trait roll also affect any action roll that uses the same trait, including attack rolls, Spellcast rolls, and standard action rolls.

Example: The katari’s ancestry feature “Feline Instincts,” which allows the katari to reroll an Agility Roll, can also be used on a standard action roll using Agility to traverse dangerous terrain or on an attack roll made with a weapon that uses Agility.

SPELLCAST ROLLS

Spellcast Rolls are trait rolls that require you to use your Spellcast trait. Your Spellcast trait, if you have one, is determined by your subclass.

Spellcast Rolls are only made when a character uses a feature that requires one. A successful Spellcast Roll activates the effect as described by the feature.

Notes:
A Spellcast Roll that can damage a target is also considered an attack roll.
When you cast a spell, the text tells you when the effect ends. The GM can spend a Fear to end a temporary effect. If your spell doesn’t specify when it ends, it ends when you choose or at a natural moment of the story. You can choose to end your spell early.
You can cast and maintain the effects of more than one spell at the same time.

REACTION ROLLS

A **reaction roll** is made in response to an attack or a hazard, representing a character’s attempt to avoid or withstand an imminent effect.

Reaction rolls work like action rolls, except they don’t generate Hope or Fear, don’t trigger additional GM moves, and other characters can’t aid you with Help an Ally.

If you critically succeed on a reaction roll, you don’t clear a Stress or gain a Hope, but you do ignore any effects that would have impacted you on a success, such as taking damage or marking Stress.

■ GROUP ACTION ROLLS

When multiple PCs take action together, the party chooses one PC to **lead the action**. Each other player then describes how their character collaborates on the task. The leader makes an action roll as usual, while the other players make reaction rolls using whichever traits they and the GM decide fit best.

The lead character gains a +1 bonus to their lead action roll for each of these reaction rolls that succeeded and a –1 penalty for each these reaction rolls that failed.

■ TAG TEAM ROLLS

Each player can, once per session, initiate a **Tag Team Roll** between their character and another PC by spending 3 Hope. The players work with one another to describe how they combine their actions in a unique and exciting way. Both players make separate action rolls; before resolving the roll's outcome, choose one of the rolls to apply to both actions. On a roll with Hope, all PCs involved gain a Hope. On a roll with Fear, the GM gains a Fear token for each PC involved.

On a successful Tag Team attack roll, both players roll damage and add the totals together to determine the damage dealt, which is then treated as if it came from a single source. If the attacks deal different types of damage, the players choose which type to deal.

Notes:

A Tag Team Roll counts as a single action roll for the purposes of any countdowns or features that track action rolls.

Though each player may only initiate one Tag Team Roll per session, one PC can be involved in multiple Tag Team Rolls.

ADVANTAGE & DISADVANTAGE

Some features and effects let you roll with advantage or disadvantage on an action or reaction roll:

- **Advantage** represents an opportunity that you seize to increase your chances of success. When you roll with advantage, you roll a d6 advantage die with your dice pool and add its result to your total.
- **Disadvantage** represents an additional difficulty, hardship, or challenge you face when attempting an action. When you roll with disadvantage, you roll a d6 disadvantage die with your dice pool and subtract its result from your total.

Advantage or disadvantage can be granted or imposed by mechanical triggers or at the GM's discretion. When a PC aids you with Help an Ally, they roll their own advantage die and you add it to your total.

Advantage and disadvantage dice cancel each out, one-for-one, when they would be added to the same dice pool, so you'll never roll both at the same time. If you have advantage or disadvantage from other sources that don't affect your own dice pool, such as another player's Help an Ally move, their effects stack with your rolled results.

HOPE & FEAR

Hope and **Fear** are metacurrencies representing the cosmic forces that shape the events of your table's story. Hope powers PC abilities and features, while Fear powers the abilities of the GM and the adversaries and environments they control.

■ HOPE

Every PC starts with 2 Hope at character creation and gains more throughout play. A PC can have a maximum of 6 Hope at one time, and Hope carries over between sessions.

Players can spend Hope to:

- **Help an Ally**
When you Help an Ally who is making an action roll, describe how you do so and roll an advantage die. Multiple players can spend Hope to help the same acting player, but that player only adds the highest result to their final total.
- **Utilize an Experience**
When you Utilize an Experience on a relevant roll, add its modifier to the result. You can spend multiple Hope to utilize multiple Experiences.
- **Initiate a Tag Team Roll**
Spend 3 Hope to initiate a Tag Team roll, combining the actions of two PCs into one impressive act of synergy. When you make a Tag Team roll, both players roll their action rolls and then choose which set of results to apply to the outcome.
- **Activate a Hope Feature**
A Hope Feature is any effect that allows (or requires) you to spend a specified amount of Hope to activate it. **Class Hope features** are class-specific features, detailed on your character sheet, that cost 3 Hope to activate.

Note: When using a Hope Feature, if you rolled with Hope for that action, the Hope you gain from that roll can be spent on that feature (or toward it, if it requires spending multiple Hope).

■ FEAR

The GM gains Fear whenever a player rolls with Fear and can spend Fear at any time to make or enhance a GM move or to use a Fear Feature. The GM can have up to 12 Fear at one time. Fear carries over between sessions.

COMBAT

Though Daggerheart relies on the same flow of collaborative storytelling in and out of combat, physical conflicts rely more heavily on several key mechanics related to attacking, maneuvering, and taking damage.

EVASION

Evasion represents a character's ability to avoid attacks and other unwanted effects. Any roll made against a PC has a Difficulty equal to the target's Evasion. A PC's base Evasion is determined by their class, but can be modified by domain cards, equipment, conditions, and other effects.

Note: attacks rolled against adversaries use the target's Difficulty instead of Evasion.

HIT POINTS & DAMAGE THRESHOLDS

Hit Points (HP) represent a character's ability to withstand physical injury. When a character takes damage, they mark 1 to 3 HP, based on their **damage thresholds**:

- If the final damage is at or above the character's Severe damage threshold, they mark 3 HP.
- If the final damage is at or above the character's Major damage threshold but below their Severe damage threshold, they mark 2 HP.
- If the final damage is below the character's Major damage threshold, they mark 1 HP.
- If incoming damage is ever reduced to 0 or less, no HP is marked.

You'll be able to increase the number of Hit Point slots you have available as you level up, to a maximum of 12.

A PC's damage thresholds are calculated by adding their level to the listed damage thresholds of their equipped armor. A PC's starting HP is based on their class, but they can gain additional Hit Points through advancements, features, and other effects.

An adversary's Damage Thresholds and HP are listed in their stat blocks.

When a character marks their last Hit Point, they fall. If a PC falls, they make a death move.

Characters can clear Hit Points by taking downtime moves (see: Downtime) or by activating relevant special abilities or effects.

Optional Rule: Massive Damage

If a character ever takes damage equal to twice their Severe threshold, they mark 4 HP instead of 3.

STRESS

Stress represents how much mental, physical, and emotional strain a character can endure. All classes start with 6 Stress slots. You'll be able to increase the number of Stress slots you have available as you level up, to a maximum of 12. Some special abilities or effects require the character activating them to mark Stress, and the GM can require a PC to mark Stress as a GM move or to represent the cost, complication, or consequence of an action roll.

When a character marks their last Stress, they become *Vulnerable* (see: Conditions) until they clear at least 1 Stress.

When a character must mark 1 or more Stress but can't, they mark 1 HP instead. A character can't use a move that requires them to mark Stress if all of their Stress is marked.

PCs can clear Stress by making downtime moves (see: Downtime). A PC's maximum Stress is determined by their class, but they can increase it through advancements, abilities, and other effects.

ATTACKING

■ ATTACK ROLLS

An **attack roll** is an action roll intended to inflict harm. The trait that applies to an attack roll is specified by the weapon or spell being used. Unarmed attack rolls use either Strength or Finesse (GM's choice). An attack roll's Difficulty, unless otherwise noted, is equal to the Difficulty score of its target.

■ DAMAGE ROLLS

On a successful attack, roll damage. Damage is calculated from the **damage roll** listed in the attack's description with the format "xdy+[modifier]" (e.g., for a spell that inflicts "1d8+2" damage, you roll an eight-sided and add 2 to the result; the damage dealt is equal to the total).

Any time an effect says to deal damage using your Spellcast trait, you roll a number of dice equal to your Spellcast trait.

Note: If your Spellcast trait is +0 or lower, you don't roll anything.

For weapons, the number of damage dice you roll is equal to your **Proficiency**. Note that your Proficiency multiplies the number of dice you roll, but doesn't affect the modifier. For example, a PC with Proficiency 2 and wielding a weapon with a damage rating of "d8+2" deals damage equal to "2d8+2" on a successful attack.

Successful unarmed attacks inflict [Proficiency]d4 damage.

■ CRITICAL DAMAGE

When you get a critical success (i.e., you roll matching values on your Duality Dice) on an attack roll, you deal extra damage. Make the damage roll as usual, but add the maximum possible result of the damage dice to the final total. For instance, if an attack would normally deal 2d8+1 damage, a critical success would deal 2d8+1+16.

■ DAMAGE TYPES

There are two damage types: **physical damage (phy)** and **magic damage (mag)**. Unless stated otherwise, mundane weapons and unarmed attacks deal physical damage, and spells deal magic damage.

■ RESISTANCE, IMMUNITY, AND DIRECT DAMAGE

If a target has **resistance** to a damage type, then they reduce incoming damage of that type by half before comparing it to their Hit Point Thresholds. If the target has additional ways of reducing incoming damage, such as marking Armor Slots, they apply the resistance effect first. The effects of multiple resistances to the same damage type do not stack.

If a target has **immunity** to a damage type, they ignore incoming damage of that type.

If an attack deals both physical and magic damage, a character can only benefit from resistance or immunity if they are resistant or immune to both damage types.

Direct damage is damage that can't be reduced by marking Armor Slots.

■ MULTI-TARGET ATTACK ROLLS

If a spell or ability allows you to target multiple adversaries, make one attack roll and one damage roll, then apply the results to each target individually.

■ MULTIPLE DAMAGE SOURCES

Damage dealt simultaneously from multiple sources is always totaled before it's compared to its target's damage thresholds.

For example, if a PC with orc ancestry makes a successful attack against a target in Melee range and decides to spend a Hope to use their "Tusks" feature (which gives them an extra 1d6 damage on a damage roll), they would roll their normal weapon damage and add a d6 to the result, then deal that total damage to the adversary.

MAPS, RANGE, AND MOVEMENT

You can play Daggerheart using "theater of the mind" or maps and miniatures. The conversions below from abstract ranges to physical measurements assume 1 inch of map represents about 5 feet of fictional space.

Daggerheart uses the following **ranges** to translate fictional positioning into relative distance for the purposes of targeting, movement, and other game mechanics:

- Melee:** Close enough to touch, up to a few feet away.
- Very Close:** Close enough to see fine details, about 5–10 feet away. While in danger, a character can move, as part of their action, from Very Close range into Melee range. *On a map: anything within the shortest length of a game card (2-3 inches).*

Close: Close enough to see prominent details, about 10–30 feet away. While in danger, a character can move, as part of their action, from Close range into Melee range. *On a map: anything within the length of a pencil (5-6 inches).*

Far: Close enough to see very little detail, about 30–100 feet away. While in danger, a character must make an Agility Roll to safely move from Far range into Melee range. *On a map: anything within the length of the long edge of a piece of copy paper (11–12 inches).*

Very Far: Too far to make out any details, about 100–300 feet away. While in danger, a character must make an Agility Roll to safely move from Very Far range into Melee range. *On a map: anything beyond Far range, but still within the bounds of the conflict or scene.*

Out of Range: Anything beyond a character's Very Far range is Out of Range and usually can't be targeted.

Range is measured from the source of an effect, such as the attacker or spellcaster, to the target or object of an effect.

A weapon, spell, ability, item, or other effect's stated range is a maximum range; unless otherwise noted, it can be used at closer distances.

Optional Rule: Defined Ranges

If your table would rather operate with more precise range rules, you can use a 1-inch grid battle map during combat. If you do, use the following guidelines for play:

- Melee:** 1 square
- Very Close:** 3 squares
- Close:** 6 squares
- Far:** 12 squares
- Very Far:** 13+ squares
- Out of Range:** Off the battlemap

■ MOVEMENT UNDER PRESSURE

When you're under pressure or in danger and make an action roll, you can move to a location within Close range as part of that action. If you're not already making an action roll, or if you want to move farther than your Close range, you need to succeed on an Agility Roll to safely reposition yourself.

An adversary can move within Close range for free as part of an action, or within Very Far range as a separate action.

■ AREA OF EFFECT

Unless stated otherwise, all the targets of a group effect must be within Very Close range of a single origin point within your effect's range.

■ LINE OF SIGHT & COVER

Unless stated otherwise, a ranged attacker must have **line of sight** to their intended target to make an attack roll. If a partial obstruction lies between the attacker and target, the target has **cover**. Attacks made through cover are rolled with disadvantage. If the obstruction is total, there is no line of sight.

CONDITIONS

Conditions are effects that grant specific benefits or drawbacks to the target they are attached to.

STANDARD CONDITIONS

Daggerheart has three standard conditions:

■ HIDDEN

While you're out of sight from all enemies and they don't otherwise know your location, you gain the *Hidden* condition. Any rolls against a *Hidden* creature have disadvantage. After an adversary moves to where they would see you, you move into their line of sight, or you make an attack, you are no longer *Hidden*.

■ RESTRAINED

Restrained characters can't move, but you can still take actions from their current position.

■ VULNERABLE

When a creature is *Vulnerable*, all rolls targeting them have advantage.

Some features can apply special or unique conditions, which work as described in the feature text.

Unless otherwise noted, the same condition can't be applied more than once to the same target.

TEMPORARY TAGS & SPECIAL CONDITIONS

The **temporary** tag denotes a condition or effect that the affected creature can clear by making a move against it. When an affected PC makes a move to clear a temporary condition or effect, it normally requires a successful action roll using an appropriate trait. When an affected adversary makes a move to clear a temporary condition or effect, the GM puts the spotlight on the adversary and describes how they do it; this doesn't require a roll but it does use up that adversary's spotlight.

Special conditions are only cleared when specific requirements are met, such as completing a certain action or using a particular item. The requirements for clearing these conditions are stated in the text of the effect that applies the condition.

DOWNTIME

Between conflicts, the party can take a **rest** to recover expended resources and deepen their bonds. During a rest, each PC can make up to two downtime moves.

When the party rests, they must choose between a short rest and a long rest. If a party takes three short rests in a row, their next rest must be a long rest.

If a **short rest** is interrupted, such as by an adversary's attack, the characters don't gain its benefits. If a long rest is interrupted, the characters only gain the benefits of a short rest.

A **short rest** lasts enough time for the party to catch its breath, about an hour in-world. Each player can move domain cards between their loadout and vault for free, then choose twice from the following list of downtime moves (players can choose the same move twice):

- Tend to Wounds:** Clear 1d4+Tier Hit Points for yourself or an ally.
- Clear Stress:** Clear 1d4+Tier Stress.
- Repair Armor:** Clear 1d4+Tier Armor Slots from your or an ally's armor.
- Prepare:** Describe how you prepare yourself for the path ahead, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.

At the end of a short rest, any features or effects with a limited number of uses per rest refresh and any features or effects that last until your next rest expire.

A **long rest** is when the characters make camp and relax or sleep for several in-game hours. Each player can move domain cards between their loadout and vault for free, then choose twice from the following list of downtime moves (players can choose the same move twice):

- Tend to All Wounds:** Clear all Hit Points for yourself or an ally.
- Clear All Stress:** Clear all Stress.
- Repair All Armor:** Clear all Armor Slots from your or an ally's armor
- Prepare:** Describe how you prepare for the next day's adventure, then gain a Hope. If you choose to Prepare with one or more members of your party, you each gain 2 Hope.
- Work on a Project:** With GM approval, a PC may pursue a long-term project, such as deciphering an ancient text or crafting a new weapon. The first time they start a new project, assign it a countdown. Each time a PC makes the Work on a Project move, they either advance their project's countdown automatically or make an action roll to advance it (GM's choice).

At the end of a long rest, any features or effects with a limited number of uses per rest or per long rest refresh and any features or effects that last until your next rest or until your next long rest expire.

■ DOWNTIME CONSEQUENCES

On a short rest, the GM gains 1d4 Fear. On a long rest, they gain Fear equal to 1d4 + the number of PCs, and they can advance a **long-term countdown** of their choice.

DEATH

When a PC marks their last Hit Point, they must make a **death move** by choosing one of the following options:

- **Blaze of Glory:** Your character embraces death and goes out in a blaze of glory. Take one final action. It automatically critically succeeds (with GM approval), and then you cross through the veil of death.
- **Avoid Death:** Your character avoids death and faces the consequences. They temporarily drop unconscious, and then you work with the GM to describe how the situation worsens. While unconscious, your character can’t move or act, and they can’t be targeted by an attack. They return to consciousness when an ally clears 1 or more of their marked Hit Points or when the party finishes a long rest. After your character falls unconscious, roll your Hope Die. If its value is equal to or less than your character’s level, they gain a scar: permanently cross out a Hope slot and work with the GM to determine its lasting narrative impact and how, if possible, it can be restored. If you ever cross out your last Hope slot, your character’s journey ends.
- **Risk It All:** Roll your Duality Dice. If the Hope Die is higher, your character stays on their feet and clears a number of Hit Points or Stress equal to the value of the Hope Die (you can divide the Hope Die value between Hit Points and Stress however you'd prefer). If the Fear Die is higher, your character crosses through the veil of death. If the Duality Dice show matching results, your character stays up and clears all Hit Points and Stress.

If your character dies, work with the GM before the next session to create a new character at the current level of the rest of the party.

ADDITIONAL RULES

The following rules apply to many aspects of the game.

■ ROUNDING UP

This game doesn’t use fractions; if you need to round to a whole number, round up unless otherwise specified. When in doubt, resolve any ambiguity in favor of the PCs.

■ REROLLING DICE

When a feature allows you to reroll a die, you always take the new result unless the feature specifically says otherwise.

■ INCOMING DAMAGE

Incoming damage means the total damage from a single attack or source, before Armor Slots are marked.

■ SIMULTANEOUS EFFECTS

If the resolution order of multiple effects is unclear, the person in control of the effects (player or GM) decides what order to resolve them in.

■ STACKING EFFECTS

Unless stated otherwise, all effects beside conditions and advantage/disadvantage can stack.

■ ONGOING SPELL EFFECTS

If an effect doesn’t have a listed mechanical expiration, it only ends when decided by the controlling player, the GM, or the demands of the fiction.

■ SPENDING RESOURCES

Unless an effect states otherwise, you can’t spend Hope or mark Stress multiple times on the same feature to increase or repeat its effects on the same roll.

■ USING FEATURES AFTER A ROLL

If a feature allows you to affect a roll after the result has been totaled, you can use it after the GM declares whether the roll succeeds or fails, but not after the consequences unfold or another roll is made.

LEVELING UP

Your party levels up whenever the GM decides you’ve reached a narrative milestone (usually about every 3 sessions). All party members level up at the same time.

Daggerheart has 10 PC levels divided into 4 tiers:

→ Tier 1 encompasses level 1 only.
→ Tier 2 encompasses levels 2–4.
→ Tier 3 encompasses levels 5–7.
→ Tier 4 encompasses levels 8–10.

Your tier affects your damage thresholds, tier achievements, and access to advancements.

STEP ONE TIER ACHIEVEMENTS

Take any applicable tier **achievements**

- At level 2, you gain a new Experience at +2 and permanently increase your Proficiency by 1.
- At level 5, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.
- At level 8, you gain a new Experience at +2, permanently increase your Proficiency by 1, and clear any marked traits.

STEP TWO ADVANCEMENTS

Choose any two **advancements** with at least one unmarked slot from your tier or below. Options with multiple slots can be chosen more than once. When you choose an advancement, mark one of its slots.

- When you choose to **increase two unmarked character traits and mark them:** Choose two unmarked character traits and gain a permanent +1 bonus to them. You can’t increase these stats again until the next tier (when your tier achievement allows you to clear those marks).
- When you choose to **permanently add 1 or more Hit Point slots:** Darken the outline of the next rectangle in the Hit Point section of your character sheet in pen or permanent marker.
- When you choose to **permanently add 1 or more Stress slots:** Darken the outline of the next rectangle in the Stress section of your character sheet in pen or permanent marker.
- When you choose to **increase your Experience:** Choose two Experiences on your character sheet and gain a permanent +1 bonus to both.
- When you **take an additional domain card:** You can choose an additional domain card at or below your level or from your class’s domains. If you’ve multiclassed, you can instead select a card at or below half your level from your chosen multiclass domain.
- When you choose to **increase your Evasion:** Gain a permanent +1 bonus to your Evasion.
- When you choose to **take an upgraded subclass card:** Take the next card for your subclass. If you have only the foundation card, take a specialization; if you have a specialization already, take a mastery. Then cross out this tier’s multiclass option.
- When you choose to **increase your Proficiency:** Fill in one of the open circles in the “Proficiency” section of your character sheet, then increase your weapon’s number of damage dice by 1. *The black box around this advancement’s slots indicates you must spend two advancements and mark both level-up slots in order to take it as an option.*
- When you choose to **multiclass:** Choose an additional class, select one of its domains, and gain its class feature. Add the appropriate **multiclass module** to your character sheet and take the foundation card from one of its subclasses. Then cross out the “upgraded subclass” advancement option in this tier and all other “multiclass” advancement options on your character sheet. *The black box around this advancement’s slots indicates you must spend two advancements and mark both level-up slots in order to take it as an option.*

STEP THREE DAMAGE THRESHOLDS

Increase all damage thresholds by 1.

STEP FOUR DOMAIN CARDS

Acquire a new domain card at your level or lower from one of your class’s domains and add it to your loadout or vault. If your loadout is already full, you can’t add the new card to it until you move another into your vault. You can also exchange one domain card you’ve previously acquired for a different domain card of the same level or lower.

MULTICLASSING

Starting at level 5, you can choose multiclassing as an option when leveling up. When you multiclass, you choose an additional class, gain access to one of its domains, and acquire its class feature. Take the appropriate multiclass module and add it to the right side of your character sheet, then choose a foundation card from one of its subclasses. If your foundation cards specify different Spellcast traits, you can choose which one to apply when making a Spellcast roll.

Whenever you have the option to acquire a new domain card, you can choose from cards at or below half your current level (rounded up) from the domain you chose when you selected the multiclass advancement.

EQUIPMENT

Your **equipped** weapons and armor are the ones listed in the “Active Weapons” and “Active Armor” sections of your character sheet. Your character can only attack with weapons, benefit from armor, and gain features from items they have equipped. You can’t equip weapons or armor with a higher tier than you.

PCs can carry up to two additional weapons in the “Inventory Weapon” areas of the character sheet.

You can swap an Inventory Weapon with an Active Weapon at no cost during a rest or moment of calm; otherwise, you must mark a Stress to do so.

Your character can only have one Active Armor at a time. They can’t equip armor while in danger or under pressure; otherwise, they can equip or unequip armor without cost. Each armor has its own Armor Slots; if your character unequips their armor, track how many of its Armor Slots are marked. You can't carry armor in your inventory. When your character equips or unequips armor, recalculate your damage thresholds.

WEAPONS

All weapons have a tier, trait, range, damage die, damage type, and burden. Some weapons also have a feature.

CATEGORY

A weapon’s **category** specifies whether it is a Primary or Secondary weapon. Your character can only equip up to one weapon of each category at a time.

TRAIT

A weapon’s **trait** specifies which trait to use when making an attack roll with it.

RANGE

A weapon’s **range** specifies the maximum distance between the attacker and their target when attacking with it.

DAMAGE

A weapon’s **damage** indicates the size of the damage dice you roll on a successful attack with it; you roll a number of dice equal to your Proficiency. If the damage includes a flat modifier, this number is added to the total damage rolled, but is not altered or affected by Proficiency.

DAMAGE TYPE

A weapon’s **damage type** indicates whether it deals physical or magic damage. Weapons that deal magic damage can only be wielded by characters with a Spellcast trait.

BURDEN

A weapon’s **burden** indicates how many **hands** it occupies when equipped. Your character’s maximum burden is 2 hands.

FEATURE

A weapon’s **feature** is a special rule that stays in effect while the weapon is equipped.

You can throw an equipped weapon at a target within Very Close range, making the attack roll with Finesse. On a success, deal damage as usual for that weapon. Once thrown, the weapon is no longer considered equipped. Until you retrieve and re-equip it, you can’t attack with it or benefit from its features.

PRIMARY WEAPON TABLES

Players can choose one Tier 1 primary weapon during character creation. The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Broadsword	Agility	Melee	d8 phy	One-Handed	Reliable: +1 to attack rolls
Longsword	Agility	Melee	d10+3 phy	Two-Handed	—
Battleaxe	Strength	Melee	d10+3 phy	Two-Handed	—
Greatsword	Strength	Melee	d10+3 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Mace	Strength	Melee	d8+1 phy	One-Handed	—
Warhammer	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Dagger	Finesse	Melee	d8+1 phy	One-Handed	—
Quarterstaff	Instinct	Melee	d10+3 phy	Two-Handed	—
Cutlass	Presence	Melee	d8+1 phy	One-Handed	—
Rapier	Presence	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Halberd	Strength	Very Close	d10+2 phy	Two-Handed	Cumbersome: –1 to Finesse
Spear	Finesse	Very Close	d8+3 phy	Two-Handed	—
Shortbow	Agility	Far	d6+3 phy	Two-Handed	—
Crossbow	Finesse	Far	d6+1 phy	One-Handed	—
Longbow	Agility	Very Far	d8+3 phy	Two-Handed	Cumbersome: –1 to Finesse

TIER 1 (LEVEL 1)

Magic Weapons

All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane Gauntlets	Strength	Melee	d10+3 mag	Two-Handed	—
Hallowed Axe	Strength	Melee	d8+1 mag	One-Handed	—
Glowing Rings	Agility	Very Close	d10+2 mag	Two-Handed	—
Hand Runes	Instinct	Very Close	d10 mag	One-Handed	—
Returning Blade	Finesse	Close	d8 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Shortstaff	Instinct	Close	d8+1 mag	One-Handed	—
Dualstaff	Instinct	Far	d6+3 mag	Two-Handed	—
Scepter	Presence	Far	d6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8.
Wand	Knowledge	Far	d6+1 mag	One-Handed	—
Greatstaff	Knowledge	Very Far	d6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

TIER 2 (LEVELS 2–4)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Broadsword	Agility	Melee	d8+3 phy	One-Handed	Reliable: +1 to attack rolls
Improved Longsword	Agility	Melee	d10+6 phy	Two-Handed	—
Improved Battleaxe	Strength	Melee	d10+6 phy	Two-Handed	—
Improved Greatsword	Strength	Melee	d10+6 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Improved Mace	Strength	Melee	d8+4 phy	One-Handed	—
Improved Warhammer	Strength	Melee	d12+6 phy	Two-Handed	Heavy: –1 to Evasion
Improved Dagger	Finesse	Melee	d8+4 phy	One-Handed	—
Improved Quarterstaff	Instinct	Melee	d10+6 phy	Two-Handed	—
Improved Cutlass	Presence	Melee	d8+4 phy	One-Handed	—
Improved Rapier	Presence	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Halberd	Strength	Very Close	d10+5 phy	Two-Handed	Cumbersome: –1 to Finesse
Improved Spear	Finesse	Very Close	d8+6 phy	Two-Handed	—
Improved Shortbow	Agility	Far	d6+6 phy	Two-Handed	—
Improved Crossbow	Finesse	Far	d6+4 phy	One-Handed	—
Improved Longbow	Agility	Very Far	d8+6 phy	Two-Handed	Cumbersome: –1 to Finesse
Gilded Falchion	Strength	Melee	d10+4 phy	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Knuckle Blades	Strength	Melee	d10+6 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Urok Broadsword	Finesse	Melee	d8+3 phy	One-Handed	Deadly: When you deal Severe damage, the target must mark an additional HP.
Bladed Whip	Agility	Very Close	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Steelforged Halberd	Strength	Very Close	d8+4 phy	Two-Handed	Scary: On a successful attack, the target must mark a Stress.
War Scythe	Finesse	Very Close	d8+5 phy	Two-Handed	Reliable: +1 to attack rolls
Blunderbuss	Finesse	Close	d8+6 phy	Two-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Greatbow	Strength	Far	d6+6 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Finehair Bow	Agility	Very Far	d6+5 phy	Two-Handed	Reliable: +1 to attack rolls

TIER 2 (LEVELS 2–4)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Arcane Gauntlets	Strength	Melee	d10+6 mag	Two-Handed	—
Improved Hallowed Axe	Strength	Melee	d8+4 mag	One-Handed	—
Improved Glowing Rings	Agility	Very Close	d10+5 mag	Two-Handed	—
Improved Hand Runes	Instinct	Very Close	d10+3 mag	One-Handed	—
Improved Returning Blade	Finesse	Close	d8+3 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Improved Shortstaff	Instinct	Close	d8+4 mag	One-Handed	—
Improved Dualstaff	Instinct	Far	d6+6 mag	Two-Handed	—
Improved Scepter	Presence	Far	d6+3 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+3.
Improved Wand	Knowledge	Far	d6+4 mag	One-Handed	—
Improved Greatstaff	Knowledge	Very Far	d6+3 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Ego Blade	Agility	Melee	d12+4 mag	One-Handed	Pompous: You must have a Presence of 0 or lower to use this weapon.
Casting Sword	Strength	Melee	d10+4 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Knowledge, Far, d6+3.
Devouring Dagger	Finesse	Melee	d8+4 mag	One-Handed	Scary: On a successful attack, the target must mark a Stress.
Hammer of Exota	Instinct	Melee	d8+6 mag	Two-Handed	Eruptive: On a successful attack against a target within Melee range, all other adversaries within Very Close range must succeed on a reaction roll (14) or take half damage.
Yutari Bloodbow	Finesse	Far	d6+4 mag	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Elder Bow	Instinct	Far	d6+4 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Scepter of Elias	Presence	Far	d6+3 mag	One-Handed	Invigorating: On a successful attack, roll a d4. On a result of 4, clear a Stress.
Wand of Enthrallment	Presence	Far	d6+4 mag	One-Handed	Persuasive: Before you make a Presence Roll, you can mark a Stress to gain a +2 bonus to the result.
Keeper's Staff	Knowledge	Far	d6+4 mag	Two-Handed	Reliable: +1 to attack rolls

TIER 3 (LEVELS 5–7)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Broadsword	Agility	Melee	d8+6 phy	One-Handed	Reliable: +1 to attack rolls
Advanced Longsword	Agility	Melee	d10+9 phy	Two-Handed	—
Advanced Battleaxe	Strength	Melee	d10+9 phy	Two-Handed	—
Advanced Greatsword	Strength	Melee	d10+9 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Advanced Mace	Strength	Melee	d8+7 phy	One-Handed	—
Advanced Warhammer	Strength	Melee	d12+9 phy	Two-Handed	Heavy: –1 to Evasion
Advanced Dagger	Finesse	Melee	d8+7 phy	One-Handed	—
Advanced Quarterstaff	Instinct	Melee	d10+9 phy	Two-Handed	—
Advanced Cutlass	Presence	Melee	d8+7 phy	One-Handed	—
Advanced Rapier	Presence	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Halberd	Strength	Very Close	d10+8 phy	Two-Handed	Cumbersome: –1 to Finesse
Advanced Spear	Finesse	Very Close	d8+9 phy	Two-Handed	—
Advanced Shortbow	Agility	Far	d6+9 phy	Two-Handed	—
Advanced Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Advanced Longbow	Agility	Very Far	d8+9 phy	Two-Handed	Cumbersome: –1 to Finesse
Flickerfly Blade	Agility	Melee	d8+5 phy	One-Handed	Sharpwing: Gain a bonus to your damage rolls equal to your Agility.
Bravesword	Strength	Melee	d12+7 phy	Two-Handed	Brave: –1 to Evasion; +3 to Severe damage threshold
Hammer of Wrath	Strength	Melee	d10+7 phy	Two-Handed	Devastating: Before you make an attack roll, you can mark a Stress to use a d20 as your damage die.
Labrys Axe	Strength	Melee	d10+7 phy	Two-Handed	Protective: +1 to Armor Score
Meridian Cutlass	Presence	Melee	d10+5 phy	One-Handed	Dueling: When there are no other creatures within Close range of the target, gain advantage on your attack roll against them.
Retractable Saber	Presence	Melee	d10+7 phy	One-Handed	Retractable: The blade can be hidden in the hilt to avoid detection.
Double Flail	Agility	Very Close	d10+8 phy	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Talon Blades	Finesse	Close	d10+7 phy	Two-Handed	Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
Black Powder Revolver	Finesse	Far	d6+8 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Spiked Bow	Agility	Very Far	d6+7 phy	Two-Handed	Versatile: This weapon can also be used with these statistics—Agility, Melee, d10+5.

TIER 3 (LEVELS 5–7)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Arcane Gauntlets	Strength	Melee	d10+9 mag	Two-Handed	—
Advanced Hallowed Axe	Strength	Melee	d8+7 mag	One-Handed	—
Advanced Glowing Rings	Agility	Very Close	d10+8 mag	Two-Handed	—
Advanced Hand Runes	Instinct	Very Close	d10+6 mag	One-Handed	—
Advanced Returning Blade	Finesse	Close	d8+6 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Advanced Shortstaff	Instinct	Close	d8+7 mag	One-Handed	—
Advanced Dualstaff	Instinct	Far	d6+9 mag	Two-Handed	—
Advanced Scepter	Presence	Far	d6+6 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+4.
Advanced Wand	Knowledge	Far	d6+7 mag	One-Handed	—
Advanced Greatstaff	Knowledge	Very Far	d6+6 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Axe of Fortunis	Strength	Melee	d10+8 mag	Two-Handed	Lucky: On a failed attack, you can mark a Stress to reroll your attack.
Blessed Anlace	Instinct	Melee	d10+6 mag	One-Handed	Healing: During downtime, automatically clear a Hit Point.
Ghostblade	Presence	Melee	d10+7 phy or mag	One-Handed	Otherworldly: On a successful attack, you can deal physical or magic damage.
Runes of Ruination	Knowledge	Very Close	d20+4 mag	One-Handed	Painful: Each time you make a successful attack, you must mark a Stress.
Widogast Pendant	Knowledge	Close	d10+5 mag	One-Handed	Timebending: You choose the target of your attack after making your attack roll.
Gilded Bow	Finesse	Far	d6+7 mag	Two-Handed	Self-Correcting: When you roll a 1 on a damage die, it deals 6 damage instead.
Firestaff	Instinct	Far	d6+7 mag	Two-Handed	Burning: When you roll a 6 on a damage die, the target must mark a Stress.
Mage Orb	Knowledge	Far	d6+7 mag	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Ilmari’s Rifle	Finesse	Very Far	d6+6 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.

TIER 4 (LEVELS 8–10)

Physical Weapons

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Broadsword	Agility	Melee	d8+9 phy	One-Handed	Reliable: +1 to attack rolls
Legendary Longsword	Agility	Melee	d10+12 phy	Two-Handed	—
Legendary Battleaxe	Strength	Melee	d10+12 phy	Two-Handed	—
Legendary Greatsword	Strength	Melee	d10+12 phy	Two-Handed	Massive: –1 to Evasion; on a successful attack, roll an additional damage die and discard the lowest result.
Legendary Mace	Strength	Melee	d8+10 phy	One-Handed	—
Legendary Warhammer	Strength	Melee	d12+12 phy	Two-Handed	Heavy: –1 to Evasion
Legendary Dagger	Finesse	Melee	d8+10 phy	One-Handed	—
Legendary Quarterstaff	Instinct	Melee	d10+12 phy	Two-Handed	—
Legendary Cutlass	Presence	Melee	d8+10 phy	One-Handed	—
Legendary Rapier	Presence	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Halberd	Strength	Very Close	d10+11 phy	Two-Handed	Cumbersome: –1 to Finesse
Legendary Spear	Finesse	Very Close	d8+12 phy	Two-Handed	—
Legendary Shortbow	Agility	Far	d6+12 phy	Two-Handed	—
Legendary Crossbow	Finesse	Far	d6+10 phy	One-Handed	—
Legendary Longbow	Agility	Very Far	d8+12 phy	Two-Handed	Cumbersome: –1 to Finesse
Dual-Ended Sword	Agility	Melee	d10+9 phy	Two-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Impact Gauntlet	Strength	Melee	d10+11 phy	One-Handed	Concussive: On a successful attack, you can spend a Hope to knock the target back to Far range.
Sledge Axe	Strength	Melee	d12+13 phy	Two-Handed	Destructive: –1 to Agility; on a successful attack, all adversaries within Very Close range must mark a Stress.
Curved Dagger	Finesse	Melee	d8+9 phy	One-Handed	Serrated: When you roll a 1 on a damage die, it deals 8 damage instead.
Extended Polearm	Finesse	Very Close	d8+10 phy	Two-Handed	Long: This weapon’s attack targets all adversaries in a line within range.
Swinging Ropeblade	Presence	Close	d8+9 phy	Two-Handed	Grappling: On a successful attack, you can spend a Hope to <i>Restrain</i> the target or pull them into Melee range with you.
Ricochet Axes	Agility	Far	d6+11 phy	Two-Handed	Bouncing: Mark 1 or more Stress to hit that many targets in range of the attack.
Aantari Bow	Finesse	Far	d6+11 phy	Two-Handed	Reliable: +1 to attack rolls
Hand Cannon	Finesse	Very Far	d6+12 phy	One-Handed	Reloading: After you make an attack, roll a d6. On a 1, you must mark a Stress to reload this weapon before you can fire it again.

TIER 4 (LEVELS 8–10)

Magic Weapons

| All magic weapons require a Spellcast trait

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Arcane Gauntlets	Strength	Melee	d10+12 mag	Two-Handed	—
Legendary Hallowed Axe	Strength	Melee	d8+10 mag	One-Handed	—
Legendary Glowing Rings	Agility	Very Close	d10+11 mag	Two-Handed	—
Legendary Hand Runes	Instinct	Very Close	d10+9 mag	One-Handed	—
Legendary Returning Blade	Finesse	Close	d8+9 mag	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.
Legendary Shortstaff	Instinct	Close	d8+10 mag	One-Handed	—
Legendary Dualstaff	Instinct	Far	d8+12 mag	Two-Handed	—
Legendary Scepter	Presence	Far	d6+9 mag	Two-Handed	Versatile: This weapon can also be used with these statistics—Presence, Melee, d8+6.
Legendary Wand	Knowledge	Far	d6+10 mag	One-Handed	—
Legendary Greatstaff	Knowledge	Very Far	d6+9 mag	Two-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Sword of Light & Flame	Strength	Melee	d10+11 mag	Two-Handed	Hot: This weapon cuts through solid material.
Siphoning Gauntlets	Presence	Melee	d10+9 mag	Two-Handed	Lifestealing: On a successful attack, roll a d6. On a result of 6, clear a Hit Point or clear a Stress.
Midas Scythe	Knowledge	Melee	d10+9 mag	Two-Handed	Greedy: Spend a handful of gold to gain a +1 bonus to your Proficiency on a damage roll.
Floating Bladeshards	Instinct	Close	d8+9 mag	One-Handed	Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
Bloodstaff	Instinct	Far	d20+7 mag	Two-Handed	Painful: Each time you make a successful attack, you must mark a Stress.
Thistlebow	Instinct	Far	d6+13 mag	Two-Handed	Reliable: +1 to attack rolls
Wand of Essek	Knowledge	Far	d8+13 mag	One-Handed	Timebending: You can choose the target of your attack after making your attack roll.
Magus Revolver	Finesse	Very Far	d6+13 mag	One-Handed	Reloading: After you make an attack, roll a d6. On a result of 1, you must mark a Stress to reload this weapon before you can fire it again.
Fusion Gloves	Knowledge	Very Far	d6+9 mag	Two-Handed	Bonded: Gain a bonus to your damage rolls equal to your level.

SECONDARY WEAPON TABLES

Players can choose one Tier 1 secondary weapon during character creation.
The GM can make other weapons available throughout the campaign as the PCs level up.

TIER 1 (LEVEL 1)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Shortsword	Agility	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Round Shield	Strength	Melee	d4 phy	One-Handed	Protective: +1 to Armor Score
Tower Shield	Strength	Melee	d6 phy	One-Handed	Barrier: +2 to Armor Score; –1 to Evasion
Small Dagger	Finesse	Melee	d8 phy	One-Handed	Paired: +2 to primary weapon damage to targets within Melee range
Whip	Presence	Very Close	d6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Grappler	Finesse	Close	d6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Hand Crossbow	Finesse	Far	d6+1 phy	One-Handed	—

TIER 2 (LEVELS 2–4)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Improved Shortsword	Agility	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Round Shield	Strength	Melee	d4+2 phy	One-Handed	Protective: +2 to Armor Score
Improved Tower Shield	Strength	Melee	d6+2 phy	One-Handed	Barrier: +3 to Armor Score; –1 to Evasion
Improved Small Dagger	Finesse	Melee	d8+2 phy	One-Handed	Paired: +3 to primary weapon damage to targets within Melee range
Improved Whip	Presence	Very Close	d6+2 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Improved Grappler	Finesse	Close	d6+2 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Improved Hand Crossbow	Finesse	Far	d6+3 phy	One-Handed	—
Spiked Shield	Strength	Melee	d6+2 phy	One-Handed	Double Duty: +1 to Armor Score; +1 to primary weapon damage within Melee range
Parrying Dagger	Finesse	Melee	d6+2 phy	One-Handed	Parry: When you are attacked, roll this weapon's damage dice. If any of the attacker's damage dice rolled the same value as your dice, the matching results are discarded from the attacker's damage dice before the damage you take is totaled.
Returning Axe	Agility	Close	d6+4 phy	One-Handed	Returning: When this weapon is thrown within its range, it appears in your hand immediately after the attack.

TIER 3 (LEVELS 5–7)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Advanced Shortsword	Agility	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Round Shield	Strength	Melee	d4+4 phy	One-Handed	Protective: +3 to Armor Score
Advanced Tower Shield	Strength	Melee	d6+4 phy	One-Handed	Barrier: +4 to Armor Score; –1 to Evasion
Advanced Small Dagger	Finesse	Melee	d8+4 phy	One-Handed	Paired: +4 to primary weapon damage to targets within Melee range
Advanced Whip	Presence	Very Close	d6+4 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Advanced Grappler	Finesse	Close	d6+4 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Advanced Hand Crossbow	Finesse	Far	d6+5 phy	One-Handed	—
Buckler	Agility	Melee	d4+4 phy	One-Handed	Deflecting: When you are attacked, you can mark an Armor Slot to gain a bonus to your Evasion equal to your available Armor Score against the attack.
Powered Gauntlet	Knowledge	Close	d6+4 phy	One-Handed	Charged: Mark a Stress to gain a +1 bonus to your Proficiency on a primary weapon attack.
Hand Sling	Finesse	Very Far	d6+4 phy	One-Handed	Versatile: This weapon can also be used with these statistics—Finesse, Close, d8+4.

TIER 4 (LEVELS 8–10)

NAME	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Legendary Shortsword	Agility	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Round Shield	Strength	Melee	d4+6 phy	One-Handed	Protective: +4 to Armor Score
Legendary Tower Shield	Strength	Melee	d6+6 phy	One-Handed	Barrier: +5 to Armor Score; –1 to Evasion.
Legendary Small Dagger	Finesse	Melee	d8+6 phy	One-Handed	Paired: +5 to primary weapon damage to targets within Melee range
Legendary Whip	Presence	Very Close	d6+6 phy	One-Handed	Startling: Mark a Stress to crack the whip and force all adversaries within Melee range back to Close range.
Legendary Grappler	Finesse	Close	d6+6 phy	One-Handed	Hooked: On a successful attack, you can pull the target into Melee range.
Legendary Hand Crossbow	Finesse	Far	d6+7 phy	One-Handed	—
Braveshield	Agility	Melee	d4+6 phy	One-Handed	Sheltering: When you mark an Armor Slot, it reduces damage for you and all allies within Melee range of you who took the same damage.
Knuckle Claws	Strength	Melee	d6+8 phy	One-Handed	Doubled Up: When you make an attack with your primary weapon, you can deal damage to another target within Melee range.
Primer Shard	Instinct	Very Close	d4 phy	One-Handed	Locked On: On a successful attack, your next attack against the same target with your primary weapon automatically succeeds.

COMBAT WHEELCHAIR

By Mark Thompson

The combat wheelchair is a ruleset designed to help you play a wheelchair user in Daggerheart. This section provides mechanics and narrative guidance for you to work from, but feel free to adapt the flavor text to best suit your character. Have fun with your character’s wheelchair design, and make it as unique or tailored to them as you please.

ACTION AND MOVEMENT

When describing how your character moves, you can use descriptions such as the following:

- “I roll over to the door to see if it’s open.”
- “I wheel myself over to the group to ask what’s going on.”
- “I pull my brakes and skid to a halt, turning in my seat to level my bow at the intruder.”

CONSEQUENCES

Here are some ways you might describe complications you encounter when your character uses their wheelchair:

- “I pull my brakes, but I don’t think to account for the loose gravel on the ground.”
- “I hit a patch of ice awkwardly and am sent skidding out past my target.”
- “I go to push off in pursuit, but one of my front caster wheels snags on a crack in the pavement, stalling me for a moment.”

GMs should avoid breaking a character's wheelchair or otherwise removing it from play as a consequence, unless everyone at the table, especially the wheelchair user’s player, gives their approval.

EVASION

Your character is assumed to be skilled in moving their wheelchair and navigating numerous situations in it. As a result, the only wheelchair that gives a penalty to a PC's Evasion is the Heavy Frame model.

BURDEN

All wheelchairs can be maneuvered using one or two hands outside of combat. However, when being used as a weapon, the chair is restricted to requiring one or two hands to perform attacks, depending on the model you’ve chosen. If you’re playing a character who has limited to no mobility in their arms, their wheelchair can be attuned to them by magical means. For example, your character might use a psychic link to guide the chair around like a pseudo-electric wheelchair. All the rules presented here can be tailored and adapted to any character's needs.

CHOOSING YOUR MODEL

All combat wheelchairs are equipped as Primary Weapons. There are three models of wheelchair available: light, heavy, and arcane. You’re encouraged to consider the type of character you’re playing and the class they belong to, then choose the model that best matches that character concept.

Heavy Frame Models

These wheelchairs have bulky and heavier frames, allowing the chair to lend its weight to your character’s attacks. It also makes them a bigger target.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Heavy-Frame Wheelchair	1	Strength	Melee	d12+3 phy	Two-Handed	Heavy: –1 to Evasion
Improved Heavy-Frame Wheelchair	2	Strength	Melee	d12+6 phy	Two-Handed	Heavy: –1 to Evasion
Advanced Heavy-Frame Wheelchair	3	Strength	Melee	d12+9 phy	Two-Handed	Heavy: –1 to Evasion
Legendary Heavy-Frame Wheelchair	4	Strength	Melee	d12+12 phy	Two-Handed	Heavy: –1 to Evasion

Arcane Frame Models

These wheelchairs have frames that are attuned to your character and their magic, allowing them to channel their spells through the chair. Unlike other primary magic weapons, the arcane-frame model doesn’t specify a trait to use when making an attack with it. Instead, you use the Spellcast trait indicated by your subclass.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Arcane-Frame Wheelchair	1	Spellcast	Far	d6 mag	One-Handed	Reliable: +1 to attack rolls
Improved Arcane-Frame Wheelchair	2	Spellcast	Far	d6+3 mag	One-Handed	Reliable: +1 to attack rolls
Advanced Arcane-Frame Wheelchair	3	Spellcast	Far	d6+6 mag	One-Handed	Reliable: +1 to attack rolls
Legendary Arcane-Frame Wheelchair	4	Spellcast	Far	d6+9 mag	One-Handed	Reliable: +1 to attack rolls

Light Frame Models

Though tough, these wheelchairs have light frames that allow the chair to move with your character in more acrobatic ways. These models are best suited to adventurers who rely on speed and flexibility.

NAME	TIER	TRAIT	RANGE	DAMAGE	BURDEN	FEATURE
Light-Frame Wheelchair	1	Agility	Melee	d8 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Improved Light-Frame Wheelchair	2	Agility	Melee	d8+3 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Advanced Light-Frame Wheelchair	3	Agility	Melee	d8+6 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.
Legendary Light-Frame Wheelchair	4	Agility	Melee	d8+9 phy	One-Handed	Quick: When you make an attack, you can mark a Stress to target another creature within range.

ARMOR

Every armor has a name, base damage thresholds, and a base Armor Score. Some armor also has a feature.

- An armor’s **base armor score** indicates how many Armor Slots it provides its wearer before additional bonuses are added to calculate their total Armor Score. A PC’s Armor Score can’t exceed 12.
- An armor’s **base thresholds** determine its wearer’s Major and Severe damage thresholds before adding bonuses to calculate their final damage thresholds. When recording your character’s damage thresholds in the “Damage & Health” section of your character sheet, you always add your character’s level to those values.
- An armor’s **feature** is a special rule that stays in effect while the armor is equipped.

While **unarmored**, your character’s base Armor Score is 0, their Major threshold is equal to their level, and their Severe threshold is equal to twice their level.

■ REDUCING INCOMING DAMAGE

When you take damage, you can mark one Armor Slot to reduce the severity of the damage by one threshold (Severe to Major, Major to Minor, Minor to Nothing). If your character has an Armor Score of 0, you can’t mark Armor Slots. If an effect temporarily increases your Armor Score, it increases your available Armor Slots by the same amount; when the effect ends, so does the availability of these Armor Slots.

ARMOR TABLES

TIER 1 (LEVEL 1)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Gambeson Armor	5 / 11	3	<i>Flexible:</i> +1 to Evasion
Leather Armor	6 / 13	3	—
Chainmail Armor	7 / 15	4	<i>Heavy:</i> –1 to Evasion
Full Plate Armor	8 / 17	4	<i>Very Heavy:</i> –2 to Evasion; –1 to Agility

TIER 2 (LEVELS 2–4)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Improved Gambeson Armor	7 / 16	4	<i>Flexible:</i> +1 to Evasion
Improved Leather Armor	9 / 20	4	—
Improved Chainmail Armor	11 / 24	5	<i>Heavy:</i> –1 to Evasion
Improved Full Plate Armor	13 / 28	5	<i>Very Heavy:</i> –2 to Evasion; –1 to Agility
Elundrian Chain Armor	9 / 21	4	<i>Warded:</i> You reduce incoming magic damage by your Armor Score before applying it to your damage thresholds.
Harrowbone Armor	9 / 21	4	<i>Resilient:</i> Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
Irontree Breastplate Armor	9 / 20	4	<i>Reinforced:</i> When you mark your last Armor Slot, increase your damage thresholds by +2 until you clear at least 1 Armor Slot.
Runetan Floating Armor	9 / 20	4	<i>Shifting:</i> When you are targeted for an attack, you can mark an Armor Slot to give the attack roll against you disadvantage.
Tyris Soft Armor	8 / 18	5	<i>Quiet:</i> You gain a +2 bonus to rolls you make to move silently.
Rosewild Armor	11 / 23	5	<i>Hopeful:</i> When you would spend a Hope, you can mark an Armor Slot instead.

TIER 3 (LEVELS 5–7)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Advanced Gambeson Armor	9 / 23	5	<i>Flexible:</i> +1 to Evasion
Advanced Leather Armor	11 / 27	5	—
Advanced Chainmail Armor	13 / 31	6	<i>Heavy:</i> –1 to Evasion
Advanced Full Plate Armor	15 / 35	6	<i>Very Heavy:</i> –2 to Evasion; –1 to Agility
Bellamoi Fine Armor	11 / 27	5	<i>Gilded:</i> +1 to Presence
Dragonscale Armor	11 / 27	5	<i>Impenetrable:</i> Once per short rest, when you would mark your last Hit Point, you can instead mark a Stress.
Spiked Plate Armor	10 / 25	5	<i>Sharp:</i> On a successful attack against a target within Melee range, add a d4 to the damage roll.
Bladefare Armor	16 / 39	6	<i>Physical:</i> You can’t mark an Armor Slot to reduce magic damage.
Monett’s Cloak	16 / 39	6	<i>Magic:</i> You can’t mark an Armor Slot to reduce physical damage.
Runes of Fortification	17 / 43	6	<i>Painful:</i> Each time you mark an Armor Slot, you must mark a Stress.

TIER 4 (LEVELS 8–10)

NAME	BASE THRESHOLDS	BASE SCORE	FEATURE
Legendary Gambeson Armor	11 / 32	6	<i>Flexible:</i> +1 to Evasion
Legendary Leather Armor	13 / 36	6	—
Legendary Chainmail Armor	15 / 40	7	<i>Heavy:</i> –1 to Evasion
Legendary Full Plate Armor	17 / 44	7	<i>Very Heavy:</i> –2 to Evasion; –1 to Agility
Dunamis Silkchain	13 / 36	7	<i>Timeslowing:</i> Mark an Armor Slot to roll a d4 and add its result as a bonus to your Evasion against an incoming attack.
Channeling Armor	13 / 36	5	<i>Channeling:</i> +1 to Spellcast Rolls
Emberwoven Armor	13 / 36	6	<i>Burning:</i> When an adversary attacks you within Melee range, they mark a Stress.
Full Fortified Armor	15 / 40	4	<i>Fortified:</i> When you mark an Armor Slot, you reduce the severity of an attack by two thresholds instead of one.
Veritas Opal Armor	13 / 36	6	<i>Truthseeking:</i> This armor glows when another creature within Close range tells a lie.
Savior Chainmail	18 / 48	8	<i>Difficult:</i> –1 to all character traits and Evasion

LOOT

Loot comprises any consumables or reusable items the party acquires.

Items can be used until sold, discarded, or lost.

To generate a random item, choose a rarity, roll the designated dice, and match the total to the item in the table:

- **Common:** 1d12 or 2d12
 - **Uncommon:** 2d12 or 3d12
- **Rare:** 3d12 or 4d12
 - **Legendary:** 4d12 or 5d12

ROLL	LOOT	DESCRIPTION
01	Premium Bedroll	During downtime, you automatically clear a Stress.
02	Piper Whistle	This handcrafted whistle has a distinctive sound. When you blow this whistle, its piercing tone can be heard within a 1-mile radius.
03	Charging Quiver	When you succeed on an attack with an arrow stored in this quiver, gain a bonus to the damage roll equal to your current tier.
04	Alistair’s Torch	You can light this magic torch at will. The flame’s light fills a much larger space than it should, enough to illuminate a cave bright as day.
05	Speaking Orbs	This pair of orbs allows any creatures holding them to communicate with each other across any distance.
06	Manacles	This pair of locking cuffs comes with a key.
07	Arcane Cloak	A creature with a Spellcast trait wearing this cloak can adjust its color, texture, and size at will.
08	Woven Net	You can make a Finesse Roll using this net to trap a small creature. A trapped target can break free with a successful Attack Roll (16).
09	Fire Jar	You can pour out the strange liquid contents of this jar to instantly produce fire. The contents regenerate when you take a long rest.
10	Suspended Rod	This flat rod is inscribed with runes. When you activate the rod, it is immediately suspended in place. Until the rod is deactivated, it can’t move, doesn’t abide by the rules of gravity, and remains in place.
11	Glamour Stone	Activate this pebble-sized stone to memorize the appearance of someone you can see. Spend a Hope to magically recreate this guise on yourself as an illusion.
12	Empty Chest	This magical chest appears empty. When you speak a specific trigger word or action and open the chest, you can see the items stored within it.
13	Companion Case	This case can fit a small animal companion. While the companion is inside, the animal and case are immune to all damage and harmful effects.
14	Piercing Arrows	Three times per rest when you succeed on an attack with one of these arrows, you can add your Proficiency to the damage roll.
15	Valorstone	You can attach this stone to armor that doesn’t already have a feature. The armor gains the following feature. Resilient: Before you mark your last Armor Slot, roll a d6. On a result of 6, reduce the severity by one threshold without marking an Armor Slot.
16	Skeleton Key	When you use this key to open a locked door, you gain advantage on the Finesse Roll.
17	Arcane Prism	Position this prism in a location of your choosing and activate it. All allies within Close range of it gain a +1 bonus to their Spellcast Rolls. While activated, the prism can’t be moved. Once the prism is deactivated, it can’t be activated again until your next long rest.
18	Minor Stamina Potion Recipe	As a downtime move, you can use the bone of a creature to craft a Minor Stamina Potion.
19	Minor Health Potion Recipe	As a downtime move, you can use a vial of blood to craft a Minor Health Potion.
20	Homing Compasses	These two compasses point toward each other no matter how far apart they are.
21	Corrector Sprite	This tiny sprite sits in the curve of your ear canal and whispers helpful advice during combat. Once per short rest, you can gain advantage on an attack roll.
22	Gecko Gloves	You can climb up vertical surfaces and across ceilings.
23	Lorekeeper	You can store the name and details of up to three hostile creatures inside this book. You gain a +1 bonus to action rolls against those creatures.

ROLL	LOOT	DESCRIPTION
24	Vial of Darksmoke Recipe	As a downtime move, you can mark a Stress to craft a Vial of Darksmoke.
25	Bloodstone	You can attach this stone to a weapon that doesn’t already have a feature. The weapon gains the following feature. Brutal: When you roll the maximum value on a damage die, roll an additional damage die.
26	Greatstone	You can attach this stone to a weapon that doesn’t already have a feature. The weapon gains the following feature. Powerful: On a successful attack, roll an additional damage die and discard the lowest result.
27	Glider	While falling, you can mark a Stress to deploy this small parachute and glide safely to the ground.
28	Ring of Silence	Spend a Hope to activate this ring. Your footsteps are silent until your next rest.
29	Calming Pendant	When you would mark your last Stress, roll a d6. On a result of 5 or higher, don’t mark it.
30	Dual Flask	This flask can hold two different liquids. You can swap between them by flipping a small switch on the flask’s side.
31	Bag of Ficklesand	You can convince this small bag of sand to be much heavier or lighter with a successful Presence Roll (10). Additionally, on a successful Finesse Roll (10), you can blow a bit of sand into a target’s face to make them temporarily <i>Vulnerable</i> .
32	Ring of Resistance	Once per long rest, you can activate this ring after a successful attack against you to halve the damage.
33	Phoenix Feather	If you have at least one Phoenix Feather on you when you fall unconscious, you gain a +1 bonus to the roll you make to determine whether you gain a scar.
34	Box of Many Goods	Once per long rest, you can open this small box and roll a d12. On a result of 1–6, it’s empty. On a result of 7–10, it contains one random common consumable. On a result of 11–12, it contains two random common consumables.
35	Airblade Charm	You can attach this charm to a weapon with a Melee range. Three times per rest, you can activate the charm and attack a target within Close range.
36	Portal Seed	You can plant this seed in the ground to grow a portal in that spot. The portal is ready to use in 24 hours. You can use this portal to travel to any other location where you planted a portal seed. A portal can be destroyed by dealing any amount of magic damage to it.
37	Paragon’s Chain	As a downtime move, you can meditate on an ideal or principle you hold dear and focus your will into this chain. Once per long rest, you can spend a Hope to roll a d20 as your Hope Die for rolls that directly align with that principle.
38	Elusive Amulet	Once per long rest, you can activate this amulet to become <i>Hidden</i> until you move. While <i>Hidden</i> in this way, you remain unseen even if an adversary moves to where they would normally see you.
39	Hopekeeper Locket	During a long rest, if you have 6 Hope, you can spend a Hope to imbue this locket with your bountiful resolve. When you have 0 Hope, you can use the locket to immediately gain a Hope. The locket must be re-imbued before it can be used this way again.
40	Infinite Bag	When you store items in this bag, they are kept in a pocket dimension that never runs out of space. You can retrieve an item at any time.
41	Stride Relic	You gain a +1 bonus to your Agility. You can only carry one relic.
42	Bolster Relic	You gain a +1 bonus to your Strength. You can only carry one relic.
43	Control Relic	You gain a +1 bonus to your Finesse. You can only carry one relic.
44	Attune Relic	You gain a +1 bonus to your Instinct. You can only carry one relic.
45	Charm Relic	You gain a +1 bonus to your Presence. You can only carry one relic.
46	Enlighten Relic	You gain a +1 bonus to your Knowledge. You can only carry one relic.
47	Honing Relic	You gain a +1 bonus to an Experience of your choice. You can only carry one relic.
48	Flickerfly Pendant	While you carry this pendant, your weapons with a Melee range that deal physical damage have a gossamer sheen and can attack targets within Very Close range.
49	Lakestrider Boots	You can walk on the surface of water as if it were soft ground.

ROLL	LOOT	DESCRIPTION
50	Clay Companion	When you sculpt this ball of clay into a clay animal companion, it behaves as that animal. For example, a clay spider can spin clay webs, while a clay bird can fly. The clay companion retains memory and identity across different shapes, but they can adopt new mannerisms with each form.
51	Mythic Dust Recipe	As a downtime move, you can use a handful of fine gold dust to craft Mythic Dust.
52	Shard of Memory	Once per long rest, you can spend 2 Hope to recall a domain card from your vault instead of paying its Recall Cost.
53	Gem of Alacrity	You can attach this gem to a weapon, allowing you to use your Agility when making an attack with that weapon.
54	Gem of Might	You can attach this gem to a weapon, allowing you to use your Strength when making an attack with that weapon.
55	Gem of Precision	You can attach this gem to a weapon, allowing you to use your Finesse when making an attack with that weapon.
56	Gem of Insight	You can attach this gem to a weapon, allowing you to use your Instinct when making an attack with that weapon.
57	Gem of Audacity	You can attach this gem to a weapon, allowing you to use your Presence when making an attack with that weapon.
58	Gem of Sagacity	You can attach this gem to a weapon, allowing you to use your Knowledge when making an attack with that weapon.
59	Ring of Unbreakable Resolve	Once per session, when the GM spends a Fear, you can spend 4 Hope to cancel the effects of that spent Fear.
60	Belt of Unity	Once per session, you can spend 5 Hope to lead a Tag Team Roll with three PCs instead of two.

CONSUMABLES

Consumables are loot that can only be used once. You can hold up to five of each consumable at a time. Using a consumable doesn’t require a roll unless required by the GM or the demands of the fiction.

To generate a random consumable, choose a rarity, roll the designated dice, and match the total to the item in the table:

- **Common:** 1d12 or 2d12
 - **Uncommon:** 2d12 or 3d12
- **Rare:** 3d12 or 4d12
 - **Legendary:** 4d12 or 5d12

ROLL	LOOT	DESCRIPTION
01	Stride Potion	You gain a +1 bonus to your next Agility Roll.
02	Bolster Potion	You gain a +1 bonus to your next Strength Roll.
03	Control Potion	You gain a +1 bonus to your next Finesse Roll.
04	Attune Potion	You gain a +1 bonus to your next Instinct Roll.
05	Charm Potion	You gain a +1 bonus to your next Presence Roll.
06	Enlighten Potion	You gain a +1 bonus to your next Knowledge Roll.
07	Minor Health Potion	Clear 1d4 HP.
08	Minor Stamina Potion	Clear 1d4 Stress.

ROLL	LOOT	DESCRIPTION
09	Grindleteooth Venom	You can apply this venom to a weapon that deals physical damage to add a d6 to your next damage roll with that weapon.
10	Varik Leaves	You can eat these paired leaves to immediately gain 2 Hope.
11	Vial of Moondrip	When you drink the contents of this vial, you can see in total darkness until your next rest.
12	Unstable Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 1d20 magic damage.
13	Potion of Stability	You can drink this potion to choose one additional downtime move.
14	Improved Grindleteooth Venom	You can apply this venom to a weapon that deals physical damage to add a d8 to your next damage roll with that weapon.

ROLL	LOOT	DESCRIPTION
15	Morphing Clay	You can spend a Hope to use this clay, altering your face enough to make you unrecognizable until your next rest.
16	Vial of Darksmoke	When an adversary attacks you, use this vial and roll a number of d6s equal to your Agility. Add the highest result to your Evasion against the attack.
17	Jumping Root	Eat this root to leap up to Far range once without needing to roll.
18	Snap Powder	Mark a Stress and clear a HP.
19	Health Potion	Clear 1d4+1 HP.
20	Stamina Potion	Clear 1d4+1 Stress.
21	Armor Stitcher	You can use this stitcher to spend any number of Hope and clear that many Armor Slots.
22	Gill Salve	You can apply this salve to your neck to breathe underwater for a number of minutes equal to your level.
23	Replication Parchment	By touching this piece of parchment to another, you can perfectly copy the second parchment’s contents. Once used, this parchment becomes mundane paper.
24	Improved Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 2d20 magic damage.
25	Major Stride Potion	You gain a +1 bonus to your Agility until your next rest.
26	Major Bolster Potion	You gain a +1 bonus to your Strength until your next rest.
27	Major Control Potion	You gain a +1 bonus to your Finesse until your next rest.
28	Major Attune Potion	You gain a +1 bonus to your Instinct until your next rest.
29	Major Charm Potion	You gain a +1 bonus to your Presence until your next rest.
30	Major Enlighten Potion	You gain a +1 bonus to your Knowledge until your next rest.
31	Blood of the Yorgi	You can drink this blood to disappear from where you are and immediately reappear at a point you can see within Very Far range.
32	Homet’s Secret Potion	After drinking this potion, the next successful attack you make critically succeeds.
33	Redthorn Saliva	You can apply this saliva to a weapon that deals physical damage to add a d12 to your next damage roll with that weapon.
34	Channelstone	You can use this stone to take a spell or grimoire from your vault, use it once, and return it to your vault.

ROLL	LOOT	DESCRIPTION
35	Mythic Dust	You can apply this dust to a weapon that deals magic damage to add a d12 to your next damage roll with that weapon.
36	Acidpaste	This paste eats away walls and other surfaces in bright flashes.
37	Hopehold Flare	When you use this flare, allies within Close range roll a d6 when they spend a Hope. On a result of 6, they gain the effect of that Hope without spending it. The flare lasts until the end of the scene.
38	Major Arcane Shard	You can make a Finesse Roll to throw this shard at a group of adversaries within Far range. Targets you succeed against take 4d20 magic damage.
39	Featherbone	You can use this bone to control your falling speed for a number of minutes equal to your level.
40	Circle of the Void	Mark a Stress to create a void that extends up to Far range. No magic can be cast inside the void, and creatures within the void are immune to magic damage.
41	Sun Tree Sap	Consume this sap to roll a d6. On a result of 5–6, clear 2 HP. On a result of 2–4, clear 3 Stress. On a result of 1, see through the veil of death and return changed, gaining one scar.
42	Dripfang Poison	A creature who consumes this poison takes 8d10 direct magic damage.
43	Major Health Potion	Clear 1d4+2 HP.
44	Major Stamina Potion	Clear 1d4+2 Stress.
45	Ogre Musk	You can use this musk to prevent anyone from tracking you by mundane or magical means until your next rest.
46	Wingsprout	You gain magic wings that allow you to fly for a number of minutes equal to your level.
47	Jar of Lost Voices	You can open this jar to release a deafening echo of voices for a number of minutes equal to your Instinct. Creatures within Far range unprepared for the sound take 6d8 magic damage.
48	Dragonbloom Tea	You can drink this tea to unleash a fiery breath attack. Make an Instinct Roll against all adversaries in front of you within Close range. Targets you succeed against take d20 physical damage using your Proficiency.
49	Bridge Seed	Thick vines grow from your location to a point of your choice within Far range, allowing you to climb up or across them. The vines dissipate on your next short rest.

ROLL	LOOT	DESCRIPTION
50	Sleeping Sap	You can drink this potion to fall asleep for a full night’s rest. You clear all Stress upon waking.
51	Feast of Xuria	You can eat this meal to clear all HP and Stress and gain 1d4 Hope.
52	Bonding Honey	This honey can be used to glue two objects together permanently.
53	Shrinking Potion	You can drink this potion to halve your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Agility and a –1 penalty to your Proficiency.
54	Growing Potion	You can drink this potion to double your size until you choose to drop this form or your next rest. While in this form, you have a +2 bonus to Strength and a +1 bonus to your Proficiency.
55	Knowledge Stone	If you die while holding this stone, an ally can take a card from your loadout to place in their loadout or vault. After they take this knowledge, the stone crumbles.
56	Sweet Moss	You can consume this moss during a rest to clear 1d10 HP or 1d10 Stress.
57	Blinding Orb	You can activate this orb to create a flash of bright light. All targets within Close range become <i>Vulnerable</i> until they mark HP.
58	Death Tea	After you drink this tea, you instantly kill your target when you critically succeed on an attack. If you don’t critically succeed on an attack before your next long rest, you die.
59	Mirror of Marigold	When you take damage, you can spend a Hope to negate that damage, after which the mirror shatters.
60	Stardrop	You can use this stardrop to summon a hailstorm of comets that deals 8d20 physical damage to all targets within Very Far range.

GOLD

Gold is an abstract measurement of how much wealth a character has, and is measured in **handfuls**, **bags**, and **chests**, with 10 handfuls to 1 bag, and 10 bags to 1 chest. When you have marked all of the slots in a category and you gain another gold reward in that category, mark a slot in the following category and clear all the slots in the current one.

For example, if you have 9 handfuls and gain another, you instead mark 1 bag and erase all handfuls. If you have 9 bags and gain another, you mark 1 chest and erase all bags.

You can’t have more than 1 chest, so if all your Gold slots are marked, you’ll need to spend some of your gold or store it somewhere else before you can acquire more.

Optional Rule: Gold Coins

If your group wants to track gold with more granularity, you can add **coins** as your lowest denomination. Following the established pattern, 10 coins equal 1 handful.

RUNNING AN ADVENTURE

INTRODUCTION

The GM is responsible for guiding the narrative and roleplaying the world the PCs inhabit. This section provides you with advice for running Daggerheart: using the core mechanics; creating memorable encounters; planning exciting sessions; selecting, creating, and using GM moves; crafting a full campaign; running dynamic NPCs; and more.

GM GUIDANCE

These three sections provide a foundation to help you get the most out of this game. The “GM Principles” are your guiding star—when in doubt, return to these principles.

GM PRINCIPLES

BEGIN AND END WITH THE FICTION

Use the fiction to drive mechanics, then connect the mechanics back to the fiction.

COLLABORATE AT ALL TIMES, ESPECIALLY DURING CONFLICT

The PCs are the protagonists of the campaign; antagonism between player and GM should exist only in the fiction.

FILL THE WORLD WITH LIFE, WONDER, AND DANGER

Showcase rich cultures, take the PCs to wondrous places, and introduce them to dangerous creatures.

ASK QUESTIONS AND INCORPORATE THE ANSWERS

Ensuring that the players’ ideas are included results in a narrative that supports the whole group’s creativity.

GIVE EVERY ROLL IMPACT

Only ask the players to roll during meaningful moments.

PLAY TO FIND OUT WHAT HAPPENS

Be surprised by what the characters do, the choices they make, and the people they become.

HOLD ON GENTLY

Don’t worry if you need to abandon or alter something that came before.

GM PRACTICES

CULTIVATE A CURIOUS TABLE

Follow what catches the players’ interest to foster an environment of creative inquiry.

GAIN YOUR PLAYERS’ TRUST

Act in good faith, follow through on your promises, admit your mistakes.

KEEP THE STORY MOVING FORWARD

Advance the story through escalating action, new information, or changing circumstances after every action roll, whether it succeeds or fails.

CUT TO THE ACTION

Skip past the boring bits. When a scene drags on, end it.

HELP THE PLAYERS USE THE GAME

Players have more fun when you help them understand the system.

CREATE A META CONVERSATION

Empower players to speak out of character, use safety tools, and ask for clarification.

TELL THEM WHAT THEY WOULD KNOW

Don’t hide obvious details or important information from the players.

GROUND THE WORLD IN MOTIVE

An NPC’s actions flow from their goals and desires.

BRING THE GAME’S MECHANICS TO LIFE

Set a good example of how fiction and mechanics work together to enhance the game experience.

REFRAME RATHER THAN REJECT

If a player’s contribution conflicts with the fiction, work with them to reshape it.

WORK IN MOMENTS AND MONTAGES

When framing a scene, decide which beats should be savored and which shouldn’t linger.

PITFALLS TO AVOID

■ UNDERMINING THE HEROES

If a roll doesn’t go well, show how it was impacted by an adversary’s prowess, environmental factors, or unexpected surprises, rather than the PC’s incompetence.

■ ALWAYS TELLING THE PLAYERS WHAT TO ROLL

Let the players decide how to handle a challenge.

■ LETTING SCENES DRAG

Shake it up or cut away when a scene has concluded, the table’s energy is flagging, or people are talking in circles.

■ SINGULAR SOLUTIONS

Don’t get hung up on one right answer to a problem. If the players have a clever idea, make it work.

Overplanning

Spend your prep time inventing situations instead of scripting scenes. If the players surprise you, take a break to think through your options.

■ HOARDING FEAR

Spend Fear when you have the opportunity. The players will always generate more.

For more in-depth GM guidance, see pg. 140 of the *Daggerheart Core Rulebook*.

CORE GM MECHANICS

ROLLING DICE

The GM has no Duality Dice; instead, they roll a single d20 called the GM’s Die.

■ ADVERSARY ATTACK ROLLS

When an adversary attacks a PC, roll your d20 and add the adversary’s attack bonus to the result. If the total meets or beats the target’s Evasion, the attack succeeds; otherwise, the attack fails. On a successful attack, roll the attack’s damage dice to determine how much it deals.

If you roll a natural 20 on an attack, your roll automatically succeeds and you deal extra damage. Roll damage normally, then add the highest number on the damage dice to the total. For example, an attack that deals 3d6+2 deals 18+3d6+2 on a critical success; the critical success does not affect the flat damage modifier.

Note: a critical success on an adversary’s reaction roll automatically succeeds, but confers no additional benefit.

■ GUIDANCE ON ACTION ROLLS

After a player describes a move they want to make during the game, you might decide an action roll is necessary to determine how the scene progresses. Use this guide to determine what to present the player, choosing whichever option best fits the situation:

- Determine whether the roll is necessary, considering the PC’s Experiences or backstory, the pressure they’re acting under, and the possible outcomes.
- Establish the stakes of an action roll before the player makes it.
- Communicate any unavoidable consequences.
- If desired, you can offer the player the opportunity to forgo an action roll in exchange for agreeing to an interesting outcome, cost, or complication.

MAKING MOVES

As the GM, you have **GM moves** that change the story in response to the players’ actions. GM moves aren’t bound by specific spells or effects—when you make a GM move, you can describe the action in whatever way the fiction demands.

GM moves happen during **GM turns**. A GM turn begins when the spotlight passes to them and ends when the spotlight passes back to the players.

■ WHEN TO MAKE A MOVE

The GM can make a GM move whenever you want, but the frequency and severity depends on the type of story you’re telling, the actions your players take, and the tone of the session you’re running.

Make a GM move when the players:

- Roll with Fear
- Fail an action roll
- Do something that has unavoidable consequences
- Give you a “golden opportunity” (an opening that demands an immediate response)
- Look to you for what happens next

■ CHOOSING GM MOVES

The result of a player’s action roll determines your response:

- On a **Critical Success**, you let the player describe their success, then give them an additional opportunity or advantage.
- On a **Success with Hope**, you let the player describe their success, then you show how the world reacts to it.
- On a **Success with Fear**, you work with the player to describe their success, then take a Fear and make a GM move to introduce a minor consequence, complication, or cost:
 - An adversary attacks
 - The PC marks a Stress
 - You introduce a new threat
 - You raise the stakes of the conflict

On a **Failure with Hope**, you describe how the PC fails to get what they want, then make a GM move to introduce a minor consequence, complication, or cost:

- An adversary attacks
- The PC marks a Stress
- You introduce a new threat
- You raise the stakes of the conflict

On a **Failure with Fear**, you describe how things go wrong, then make a GM move to introduce a major consequence, complication, or cost:

- You put them in immediate danger
- They become the focus of multiple adversaries
- They are separated from their party
- They lose an important opportunity for good.

■ QUICK REFERENCE: RESOLVING ACTION ROLLS

If you’re unsure how to resolve a roll, think about these quick phrases:

Success with Hope: Yes, and... (You get what you want and gain a Hope.)

Success with Fear: Yes, but... (You get what you want, but there’s a consequence, and the GM gains a Fear.)

Failure with Hope: No, but... (Things don’t go as planned, but you gain a Hope.)

Failure with Fear: No, and... (Things don’t go as planned and it gets worse. The GM gains a Fear.)

If the move you should make is not obvious from the fiction, draw inspiration from the “Example GM Moves” list:

- Introduce a new obstacle or enemy
- Ask the player what happens
- Have the PC mark a Stress
- Tell the players “everything is fine... for now.”

■ SOFT AND HARD MOVES

Soft moves go easier on the players—they give the party new information about the scene and offer them an opportunity to react to it. **Hard moves** are harsher, more impactful, or more direct—the PCs don’t get an opening to interrupt, alter, or anticipate the outcome.

Use softer moves on rolls with Hope and harder moves on rolls with Fear.

Example GM Moves

- Show how the world reacts
- Ask a question and build on the answer
- Make an NPC act in accordance with their motive
- Drive a PC to take action by dangling their goals in front of them
- Signal an imminent off-screen threat
- Reveal an unwelcome truth or unexpected danger
- Force the group to split up
- Make a PC mark Stress
- Make a move the characters don’t see
- Show the collateral damage
- Clear an adversary’s condition
- Shift the environment
- Spotlight an adversary
- Capture someone or something important
- Use a PC’s backstory against them
- Take away an opportunity permanently.

USING FEAR

You start a campaign with 1 Fear per PC in the party.

You gain Fear whenever a PC rolls with Fear, the PCs take a rest (see: Downtime), or when an ability or effect tells you to.

You can never have more than 12 Fear at one time.

Fear carries over between sessions.

Spend a Fear to:

- Interrupt the players to steal the spotlight and make a move
- Make an additional GM move
- Use an adversary’s Fear Feature
- Use an environment’s Fear Feature
- Add an adversary’s Experience to a roll

The dramatic tension of a scene correlates with the amount of Fear you spend during it. For guidance on how much Fear you should spend in a scene, consult the following table:

Incidental	A catch-up between PCs after an emotionally charged scene; gathering information; resupplying at a local market; resting during downtime.	0–1 Fear
Minor	A travel sequence; a minor skirmish that introduces new foes or signals future trouble.	1–3 Fear
Standard	A substantial battle with a notable objective; perilous travel that tests might and wit; a tense social encounter seeking crucial information or aid.	2–4 Fear
Major	A large battle with a Solo or Leader adversary; a character-defining scene with a significant change to a character’s personal story (such as revelation, growth, and betrayal).	4–8 Fear
Climactic	A major confrontation with the villain of a story arc; an epic set piece battle; a judicial duel to determine an important NPC’s fate.	6–12 Fear

DIFFICULTY BENCHMARKS

The Difficulty of an attack roll against an adversary is equal to the adversary’s Difficulty score. The Difficulty of any other action rolls against an adversary is equal to the adversary’s Difficulty score, plus (if applicable) the value of one of the adversary relevant Experience modifiers.

If you find yourself with a **large amount of Fear**, consider:

- **Spending Fast:** Spend Fear before the players have a chance to react
- **Spending Often:** Spend Fear every time the spotlight swings to you
- **Spending Big:** Spend Fear to make multiple moves in a row

Spending Fear to make a move communicates the increased impact of your action. Fear moves often include one or more of these elements:

- Introducing new adversaries to a scene when their appearance hasn’t been foreshadowed or lacks context.
- An adversary activating a powerful spell or transformation to deal massive damage or boost their capabilities.
- An environment exerting a strong negative effect on the party.

When a player makes an action roll without a specified Difficulty, the GM sets the Difficulty according to the totality of the circumstances. Refer to the following benchmark table for more guidance:

AGILITY	ROLL	SPRINT	LEAP	MANEUVER
	5	Sprint within Close range across an open field with an enemy present.	Make a running jump of half your height (about 3 feet for a human).	Walk slowly across a narrow beam.
	10	Sprint within Far range across an open field with an enemy present.	Make a running jump of your height (about 6 feet for a human).	Walk quickly across a narrow beam.
	15	Sprint within Close range across rough terrain with an enemy present.	Make a running jump of double your height (about 12 feet for a human).	Run across a narrow beam.
	20	Sprint within Close range through an active battle of multiple enemies.	Make a running jump of three times your height (about 18 feet for a human).	Run across a narrow beam in heavy wind.
	25	Sprint within Far range through a pitched battle in rough terrain.	Make a running jump of five times your height (about 30 feet for a human).	Run across a very narrow beam in an active rainstorm.
	30	Sprint across the heads of your enemies in a pitched battle.	Make a running jump of ten times your height (about 60 feet for a human).	Run across an inch-wide, oil-slicked beam in an active rainstorm.

STRENGTH	ROLL	LIFT	SMASH	GRAPPLE
	5	Lift a chair.	Destroy a glass cup.	Subdue a child.
	10	Lift a table or small chest.	Destroy a small wooden table.	Subdue a weak adult.
	15	Lift a grown person or large chest.	Break through a wooden door.	Subdue an average adult.
	20	Lift the side of a laden cart or carry a large chest up stairs.	Break through a stone wall.	Subdue a skilled wrestler.
	25	Lift a horse, an ox, or a large monster.	Break through a dragon’s teeth.	Subdue a large beast.
	30	Lift a falling portcullis gate.	Break a god’s grip.	Subdue a legendary beast.

FINESSE	ROLL	CONTROL	HIDE	TINKER
	5	Ride a horse through easy terrain.	Evade notice under full cover on a moonless night.	Open a sticky lock with the appropriate key.
	10	Drive an ox-pulled cart.	Evade notice in limited cover on a moonless night.	Open a simple puzzle box.
	15	Ride a horse through rough terrain.	Evade notice in limited cover on an average night.	Disable a standard trap.
	20	Drive a cart through rough terrain.	Evade notice in the shadows on an average night.	Disable a complicated trap.
	25	Ride a wild horse through dangerous terrain.	Evade notice with minimal cover in ample light.	Open a door secured by a sequence of elaborate locks.
	30	Ride an enraged beast through dangerous terrain.	Evade notice with no cover in full daylight.	Disable an incredibly sensitive and deadly trap.

INSTINCT	ROLL	PERCEIVE	SENSE	NAVIGATE
	5	Hear a loud noise twenty paces away.	Detect an obvious ambush or notice an obvious deception.	Follow a well-trod path in good lighting and weather.
	10	Hear a speaking voice fifty paces away.	Detect a looming threat or notice an average person’s lies.	Follow an average path in good lighting and weather.
	15	Hear someone walking in the woods fifty paces away.	Detect hostile intent from a foe or see through a merchant’s lies.	Follow a subtle path through rough conditions.
	20	Hear someone sneaking through the woods fifty paces away.	Detect a politician’s veiled hostility or detect a nearby assassin.	Follow a subtle path through harsh conditions.
	25	Hear a prowling animal fifty paces away.	Identify a spymaster’s plot or read a politican’s true intentions.	Find your way with no path through dangerous conditions.
	30	Hear a diving bird a hundred paces away.	Sense a shred of doubt within a god’s pronouncement.	Find your way through a trickery god’s maze.

PRESENCE	ROLL	CHARM	PERFORM	DECEIVE
	5	Win the trust of a friendly neighbor.	Earn a meal from a friendly crowd.	Trick a trusting acquaintance.
	10	Win the trust of a friendly stranger.	Earn room and board in a small town or impress a small crowd.	Trick an average stranger.
	15	Win the trust of a cautious stranger or talk your way into a noble’s party.	Earn room and board in a low-end tavern or impress a large crowd.	Trick an average merchant.
	20	Win the trust of a sympathetic foe or talk your way into an enemy’s party.	Earn lodging in a high-end tavern or impress a full theater.	Trick a trained courtier.
	25	Turn an enemy against their ruler or talk your way into a fae court.	Earn your keep in a royal court or impress a full colosseum.	Trick a spymaster.
	30	Talk a hostile god into granting you a boon.	Save yourself from execution after offending the queen.	Trick a god.

KNOWLEDGE	ROLL	RECALL	ANALYZE	COMPREHEND
	5	Recall uncommon facts about your community.	Unpack an obvious metaphor in a simple text.	Learn simple skills from an excellent teacher.
	10	Recall uncommon facts about a neighboring community.	Identify obvious subtext in a conversation.	Learn simple skills from an average teacher.
	15	Recall uncommon facts about a distant community.	Break an average cipher in a coded message.	Learn complicated skills from an excellent teacher.
	20	Recall specialized facts about a distant community.	Identify a weakness in a complicated battle plan.	Learn complicated skills under poor conditions.
	25	Recall specialized facts about a fallen kingdom.	Predict the downfall of a nation based on concealed misdeeds.	Learn complicated skills quickly under dangerous conditions.
	30	Recall secret information about an obscure historical group.	Identify the weakness in a divine champion’s fighting form.	Learn complicated skills quickly from incomplete information.

GIVING ADVANTAGE AND DISADVANTAGE

To viscerally convey how a PC’s actions or circumstances affect their ability to act, grant them advantage die (or impose disadvantage die) instead of adjusting the Difficulty of an action roll.

■ ADVERSARY ACTION ROLLS

By default, adversaries don’t normally make action rolls except for attack rolls and any unique actions described in their stat blocks. Any other action an adversary attempts simply succeeds without an action roll; if you want an adversary’s action to have a chance of failure, have any relevant PCs make reaction rolls instead.

However, for especially dramatic or difficult tasks that the PCs can’t influence, you can give an adversary an **action roll** anyway. For an adversary’s action roll, roll a d20. If the result is equal to or greater than the action’s Difficulty, the action succeeds—otherwise it fails. You can spend a Fear before rolling to add a relevant Experience from the adversary’s stat block to the total. Use the same procedure when an adversary makes a **reaction roll**.

■ ADVERSARY ADVANTAGE & DISADVANTAGE

If an adversary has advantage on an action roll, the GM rolls an extra d20 and counts only the higher result. If an adversary has disadvantage on an action roll, the GM rolls an extra d20 and counts only the lower result.

■ ADVERSARY ATTACKS

When an adversary attacks a PC, the GM rolls a d20 and adds the adversary’s Attack Modifier to the result. If the total meets or beats the target’s Evasion, the attack succeeds; otherwise, it fails. Before rolling, the GM can grant the attacking adversary advantage, impose disadvantage, or spend a Fear to add a relevant Experience from the adversary’s stat block to the total.

On a success, the adversary deals the damage listed in their stat block to the target.

When an adversary’s action lets the GM make an **attack against multiple targets**, they make one attack roll and compare it to each target’s Evasion separately.

COUNTDOWNS

Countdowns represent a period of time or series of events preceding a future effect. A countdown begins at a starting value. When a countdown **advances**, it’s reduced by 1. The countdown’s effect is triggered when the countdown reaches 0.

■ **Note:** You can track countdowns by “spinning down” dice or ticking off boxes.

Standard countdowns advance every time a player makes an action roll. If an adversary or environment ability refers to a “Countdown [n],” then it means a standard countdown with a starting value of n.

Dynamic countdowns advance by up to 3 depending on the outcomes of action rolls. **Consequence countdowns** are dynamic countdowns to negative effects. **Progress countdowns** are dynamic countdowns to positive effects. Dynamic countdowns advance according to this chart:

DYNAMIC COUNTDOWN ADVANCEMENT

Roll Result	Progress Advancement	Consequence Advancement
Failure with Fear	No advancement	Tick down 3
Failure with Hope	No advancement	Tick down 2
Success with Fear	Tick down 1	Tick down 1
Success with Hope	Tick down 2	No advancement
Critical Success	Tick down 3	No advancement

ADVANCED COUNTDOWN FEATURES

- Countdowns with **randomized starting values**
- Loop** countdowns that reset to their starting value after their countdown effect is triggered.
- Increasing** countdowns that increase their starting value by 1 every time they loop.
- Decreasing** countdowns that decrease their starting value by 1 every time they loop.
- Linked** progress and consequence countdowns that simultaneously advance according to the same action roll outcomes.
- Long-term countdowns** that advance after **rests** instead of action rolls.

GIVING OUT GOLD, EQUIPMENT, AND LOOT

It’s up to you and your players how much importance you want to place on gold, equipment, and loot in your campaign.

Adjust the availability and utility of wealth and equipment to reflect the tone, themes, and setting of your campaign.

If you don’t wish to track gold, then when PCs go shopping for new items let them pick one or two from a short, preselected

list that aligns with your campaign setting and the party’s current location.

Otherwise, set the prices of goods and services by adjusting the entries in the Average Costs table to reflect your campaign setting:

Meals for a party of adventurers per night	1 Handful
Standard inn room per night	1 Handful
Luxury inn room per night	1 Bag
Carriage ride	2 Handfuls
Mount (horse, mule, etc.)	3 Bags
Specialized tools	3 Handfuls
Fine clothing	3 Handfuls
Luxury clothing	1 Bag
Tier 1 equipment (weapons, armor)	1–5 Handfuls
Tier 2 equipment (weapons, armor)	1–2 Bags
Tier 3 equipment (weapons, armor)	5–10 Bags
Tier 4 equipment (weapons, armor)	1–2 Chests

RUNNING GM NPCs

When you run NPCs as the GM, you should always strive to follow your GM principles and use them to bring the world to life. Differentiate NPCs with unique manners of speech and action; let their individual goals and desires motivate their actions.

The only essential elements for a NPC are their **name**, **description**, and **motive**. If it’s likely that the PCs will roll actions against them, give them a **Difficulty**. Adversaries can be invented or improvised by modifying the stat block of another adversary.

If an NPC becomes an ally in combat, they don’t need a stat block—just put the spotlight on what they do and show how their involvement alters the fiction. If a PC capitalizes on their help during the scene, give the PC advantage. NPCs that don’t have Hit Points or Stress can still be injured or killed if the fiction demands it.

If you want an important NPC to mechanically interact with the system, you can give them one or more features with specific **triggers** and **effects**. An NPC might also have a choice that adjusts the parameters of their feature. For example:

ARCANE HOLD

Choice: When the battle begins, choose a favored PC.
Trigger: The first time during a battle the favored PC is within Close range and hit with an attack.

Effect: Make an attack roll with a +6 modifier against the adversary. On a success, the target is temporarily Restrained by tendrils of powerful magic.

NPC FEATURE EXAMPLES

VOLLEY OF ARROWS

Trigger: A battle begins and this NPC is involved.

Effect: Activate a countdown (Loop 3). It ticks down when a PC misses an attack. When it triggers, this NPC releases a volley of arrows at a target of the PCs’ choice, dealing **2d8+3** physical damage.

MENTOR

Choice: When the battle begins, choose a protégé PC.

Trigger: Your protégé is within Close range and fails an attack roll.

Effect: Move into Melee range with the PC and give them advice or guidance. The next attack roll they make has advantage.

REGROUP

Choice: When a battle begins, choose a point within Far range.

Trigger: All PCs have marked all of their Armor Slots.

Effect: Teleport all PCs and this NPC to the chosen spot and clear an Armor Slot on each target.

INTO THE NIGHT

Trigger: The PCs start a long rest with this NPC.

Effect: Roll 1d4. On a 2 or less, this NPC steals 1 handful of gold from the party while they are sleeping, then disappears into the night.

OPTIONAL GM MECHANICS

FATE ROLLS

When the GM wants to leave an outcome entirely up to chance, they call for a fate roll. The GM establishes what’s at stake and how the roll will be interpreted. Then a player rolls one of their Duality Dice and interprets the result.

Examples:

“Roll your Fear Die. On a 4 or lower, the fire spreads beyond this house.”

“I think it’s really up to chance whether reinforcements will make it to you in time. Go ahead and roll your Fear Die—that’ll determine the starting size of the countdown. When that triggers, reinforcements will arrive in your Far range.”

“Go ahead and roll your Hope Die to see how big the crowd at the inn is tonight. The higher the roll, the bigger the crowd.”

“Make a roll using your Hope Die to determine the number of Stamina Potions the shop has in stock.”

FALLING AND COLLISION DAMAGE

If a character falls to the ground, you can use the following as a guide to determine the damage they take:

- A fall from Very Close range deals 1d10+3 physical damage.
- A fall from Close range deals 1d20+5 physical damage.
- A fall from Far or Very Far range deals 1d100+15 physical damage, or death at the GM’s discretion.

If a character collides with an object or another character at a dangerous speed, they take 1d20+5 direct physical damage.

MOVING AND FIGHTING UNDERWATER

By default, attack rolls made while the attacker is underwater have disadvantage.

For creatures that can’t breathe underwater, use a standard countdown (3) to track how long they can hold their breath. Advance the countdown whenever the PC takes an action. In addition if they fail a roll or roll with Fear while underwater, you can spend your GM move to advance it an additional time—or twice, if they rolled a failure with Fear.

Once the countdown ends, the underwater PC must mark a Stress whenever they take an action.

CONFLICT BETWEEN PCS

Sometimes a player might want their character to act against another PC in the scene. Before jumping to rolling dice, discuss the situation with both players to decide how to resolve the conflict. A roll might not be necessary to reach an outcome—but if rolling will be fun for everyone involved, come to a consensus on the terms of the roll, then facilitate the scene according to the results.

On an attack roll against a PC, the attacker rolls against the defender’s Evasion, just like an adversary. On any other kind of action roll, the instigator makes an action roll and the target makes a reaction roll. To succeed, the instigator must beat a Difficulty equal to the total value of the reaction roll.

ADVERSARIES AND ENVIRONMENTS

USING ADVERSARIES

ADVERSARY STAT BLOCKS

All the information required to run an adversary is contained in their stat block. An adversary’s stat block includes their:

NAME

Each stat block has a unique **name**. Abilities that affect adversaries with a certain name include all adversaries who use that stat block, regardless of their in-story name.

TIER

Each adversary is designed to oppose PCs of a certain **tier**. If you confront the party with an adversary from another tier, adjust their stats.

TYPE

The adversary’s type appears alongside their tier. An adversary’s **type** represents the role they play in a conflict. The adversary types are:

- **Bruisers:** tough; deliver powerful attacks.
- **Hordes:** groups of identical creatures acting together as a single unit.
- **Leaders:** command and summon other adversaries.
- **Minions:** easily dispatched but dangerous in numbers.
- **Ranged:** fragile in close encounters but deal high damage at range.
- **Skulks:** maneuver and exploit opportunities to ambush opponents.
- **Socials:** present challenges around conversation instead of combat.
- **Solos:** present a formidable challenge to a whole party, with or without support.
- **Standards:** representative of their fictional group.
- **Supports:** enhance their allies and disrupt their opponents.

DESCRIPTION

A summary of the adversary's appearance and demeanor.

MOTIVES & TACTICS

Suggusted impulses, actions and goals for the adversary.

DIFFICULTY

The Difficulty of any roll made against the adversary, unless otherwise noted.

DAMAGE THRESHOLDS, HIT POINTS, AND STRESS

These systems function the same way they do for PCs. The

numbers listed after “Threshold” are the adversary’s Major and Severe Thresholds.

ATTACK MODIFIER

When you attack with the adversary, apply this bonus or penalty to your attack roll.

STANDARD ATTACK

A description of the adversary’s primary mode of inflicting harm on the PCs. It includes the attack’s **name**, its effective **range**, and the **damage** it deals on a success. Using an adversary’s **standard attack** is a GM move.

EXPERIENCE (OPTIONAL)

The GM can spend a Fear to add an adversary’s relevant Experience to raise their attack roll or increase the Difficulty of a roll made against them.

EXAMPLE EXPERIENCES:

Acrobatics	Hunt from Above	Navigation
Ambusher	Intimidation	Nobility
Bartering	Intrusion	Quick Reflexes
Blademaster	Keen Senses	Socialite
Bodyguard	Magical Knowledge	Stealth
Commander	Nature’s Friend	Tracker

FEATURE(S)

There are three kinds of adversary features: **actions**, **reactions**, and **passives**. Note: each adversaries stress is tracked individually. If a feature requires the GM to spend Stress to activate it, the Stress must come from the adversary whose feature is being activate. If a feature has a Fear requirement, it must be spent in addition to any Fear already spent—for instance, to interrupt the PCs and put the spotlight on the adversary.

- **Actions:** a special attack or other unique action that the adversary can perform when the spotlight is on them.
- **Reactions:** special effects that take effect when their trigger occurs, regardless of whether the spotlight is on the adversary.
- **Passives:** special abilities that remain in effect by default and require no resources or triggers to activate.

FEAR FEATURE(S)

High-impact effects that cost a Fear to activate.

EXAMPLE ADVERSARY FEATURES:

ACTIONS

Haymaker - Action: Make an attack against a target within Very Close range. On a success, deal X direct physical damage.

Shredding Strike - Action: Make an attack against a target within Very Close range. On a success, deal X physical damage and the target must mark an Armor Slot without gaining its benefit (they can still use armor to reduce the damage).

More Where That Came From - Action: Summon three Jagged Knife Lackeys, who appear at Far range.

REACTIONS

Heavy Hitter - Reaction: When this adversary deals damage with a standard attack, you can spend a Fear to gain a +X bonus to the damage roll.

Team-Up - Reaction: When another adversary within Very Close range of this adversary deals X damage to a creature, you can mark a Stress to make a standard attack against that same creature. On a success, combine the damage.

Momentum - Reaction: When this adversary makes a successful attack against a PC, you gain a Fear.

PASSIVES

Horde (X) - Passive: When the Horde has marked half or more of their HP, their standard attack deals X damage instead.

Minion (X) - Passive: This adversary is defeated when they take any damage. For every X damage a PC deals to this adversary, defeat an additional Minion within range the attack would succeed against.

Relentless (X) - Passive: This adversary can be spotlighted up to X times per GM turn. Spend Fear as usual to spotlight them.

Slow - Passive: When you spotlight this adversary and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight this adversary and they have a token on their stat block, clear the token and they can act.

Arcane Form - Passive: This adversary is resistant to magic damage.

Armored Carapace - Passive: When this adversary takes physical damage, reduce it by X.

FEAR FEATURES

Explosion - Action: Spend a Fear to erupt in a fiery explosion. Make an attack against all targets within Close range. Targets the adversary succeeds against take 1d8 magic damage and are knocked back to Far range.

BUILDING BALANCED ENCOUNTERS

When planning a battle, start with [(3 x the number of PCs in combat) + 2] Battle Points and make the following adjustments:

- 1 for an easier or shorter fight
- 2 if you're using 2 or more Solo adversaries
- 2 if you add +1d4 (or a static +2) to all adversaries' damage rolls
- +1 if you choose an adversary from a lower tier
- +1 if you don't include any Bruisers, Hordes, Leaders, or Solos
- +2 for a harder or longer fight

Then spend your Battle Points to add an adversary to the encounter:

Spend 1 point for each group of Minions equal to the size of the party.

Spend 1 point for each Social or Support adversary.

Spend 2 points for each Horde, Ranged, Skulk, or Standard adversary.

Spend 3 points for each Leader adversary.

Spend 4 points for each Bruiser adversary.

Spend 5 points for each Solo adversary.

DEFEATED ADVERSARIES

When an adversary marks their last Hit Point, they are defeated: incapacitated, tied up, routed, killed, or anything else the table decides makes sense.

ADVERSARY STAT BLOCK BENCHMARKS

ADVERSARY STATISTIC	TIER 1	TIER 2	TIER 3	TIER 4
Attack Modifier	+1	+2	+3	+4
Damage Dice	1d6+2 to 1d12+4	2d6+3 to 2d12+4	3d8+3 to 3d12+5	4d8+10 to 4d12+15
Difficulty	11	14	17	20
Damage Thresholds	Major 7/Severe 12	Major 10/Severe 20	Major 20/Severe 32	Major 25/Severe 45

ADVERSARIES BY TIER

This section contains the following stat blocks:

TIER 1 (LEVEL 1)

- Acid Burrower
- Bear
- Cave Ogre
- Construct
- Courtier
- Deeproot Defender
- Dire Wolf
- Giant Mosquitoes
- Giant Rat
- Giant Scorpion
- Glass Snake
- Harrier
- Archer Guard
- Bladed Guard
- Head Guard
- Jagged Knife Bandit
- Jagged Knife Hexer
- Jagged Knife Kneebreaker
- Jagged Knife Lackey
- Jagged Knife Lieutenant
- Jagged Knife Shadow
- Jagged Knife Sniper
- Merchant
- Minor Chaos Elemental
- Minor Fire Elemental
- Minor Demon
- Minor Treant
- Green Ooze
- Tiny Green Ooze
- Red Ooze
- Tiny Red Ooze
- Petty Noble
- Pirate Captain
- Pirate Raiders
- Pirate Tough

- Sellsword
- Skeleton Archer
- Skeleton Dredge
- Skeleton Knight
- Skeleton Warrior
- Spellblade
- Swarm of Rats
- Sylvan Soldier
- Tangle Bramble Swarm
- Tangle Bramble
- Weaponmaster
- Young Dryad
- Brawny Zombie
- Patchwork Zombie Hulk
- Rotted Zombie
- Shambling Zombie
- Zombie Pack

TIER 2 (LEVELS 2–4)

- Archer Squadron
- Apprentice Assassin
- Assassin Poisoner
- Master Assassin
- Battle Box
- Chaos Skull
- Conscript
- Courtesan
- Cult Adept
- Cult Fang
- Cult Initiate
- Demonic Hound Pack
- Electric Eels
- Elite Soldier
- Failed Experiment
- Giant Beastmaster
- Giant Brawler
- Giant Recruit

- Giant Eagle
- Gorgon
- Juvenile Flickerfly
- Knight of the Realm
- Masked Thief
- Merchant Baron
- Minotaur Wrecker
- Mortal Hunter
- Royal Advisor
- Secret-Keeper
- Shark
- Siren
- Spectral Archer
- Spectral Captain
- Spectral Guardian
- Spy
- Stonewraith
- War Wizard

■ TIER 3 (LEVELS 5–7)

- Adult Flickerfly
- Demon of Avarice
- Demon of Despair
- Demon of Hubris
- Demon of Jealousy
- Demon of Wrath
- Dire Bat
- Dryad
- Elemental Spark
- Greater Earth Elemental
- Greater Water Elemental
- Huge Green Ooze
- Hydra
- Monarch
- Stag Knight
- Oak Treant
- Treant Sapling
- Head Vampire
- Vampire
- Vault Guardian Gaoler
- Vault Guardian Sentinel
- Vault Guardian Turret
- Young Ice Dragon

■ TIER 4 (LEVELS 8–10)

- Arch-Necromancer
- Fallen Shock Troop
- Fallen Sorcerer
- Fallen Warlord: Realm-Breaker
- Fallen Warlord: Undefeated Champion
- Hallowed Archer
- Hallowed Soldier
- High Seraph
- Kraken
- Oracle of Doom
- Outer Realms Abomination
- Outer Realms Corruptor
- Outer Realms Thrall
- Volcanic Dragon: Obsidian Predator
- Volcanic Dragon: Molten Scourge
- Volcanic Dragon: Ashen Tyrant
- Perfected Zombie
- Zombie Legion

TIER 1 ADVERSARIES (LEVEL 1)

ACID BURROWER

Tier 1 Solo
A horse-sized insect with digging claws and acidic blood.
Motives & Tactics: Burrow, drag away, feed, reposition

Difficulty: 14 Thresholds: 8/15 HP: 8 Stress: 3 ATK: +3 Claws: Very Close 1d12+2 phy
Experience: Tremor Sense +2

FEATURES
Relentless (3) - Passive: The Burrower can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.
Earth Eruption - Action: Mark a Stress to have the Burrower burst out of the ground. All creatures within Very Close range must succeed on an Agility Reaction Roll or be knocked over, making them *Vulnerable* until they next act.
Spit Acid - Action: Make an attack against all targets in front of the Burrower within Close range. Targets the Burrower succeeds against take **2d6** physical damage and must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can’t mark an Armor Slot, they must mark an additional HP and you gain a Fear.
Acid Bath - Reaction: When the Burrower takes Severe damage, all creatures within Close range are bathed in their acidic blood, taking **1d10** physical damage. This splash covers the ground within Very Close range with blood, and all creatures other than the Burrower who move through it take **1d6** physical damage.

BEAR

Tier 1 Bruiser
A large bear with thick fur and powerful claws.
Motives & Tactics: Climb, defend territory, pummel, track

Difficulty: 14 Thresholds: 9/17 HP: 7 Stress: 2 ATK: +1 Claws: Melee 1d8+3 phy
Experience: Ambusher +3, Keen Senses +2

FEATURES
Overwhelming Force - Passive: Targets who mark HP from the Bear’s standard attack are knocked back to Very Close range.
Bite - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal **3d4+10** physical damage and the target is *Restrained* until they break free with a successful Strength Roll.
Momentum - Reaction: When the Bear makes a successful attack against a PC, you gain a Fear.

CAVE OGRE

Tier 1 Solo
A massive humanoid who sees all sapient life as food.
Motives & Tactics: Bite off heads, feast, rip limbs, stomp, throw enemies

Difficulty: 13 Thresholds: 8/15 HP: 8 Stress: 3 ATK: +1 Club: Very Close 1d10+2 phy
Experience: Throw +2

FEATURES
Ramp Up - Passive: You must **spend a Fear** to spotlight the Ogre. While spotlighted, they can make their standard attack against all targets within range.
Bone Breaker - Passive: The Ogre’s attacks deal direct damage.
Hail of Boulders - Action: Mark a Stress to pick up heavy objects and throw them at all targets in front of the Ogre within Far range. Make an attack against these targets. Targets the Ogre succeeds against take **1d10+2** physical damage. If they succeed against more than one target, you gain a Fear.
Rampaging Fury - Reaction: When the Ogre marks 2 or more HP, they can rampage. Move the Ogre to a point within Close range and deal **2d6+3** direct physical damage to all targets in their path.

CONSTRUCT

Tier 1 Solo
A roughly humanoid being of stone and steel, assembled and animated by magic.
Motives & Tactics: Destroy environment, serve creator, smash target, trample groups

Difficulty: 13 Thresholds: 7/15 HP: 9 Stress: 4 ATK: +4 Fist Slam: Melee 1d20 phy
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FEATURES
Relentless (2) - Passive: The Construct can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
Weak Structure - Passive: When the Construct marks HP from physical damage, they must mark an additional HP.
Trample - Action: Mark a Stress to make an attack against all targets in the Construct’s path when they move. Targets the Construct succeeds against take **1d8** physical damage.
Overload - Reaction: Before rolling damage for the Construct’s attack, you can **mark a Stress** to gain a +10 bonus to the damage roll. The Construct can then take the spotlight again.
Death Quake - Reaction: When the Construct marks their last HP, the magic powering them ruptures in an explosion of force. Make an attack with advantage against all targets within Very Close range. Targets the Construct succeeds against take **1d12+2** magic damage.

COURTIER

Tier 1 Social
An ambitious and ostentatiously dressed socialite.
Motives & Tactics: Discredit, gain favor, maneuver, scheme

Difficulty: 12 Thresholds: 4/8 HP: 3 Stress: 4 ATK: –4 Daggers: Melee 1d4+2 phy
Experience: Socialite +3

FEATURES

Mockery - Action: Mark a Stress to say something mocking and force a target within Close range to make a Presence Reaction Roll (14) to see if they can save face. On a failure, the target must mark 2 Stress and is *Vulnerable* until the scene ends.
Scapegoat - Action: Spend a Fear and target a PC. The Courtier convinces a crowd or prominent individual that the target is the cause of their current conflict or misfortune.

DEEPROOT DEFENDER

Tier 1 Bruiser
A burly vegetable-person with grasping vines.
Motives & Tactics: Ambush, grab, protect, pummel

Difficulty: 10 Thresholds: 8/14 HP: 7 Stress: 3 ATK: +2 Vines: Close 1d8+3 phy
Experience: Huge +3

FEATURES

Ground Slam - Action: Slam the ground, knocking all targets within Very Close range back to Far range. Each target knocked back this way must mark a Stress.
Grab and Drag - Action: Make an attack against a target within Close range. On a success, spend a Fear to pull them into Melee range, deal 1d6+2 physical damage, and *Restrain* them until the Defender takes Severe damage.

DIRE WOLF

Tier 1 Skulk
A large wolf with menacing teeth, seldom encountered alone.
Motives & Tactics: Defend territory, harry, protect pack, surround, trail

Difficulty: 12 Thresholds: 5/9 HP: 4 Stress: 3 ATK: +2 Claws: Melee 1d6+2 phy
Experience: Keen Senses +3

FEATURES

Pack Tactics - Passive: If the Wolf makes a successful standard attack and another Dire Wolf is within Melee range of the target, deal 1d6+5 physical damage instead of their standard damage and you gain a Fear.
Hobbling Strike - Action: Mark a Stress to make an attack against a target within Melee range. On a success, deal 3d4+10 direct physical damage and make them *Vulnerable* until they clear at least 1 HP.

GIANT MOSQUITOES

Tier 1 Horde (5/HP)
Dozens of fist-sized mosquitoes, flying together for protection.
Motives & Tactics: Fly away, harass, steal blood

Difficulty: 10 Thresholds: 5/9 HP: 6 Stress: 3 ATK: –2 Proboscis: Melee 1d8+3 phy
Experience: Camouflage +2

FEATURES

Horde (1d4+1) - Passive: When the Mosquitoes have marked half or more of their HP, their standard attack deals 1d4+1 physical damage instead.
Flying - Passive: While flying, the Mosquitoes have a +2 bonus to their Difficulty.
Bloodsucker - Reaction: When the Mosquitoes’ attack causes a target to mark HP, you can mark a Stress to force the target to mark an additional HP.

GIANT RAT

Tier 1 Minion
A cat-sized rodent skilled at scavenging and survival.
Motives & Tactics: Burrow, hunger, scavenge, wear down

Difficulty: 10 Thresholds: None HP: 1 Stress: 1 ATK: –4 Claws: Melee 1 phy
Experience: Keen Senses +3

FEATURES

Minion (3) - Passive: The Rat is defeated when they take any damage. For every 3 damage a PC deals to the Rat, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Giant Rats within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

GIANT SCORPION

Tier 1 Bruiser
A human-sized arachnid with tearing claws and a stinging tail.
Motives & Tactics: Ambush, feed, grapple, poison

Difficulty: 13 Thresholds: 7/13 HP: 6 Stress: 3 ATK: +1 Pincers: Melee 1d12+2 phy
Experience: Camouflage +2

FEATURES

Double Strike - Action: Mark a Stress to make a standard attack against two targets within Melee range.
Venomous Stinger - Action: Make an attack against a target within Very Close range. On a success, spend a Fear to deal 1d4+4 physical damage and *Poison* them until their next rest or they succeed on a Knowledge Roll (16). While *Poisoned*, the target must roll a d6 before they make an action roll. On a result of 4 or lower, they must mark a Stress.
Momentum - Reaction: When the Scorpion makes a successful attack against a PC, you gain a Fear.

GLASS SNAKE

Tier 1 Standard
A clear serpent with a massive head that leaves behind a glass shard trail wherever they go.
Motives & Tactics: Climb, feed, keep distance, scare

Difficulty: 14 Thresholds: 6/10 HP: 5 Stress: 3 ATK: +2 Glass Fangs: Very Close 1d8+2 phy
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FEATURES

Armor-Shredding Shards - Passive: After a successful attack against the Snake within Melee range, the attacker must mark an Armor Slot. If they can’t mark an Armor Slot, they must mark an HP.
Spinning Serpent - Action: Mark a Stress to make an attack against all targets within Very Close range. Targets the Snake succeeds against take 1d6+1 physical damage.
Spitter - Action: Spend a Fear to introduce a d6 Spitter Die. When the Snake is in the spotlight, roll this die. On a result of 5 or higher, all targets in front of the Snake within Far range must succeed on an Agility Reaction Roll or take 1d4 physical damage. The Snake can take the spotlight a second time this GM turn.

HARRIER

Tier 1 Standard
A nimble fighter armed with javelins.
Motives & Tactics: Flank, harry, kite, profit

Difficulty: 12 Thresholds: 5/9 HP: 3 Stress: 3 ATK: +1 Javelin: Close 1d6+2 phy
Experience: Camouflage +2

FEATURES

Maintain Distance - Passive: After making a standard attack, the Harrier can move anywhere within Far range.
Fall Back - Reaction: When a creature moves into Melee range to make an attack, you can mark a Stress before the attack roll to move anywhere within Close range and make an attack against that creature. On a success, deal 1d10+2 physical damage.

ARCHER GUARD

Tier 1 Ranged
A tall guard bearing a longbow and quiver with arrows fletched in the settlement’s colors.
Motives & Tactics: Arrest, close gates, make it through the day, pin down

Difficulty: 10 Thresholds: 4/8 HP: 3 Stress: 2 ATK: +1 Longbow: Far 1d8+3 phy
Experience: Local Knowledge +3

FEATURES

Hobbling Shot - Action: Make an attack against a target within Far range. On a success, mark a Stress to deal 1d12+3 physical damage. If the target marks HP from this attack, they have disadvantage on Agility Rolls until they clear at least 1 HP.

BLADED GUARD

Tier 1 Standard
An armored guard bearing a sword and shield painted in the settlement’s colors.
Motives & Tactics: Arrest, close gates, make it through the day, pin down

Difficulty: 12 Thresholds: 5/9 HP: 5 Stress: 2 ATK: +1 Longsword: Melee 1d6+1 phy
Experience: Local Knowledge +3

FEATURES

Shield Wall - Passive: A creature who tries to move within Very Close range of the Guard must succeed on an Agility Roll. If additional Bladed Guards are standing in a line alongside the first, and each is within Melee range of another guard in the line, the Difficulty increases by the total number of guards in that line.
Detain - Action: Make an attack against a target within Very Close range. On a success, mark a Stress to *Restrain* the target until they break free with a successful attack, Finesse Roll, or Strength Roll.

HEAD GUARD

Tier 1 Leader
A seasoned guard with a mace, a whistle, and a bellowing voice.
Motives & Tactics: Arrest, close gates, pin down, seek glory

Difficulty: 15 Thresholds: 7/13 HP: 7 Stress: 3 ATK: +4 Mace: Melee 1d10+4 phy
Experience: Commander +2, Local Knowledge +2

FEATURES

Rally Guards - Action: Spend 2 Fear to spotlight the Head Guard and up to 2d4 allies within Far range.
On My Signal - Reaction: Countdown (5). When the Head Guard is in the spotlight for the first time, activate the countdown. It ticks down when a PC makes an attack roll. When it triggers, all Archer Guards within Far range make a standard attack with advantage against the nearest target within their range. If any attacks succeed on the same target, combine their damage.
Momentum - Reaction: When the Head Guard makes a successful attack against a PC, you gain a Fear.

JAGGED KNIFE BANDIT

Tier 1 Standard
A cunning criminal in a cloak bearing one of the gang’s iconic knives.
Motives & Tactics: Escape, profit, steal, throw smoke

Difficulty: 12 Thresholds: 8/14 HP: 5 Stress: 3 ATK: +1 Daggers: Melee 1d8+1 phy
Experience: Thief +2

FEATURES

Climber - Passive: The Bandit climbs just as easily as they run.
From Above - Passive: When the Bandit succeeds on a standard attack from above a target, they deal 1d10+1 physical damage instead of their standard damage.

JAGGED KNIFE HEXER

Tier 1 Support
A staff-wielding bandit in a cloak adorned with magical paraphernalia, using curses to vex their foes.
Motives & Tactics: Command, hex, profit

Difficulty: 13 Thresholds: 5/9 HP: 4 Stress: 4 ATK: +2 Staff: Far 1d6+2 mag
Experience: Magical Knowledge +2

FEATURES

Curse - Action: Choose a target within Far range and temporarily Curse them. While the target is Cursed, you can mark a Stress when that target rolls with Hope to make the roll be with Fear instead.
Chaotic Flux - Action: Make an attack against up to three targets within Very Close range. Mark a Stress to deal 2d6+3 magic damage to targets the Hexer succeeded against.

JAGGED KNIFE KNEEBREAKER

Tier 1 Bruiser
An imposing brawler carrying a large club.
Motives & Tactics: Grapple, intimidate, profit, steal

Difficulty: 12 Thresholds: 7/14 HP: 7 Stress: 4 ATK: -3 Club: Melee 1d4+6 phy
Experience: Thief +2, Unveiled Threats +3

FEATURES

I've Got 'Em - Passive: Creatures Restrained by the Kneebreaker take double damage from attacks by other adversaries.
Hold Them Down - Action: Make an attack against a target within Melee range. On a success, the target takes no damage but is Restrained and Vulnerable. The target can break free, clearing both conditions, with a successful Strength Roll or is freed automatically if the Kneebreaker takes Major or greater damage.

JAGGED KNIFE LACKEY

Tier 1 Minion
A thief with simple clothes and small daggers, eager to prove themselves.
Motives & Tactics: Escape, profit, throw smoke

Difficulty: 9 Thresholds: None HP: 1 Stress: 1 ATK: -2 Daggers: Melee 2 phy
Experience: Thief +2

FEATURES

Minion (3) - Passive: The Lackey is defeated when they take any damage. For every 3 damage a PC deals to the Lackey, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Jagged Knife Lackeys within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

JAGGED KNIFE LIEUTENANT

Tier 1 Leader
A seasoned bandit in quality leathers with a strong voice and cunning eyes.
Motives & Tactics: Bully, command, profit, reinforce

Difficulty: 13 Thresholds: 7/14 HP: 6 Stress: 3 ATK: +2 Javelin: Close 1d8+3 phy
Experience: Local Knowledge +2

FEATURES

Tactician - Action: When you spotlight the Lieutenant, mark a Stress to also spotlight two allies within Close range.
More Where That Came From - Action: Summon three Jagged Knife Lackeys, who appear at Far range.
Coup de Grace - Action: Spend a Fear to make an attack against a Vulnerable target within Close range. On a success, deal 2d6+12 physical damage and the target must mark a Stress.
Momentum - Reaction: When the Lieutenant makes a successful attack against a PC, you gain a Fear.

JAGGED KNIFE SHADOW

Tier 1 Skulk
A nimble scoundrel bearing a wicked knife and utilizing shadow magic to isolate targets.
Motives & Tactics: Ambush, conceal, divide, profit

Difficulty: 12 Thresholds: 4/8 HP: 3 Stress: 3 ATK: +1 Daggers: Melee 1d4+4 phy
Experience: Intrusion +3

FEATURES

Backstab - Passive: When the Shadow succeeds on a standard attack that has advantage, they deal 1d6+6 physical damage instead of their standard damage.
Cloaked - Action: Become Hidden until after the Shadow's next attack. Attacks made while Hidden from this feature have advantage.

JAGGED KNIFE SNIPER

Tier 1 Ranged
A lanky bandit striking from cover with a shortbow.
Motives & Tactics: Ambush, hide, profit, reposition

Difficulty: 13 Thresholds: 4/7 HP: 3 Stress: 2 ATK: -1 Shortbow: Far 1d10+2 phy
Experience: Stealth +2

FEATURES

Unseen Strike - Passive: If the Sniper is Hidden when they make a successful standard attack against a target, they deal 1d10+4 physical damage instead of their standard damage.

MERCHANT

Tier 1 Social
A finely dressed trader with a keen eye for financial gain.
Motives & Tactics: Buy low and sell high, create demand, inflate prices, seek profit

Difficulty: 12 Thresholds: 4/8 HP: 3 Stress: 3 ATK: -4 Club: Melee 1d4+1 phy
Experience: Shrewd Negotiator +3

FEATURES

Preferential Treatment - Passive: A PC who succeeds on a Presence Roll against the Merchant gains a discount on purchases. A PC who fails on a Presence Roll against the Merchant must pay more and has disadvantage on future Presence Rolls against the Merchant.
The Runaround - Passive: When a PC rolls a 14 or lower on a Presence Roll made against the Merchant, they must mark a Stress.

MINOR CHAOS ELEMENTAL

Tier 1 Solo
A coruscating mass of uncontrollable magic.
Motives & Tactics: Confound, destabilize, transmogrify

Difficulty: 14 Thresholds: 7/14 HP: 7 Stress: 3 ATK: +3 Warp Blast: Close 1d12+6 mag

FEATURES

Arcane Form - Passive: The Elemental is resistant to magic damage.
Sickening Flux - Action: Mark a HP to force all targets within Close range to mark a Stress and become Vulnerable until their next rest or they clear a HP.
Remake Reality - Action: Spend a Fear to transform the area within Very Close range into a different biome. All targets within this area take 2d6+3 direct magic damage.
Magical Reflection - Reaction: When the Elemental takes damage from an attack within Close range, deal an amount of damage to the attacker equal to half the damage they dealt.
Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

MINOR FIRE ELEMENTAL

Tier 1 Solo
A living flame the size of a large bonfire.
Motives & Tactics: Encircle enemies, grow in size, intimidate, start fires

Difficulty: 13 Thresholds: 7/15 HP: 9 Stress: 3 ATK: +3 Elemental Blast: Far 1d10+4 mag
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FEATURES

Relentless (2) - Passive: The Elemental can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
Scorched Earth - Action: Mark a Stress to choose a point within Far range. The ground within Very Close range of that point immediately bursts into flames. All creatures within this area must make an Agility Reaction Roll. Targets who fail take 2d8 magic damage from the flames. Targets who succeed take half damage.
Explosion - Action: Spend a Fear to erupt in a fiery explosion. Make an attack against all targets within Close range. Targets the Elemental succeeds against take 1d8 magic damage and are knocked back to Far range.
Consume Kindling - Reaction: Three times per scene, when the Elemental moves onto objects that are highly flammable, consume them to clear a HP or a Stress.
Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

MINOR DEMON

Tier 1 Solo
A crimson-hued creature from the Circles Below, consumed by rage against all mortals.
Motives & Tactics: Act erratically, corral targets, relish pain, torment

Difficulty: 14 Thresholds: 8/15 HP: 8 Stress: 4 ATK: +3 Claws: Melee 1d8+6 phy

FEATURES

Relentless (2) - Passive: The Demon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
All Must Fall - Passive: When a PC rolls a failure with Fear while within Close range of the Demon, they lose a Hope.
Hellfire - Action: Spend a Fear to rain down hellfire within Far range. All targets within the area must make an Agility Reaction Roll. Targets who fail take 1d20+3 magic damage. Targets who succeed take half damage.
Reaper - Reaction: Before rolling damage for the Demon's attack, you can mark a Stress to gain a bonus to the damage roll equal to the Demon's current number of marked HP.
Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

MINOR TREANT

Tier 1 Minion
An ambulatory sapling rising up to defend their forest.
Motives & Tactics: Crush, overwhelm, protect

Difficulty: 10 Thresholds: None HP: 1 Stress: 1 ATK: -2 Clawed Branch: Melee 4 phy

FEATURES
Minion (5) - Passive: The Treant is defeated when they take any damage. For every 5 damage a PC deals to the Treant, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Minor Treants within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 physical damage each. Combine this damage.

GREEN OOOZE

Tier 1 Skulk
A moving mound of translucent green slime.
Motives & Tactics: Camouflage, consume and multiply, creep up, envelop

Difficulty: 8 Thresholds: 5/10 HP: 5 Stress: 2 ATK: +1 Ooze Appendage: Melee 1d6+1 mag
Experience: Camouflage +3

FEATURES
Slow - Passive: When you spotlight the Ooze and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.
Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.
Envelop - Action: Make a standard attack against a target within Melee range. On a success, the Ooze envelops them and the target must mark 2 Stress. The target must mark an additional Stress when they make an action roll. If the Ooze takes Severe damage, the target is freed.
Split - Reaction: When the Ooze has 3 or more HP marked, you can spend a Fear to split them into two Tiny Green Oozes (with no marked HP or Stress). Immediately spotlight both of them.

TINY GREEN OOOZE

Tier 1 Skulk
A small moving mound of translucent green slime.
Motives & Tactics: Camouflage, creep up

Difficulty: 14 Thresholds: 4/None HP: 2 Stress: 1 ATK: -1 Ooze Appendage: Melee 1d4+1 mag
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FEATURES
Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.

RED OOOZE

Tier 1 Skulk
A moving mound of translucent flaming red slime.
Motives & Tactics: Camouflage, consume and multiply, ignite, start fires

Difficulty: 10 Thresholds: 6/11 HP: 5 Stress: 3 ATK: +1 Ooze Appendage: Melee 1d8+3 mag
Experience: Camouflage +3

FEATURES
Creeping Fire - Passive: The Ooze can only move within Very Close range as their normal movement. They light any flammable object they touch on fire.
Ignite - Action: Make an attack against a target within Very Close range. On a success, the target takes 1d8 magic damage and is Ignited until they're extinguished with a successful Finesse Roll (14). While Ignited, the target takes 1d4 magic damage when they make an action roll.
Split - Reaction: When the Ooze has 3 or more HP marked, you can spend a Fear to split them into two Tiny Red Oozes (with no marked HP or Stress). Immediately spotlight both of them.

TINY RED OOOZE

Tier 1 Skulk
A small moving mound of translucent flaming red slime
Motives & Tactics: Blaze, camouflage

Difficulty: 11 Thresholds: 5/None HP: 2 Stress: 1 ATK: -1 Ooze Appendage: Melee 1d4+2 mag
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FEATURES
Burning - Reaction: When a creature within Melee range deals damage to the Ooze, they take 1d6 direct magic damage.

PETTY NOBLE

Tier 1 Social
A richly dressed and adorned aristocrat brimming with hubris.
Motives & Tactics: Abuse power, gather resources, mobilize minions

Difficulty: 14 Thresholds: 6/10 HP: 3 Stress: 5 ATK: -3 Rapier: Melee 1d6+1 phy
Experience: Aristocrat +3

FEATURES
My Land, My Rules - Passive: All social actions made against the Noble on their land have disadvantage.
Guards, Seize Them! - Action: Once per scene, mark a Stress to summon 1d4 Bladed Guards, who appear at Far range to enforce the Noble's will.
Exile - Action: Spend a Fear and target a PC. The Noble proclaims that the target and their allies are exiled from the noble's territory. While exiled, the target and their allies have disadvantage during social situations within the Noble's domain.

PIRATE CAPTAIN

Tier 1 Leader
A charismatic sea dog with an impressive hat, eager to raid and plunder.
Motives & Tactics: Command, make 'em walk the plank, plunder, raid

Difficulty: 14 Thresholds: 7/14 HP: 7 Stress: 5 ATK: +4 Cutlass: Melee 1d12+2 phy
Experience: Commander +2, Sailor +3

FEATURES
Swashbuckler - Passive: When the Captain marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.
Reinforcements - Action: Once per scene, mark a Stress to summon a Pirate Raiders Horde, which appears at Far range.
No Quarter - Action: Spend a Fear to choose a target who has three or more Pirates within Melee range of them. The Captain leads the Pirates in hurling threats and promises of a watery grave. The target must make a Presence Reaction Roll. On a failure, the target marks 1d4+1 Stress. On a success, they must mark a Stress.
Momentum - Reaction: When the Captain makes a successful attack against a PC, you gain a Fear.

PIRATE RAIDERS

Tier 1 Horde (3/HP)
Seafaring scoundrels moving in a ravaging pack.
Motives & Tactics: Gang up, plunder, raid

Difficulty: 12 Thresholds: 5/11 HP: 4 Stress: 3 ATK: +1 Cutlass: Melee 1d8+2 phy
Experience: Sailor +3

FEATURES
Horde (1d4+1) - Passive: When the Raiders have marked half or more of their HP, their standard attack deals 1d4+1 physical damage instead.
Swashbuckler - Passive: When the Raiders mark 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.

PIRATE TOUGH

Tier 1 Bruiser
A thickly muscled and tattooed pirate with melon-sized fists.
Motives & Tactics: Plunder, raid, smash, terrorize

Difficulty: 13 Thresholds: 8/15 HP: 5 Stress: 3 ATK: +1 Massive Fists: Melee 2d6 phy
Experience: Sailor +2

FEATURES
Swashbuckler - Passive: When the Tough marks 2 or fewer HP from an attack within Melee range, the attacker must mark a Stress.
Clear the Decks - Action: Make an attack against a target within Very Close range. On a success, mark a Stress to move into Melee range of the target, dealing 3d4 physical damage and knocking the target back to Close range.

SELLSWORD

Tier 1 Minion
An armed mercenary testing their luck.
Motives & Tactics: Charge, lacerate, overwhelm, profit

Difficulty: 10 Thresholds: None HP: 1 Stress: 1 ATK: +3 Longsword: Melee 3 phy

FEATURES
Minion (4) - Passive: The Sellsword is defeated when they take any damage. For every 4 damage a PC deals to the Sellsword, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Sellswords within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 3 physical damage each. Combine this damage.

SKELETON ARCHER

Tier 1 Ranged
A fragile skeleton with a shortbow and arrows.
Motives & Tactics: Perforate distracted targets, play dead, steal skin

Difficulty: 9 Thresholds: 4/7 HP: 3 Stress: 2 ATK: +2 Shortbow: Far 1d8+1 phy
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FEATURES
Opportunist - Passive: When two or more adversaries are within Very Close range of a creature, all damage the Archer deals to that creature is doubled.
Deadly Shot - Action: Make an attack against a Vulnerable target within Far range. On a success, mark a Stress to deal 3d4+8 physical damage.

SKELETON DREDGE

Tier 1 Minion
A clattering pile of bones.
Motives & Tactics: Fall apart, overwhelm, play dead, steal skin

Difficulty: 8 Thresholds: None HP: 1 Stress: 1 ATK: -1 Bone Claws: Melee 1 phy

FEATURES
Minion (4) - Passive: The Dredge is defeated when they take any damage. For every 4 damage a PC deals to the Dredge, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Dredges within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 1 physical damage each. Combine this damage.

SKELETON KNIGHT

Tier 1 Bruiser
A large armored skeleton with a huge blade.
Motives & Tactics: Cut down the living, steal skin, wreak havoc

Difficulty: 13 Thresholds: 7/13 HP: 5 Stress: 2 ATK: +2 Rusty Greatsword: Melee 1d10+2 phy

FEATURES

Terrifying - Passive: When the Knight makes a successful attack, all PCs within Close range lose a Hope and you gain a Fear.
Cut to the Bone - Action: Mark a Stress to make an attack against all targets within Very Close range. Targets the Knight succeeds against take 1d8+2 physical damage and must mark a Stress.
Dig Two Graves - Reaction: When the Knight is defeated, they make an attack against a target within Very Close range (prioritizing the creature who killed them). On a success, the target takes 1d4+8 physical damage and loses 1d4 Hope.

SKELETON WARRIOR

Tier 1 Standard
A dirt-covered skeleton armed with a rusted blade.
Motives & Tactics: Feign death, gang up, steal skin

Difficulty: 10 Thresholds: 4/8 HP: 3 Stress: 2 ATK: +0 Sword: Melee 1d6+2 phy
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FEATURES

Only Bones - Passive: The Warrior is resistant to physical damage.
Won't Stay Dead - Reaction: When the Warrior is defeated, you can spotlight them and roll a d6. On a result of 6, if there are other adversaries on the battlefield, the Warrior re-forms with no marked HP.

SPELLBLADE

Tier 1 Leader
A mercenary combining swordplay and magic to deadly effect.
Motives & Tactics: Blast, command, endure

Difficulty: 14 Thresholds: 8/14 HP: 6 Stress: 3 ATK: +3 Empowered Longsword: Melee 1d8+4 phy/mag
Experience: Magical Knowledge +2

FEATURES

Arcane Steel - Passive: Damage dealt by the Spellblade's standard attack is considered both physical and magic.
Suppressing Blast - Action: Mark a Stress and target a group within Far range. All targets must succeed on an Agility Reaction Roll or take 1d8+2 magic damage. You gain a Fear for each target who marked HP from this attack.
Move as a Unit - Action: Spend 2 Fear to spotlight up to five allies within Far range.
Momentum - Reaction: When the Spellblade makes a successful attack against a PC, you gain a Fear.

SWARM OF RATS

Tier 1 Horde (10/HP)
A skittering mass of ordinary rodents moving as one like a ravenous wave.
Motives & Tactics: Consume, obscure, swarm

Difficulty: 10 Thresholds: 6/10 HP: 6 Stress: 2 ATK: -3 Claws: Melee 1d8+2 phy

FEATURES

Horde (1d4+1) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals 1d4+1 physical damage instead.
In Your Face - Passive: All targets within Melee range have disadvantage on attacks against targets other than the Swarm.

SYLVAN SOLDIER

Tier 1 Standard
A faerie warrior adorned in armor made of leaves and bark.
Motives & Tactics: Ambush, hide, overwhelm, protect, trail

Difficulty: 11 Thresholds: 6/11 HP: 4 Stress: 2 ATK: +0 Scythe: Melee 1d8+1 phy
Experience: Tracker +2

FEATURES

Pack Tactics - Passive: If the Soldier makes a standard attack and another Sylvan Soldier is within Melee range of the target, deal 1d8+5 physical damage instead of their standard damage.
Forest Control - Action: Spend a Fear to pull down a tree within Close range. A creature hit by the tree must succeed on an Agility Reaction Roll (15) or take 1d10 physical damage.
Blend In - Reaction: When the Soldier makes a successful attack, you can mark a Stress to become Hidden until the Soldier's next attack or a PC succeeds on an Instinct Roll (14) to find them.

TANGLE BRAMBLE SWARM

Tier 1 Horde (3/HP)
A cluster of animate, blood-drinking tumbleweeds, each the size of a large gourd.
Motives & Tactics: Digest, entangle, immobilize

Difficulty: 12 Thresholds: 6/11 HP: 6 Stress: 3 ATK: +0 Thorns: Melee 1d6+3 phy
Experience: Camouflage +2

FEATURES

Horde (1d4+2) - Passive: When the Swarm has marked half or more of their HP, their standard attack deals 1d4+2 physical damage instead.
Crush - Action: Mark a Stress to deal 2d6+8 direct physical damage to a target with 3 or more bramble tokens.
Encumber - Reaction: When the Swarm succeeds on an attack, give the target a bramble token. If a target has any bramble tokens, they are Restrained. If a target has 3 or more bramble tokens, they are also Vulnerable. All bramble tokens can be removed by succeeding on a Finesse Roll (12 + the number of bramble tokens) or dealing Major or greater damage to the Swarm. If bramble tokens are removed from a target using a Finesse Roll, a number of Tangle Bramble Minions spawn within Melee range equal to the number of tokens removed.

TANGLE BRAMBLE

Tier 1 Minion
An animate, blood-drinking tumbleweed.
Motives & Tactics: Combine, drain, entangle

Difficulty: 11 Thresholds: None HP: 1 Stress: 1 ATK: -1 Thorns: Melee 2 phy
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FEATURES

Minion (4) - Passive: The Bramble is defeated when they take any damage. For every 4 damage a PC deals to the Tangle Bramble, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Tangle Brambles within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.
Drain and Multiply - Reaction: When an attack from the Bramble causes a target to mark HP and there are three or more Tangle Bramble Minions within Close range, you can combine the Minions into a Tangle Bramble Swarm Horde. The Horde's HP is equal to the number of Minions combined.

WEAPONMASTER

Tier 1 Bruiser
A master-at-arms wielding a sword twice their size.
Motives & Tactics: Act first, aim for the weakest, intimidate

Difficulty: 14 Thresholds: 8/15 HP: 6 Stress: 3 ATK: +2 Claymore: Very Close 1d12+2 phy
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FEATURES

Goadng Strike - Action: Make a standard attack against a target. On a success, mark a Stress to Taunt the target until their next successful attack. The next time the Taunted target attacks, they have disadvantage against targets other than the Weaponmaster.
Adrenaline Burst - Action: Once per scene, spend a Fear to clear 2 HP and 2 Stress.
Momentum - Reaction: When the Weaponmaster makes a successful attack against a PC, you gain a Fear.

YOUNG DRYAD

Tier 1 Leader
An imperious tree-person leading their forest's defenses.
Motives & Tactics: Command, nurture, prune the unwelcome

Difficulty: 11 Thresholds: 6/11 HP: 6 Stress: 2 ATK: +0 Scythe: Melee 1d8+5 phy
Experience: Leadership +3

FEATURES

Voice of the Forest - Action: Mark a Stress to spotlight 1d4 allies within range of a target they can attack without moving. On a success, their attacks deal half damage.
Thorny Cage - Action: Spend a Fear to form a cage around a target within Very Close range and Restrain them until they're freed with a successful Strength Roll. When a creature makes an action roll against the cage, they must mark a Stress.
Momentum - Reaction: When the Dryad makes a successful attack against a PC, you gain a Fear.

BRAWNY ZOMBIE

Tier 1 Bruiser
A large corpse, decay-bloated and angry.
Motives & Tactics: Crush, destroy, hail debris, slam

Difficulty: 10 Thresholds: 8/15 HP: 7 Stress: 4 ATK: +2 Slam: Very Close 1d12+3 phy
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Experience: Collateral Damage +2, Throw +4
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FEATURES

Slow - Passive: When you spotlight the Zombie and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Zombie and they have a token on their stat block, clear the token and they can act.
Rend Asunder - Action: Make a standard attack with advantage against a target the Zombie has Restrained. On a success, the attack deals direct damage.
Rip and Tear - Reaction: When the Zombies makes a successful standard attack, you can mark a Stress to temporarily Restrain the target and force them to mark 2 Stress.

PATCHWORK ZOMBIE HULK

Tier 1 Solo
A towering gestalt of corpses moving as one, with torso-sized limbs and fists as large as a grown halfling.
Motives & Tactics: Absorb corpses, flail, hunger, terrify

Difficulty: 13 Thresholds: 8/15 HP: 10 Stress: 3 ATK: +4 Too Many Arms: Very Close 1d20 phy
Experience: Intimidation +2, Tear Things Apart +2

FEATURES

Destructible - Passive: When the Zombie takes Major or greater damage, they mark an additional HP.
Flailing Limbs - Passive: When the Zombie makes a standard attack, they can attack all targets within Very Close range.
Another for the Pile - Action: When the Zombie is within Very Close range of a corpse, they can incorporate it into themselves, clearing a HP and a Stress.
Tormented Screams - Action: Mark a Stress to cause all PCs within Far range to make a Presence Reaction Roll (13). Targets who fail lose a Hope and you gain a Fear for each. Targets who succeed must mark a Stress.

ROTTED ZOMBIE

Tier 1 Minion
A decaying corpse ambling toward their prey.
Motives & Tactics: Eat flesh, hunger, maul, surround

Difficulty: 8 Thresholds: None HP: 1 Stress: 1 ATK: -3 Bite: Melee 2 phy

FEATURES

Minion (3) - Passive: The Zombie is defeated when they take any damage. For every 3 damage a PC deals to the Zombie, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Rotted Zombies within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 2 physical damage each. Combine this damage.

SHAMBLING ZOMBIE

Tier 1 Standard
An animated corpse that moves shakily, driven only by hunger.
Motives & Tactics: Devour, hungry, mob enemy, shred flesh

Difficulty: 10 Thresholds: 4/6 HP: 4 Stress: 1 ATK: +0 Bite: Melee 1d6+1 phy

FEATURES
Too Many to Handle - Passive: When the Zombie is within Melee range of a creature and at least one other Zombie is within Close range, all attacks against that creature have advantage.
Horrifying - Passive: Targets who mark HP from the Zombie's attacks must also mark a Stress.

ZOMBIE PACK

Tier 1 Horde (2/HP)
A group of shambling corpses instinctively moving together.
Motives & Tactics: Consume flesh, hunger, maul

Difficulty: 8 Thresholds: 6/12 HP: 6 Stress: 3 ATK: –1 Bite: Melee 1d10+2 phy
--

FEATURES
Horde (1d4+2) - Passive: When the Zombies have marked half or more of their HP, their standard attack deals **1d4+2** physical damage instead.
Overwhelm - Reaction: When the Zombies mark HP from an attack within Melee range, you can **mark a Stress** to make a standard attack against the attacker.

TIER 2 ADVERSARIES (LEVELS 2-4)

ARCHER SQUADRON

Tier 2 Horde (2/HP)
A group of trained archers bearing massive bows.
Motives & Tactics: Stick together, survive, volley fire

Difficulty: 13 Thresholds: 8/16 HP: 4 Stress: 3 ATK: +0 Longbow: Far 2d6+3 phy

FEATURES
Horde (1d6+3) - Passive: When the Squadron has marked half or more of their HP, their standard attack deals **1d6+3** physical damage instead.
Focused Volley - Action: **Spend a Fear** to target a point within Far range. Make an attack with advantage against all targets within Close range of that point. Targets the Squadron succeeds against take **1d10+4** physical damage.
Suppressing Fire - Action: **Mark a Stress** to target a point within Far range. Until the next roll with Fear, a creature who moves within Close range of that point must make an Agility Reaction Roll. On a failure, they take **2d6+3** physical damage. On a success, they take half damage.

APPRENTICE ASSASSIN

Tier 2 Minion
A young trainee eager to prove themselves.
Motives & Tactics: Act reckless, kill, prove their worth, show off

Difficulty: 13 Thresholds: None HP: 1 Stress: 1 ATK: –1 Thrown Dagger: Very Close 4 phy
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Experience: Intrusion +2
FEATURES
Minion (6) - Passive: The Assassin is defeated when they take any damage. For every 6 damage a PC deals to the Assassin, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Apprentice Assassins within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 4 physical damage each. Combine this damage.

ASSASSIN POISONER

Tier 2 Skulk
A cunning scoundrel skilled in both poisons and ambushing.
Motives & Tactics: Anticipate, get paid, kill, taint food and water

Difficulty: 14 Thresholds: 8/16 HP: 4 Stress: 4 ATK: +3 Poisoned Throwing Dagger: Close 2d8+1 phy
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Experience: Intrusion +2
FEATURES
Grindletooth Venom - Passive: Targets who mark HP from the Assassin's attacks are *Vulnerable* until they clear a HP.
Out of Nowhere - Passive: The Assassin has advantage on attacks if they are *Hidden*.
Fumigation - Action: Drop a smoke bomb that fills the air within Close range with smoke, *Dizzying* all targets in this area. *Dizzied* targets have disadvantage on their next action roll, then clear the condition.

MASTER ASSASSIN

Tier 2 Leader
A seasoned killer with a threatening voice and a deadly blade.
Motives & Tactics: Ambush, get out alive, kill, prepare for all scenarios

Difficulty: 15 Thresholds: 12/25 HP: 7 Stress: 5 ATK: +5 Serrated Dagger: Close 2d10+2 phy

Experience: Command +3, Intrusion +3
FEATURES
Won't See It Coming - Passive: The Assassin deals direct damage while they're *Hidden*.
Strike as One - Action: **Mark a Stress** to spotlight a number of other Assassins equal to the Assassin's unmarked Stress.
The Subtle Blade - Reaction: When the Assassin successfully makes a standard attack against a *Vulnerable* target, you can **spend a Fear** to deal Severe damage instead of their standard damage.
Momentum - Reaction: When the Assassin makes a successful attack against a PC, you gain a Fear.

BATTLE BOX

Tier 2 Solo
A cube-shaped construct with a different rune on each of their six sides.
Motives & Tactics: Change tactics, trample foes, wait in disguise

Difficulty: 15 Thresholds: 10/20 HP: 8 Stress: 6 ATK: +2 Slam: Melee 2d6+3 phy

Experience: Camouflage +2

FEATURES
Relentless (2) - Passive: The Box can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
Randomized Tactics - Action: **Mark a Stress** and roll a **d6**. The Box uses the corresponding move:
1. **Mana Beam.** The Box fires a searing beam. Make an attack against a target within Far range. On a success, deal **2d10+2** magic damage.
2. **Fire Jets.** The Box shoots into the air, spinning and releasing jets of flame. Make an attack against all targets within Close range. Targets the Box succeeds against take **2d8** physical damage.
3. **Trample.** The Box rockets around erratically. Make an attack against all PCs within Close range. Targets the Box succeeds against take **1d6+5** physical damage and are *Vulnerable* until their next roll with Hope.
4. **Shocking Gas.** The Box sprays out a silver gas sparking with lightning. All targets within Close range must succeed on a Finesse Reaction Roll or mark 3 Stress.
5. **Stunning Clap.** The Box leaps and their sides clap, creating a small sonic boom. All targets within Very Close range must succeed on a Strength Reaction Roll or become *Vulnerable* until the cube is defeated.
6. **Psionic Whine.** The Box releases a cluster of mechanical bees whose buzz rattles mortal minds. All targets within Close range must succeed on a Presence Reaction Roll or take **2d4+9** direct magic damage.

Overcharge - Reaction: Before rolling damage for the Box's attack, you can **mark a Stress** to add a **d6** to the damage roll. Additionally, you gain a Fear.
Death Quake - Reaction: When the Box marks their last HP, the magic powering them ruptures in an explosion of force. All targets within Close range must succeed on an Instinct Reaction Roll or take **2d8+1** magic damage.

CHAOS SKULL

Tier 2 Ranged
A floating humanoid skull animated by scintillating magic.
Motives & Tactics: Cackle, consume magic, serve creator

Difficulty: 15 Thresholds: 8/16 HP: 5 Stress: 4 ATK: +2 Energy Blast: Close 2d8+3 mag
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FEATURES
Levitation - Passive: The Skull levitates several feet off the ground and can't be *Restrained*.
Wards - Passive: The Skull is resistant to magic damage.
Magic Burst - Action: **Mark a Stress** to make an attack against all targets within Close range. Targets the Skull succeeds against take **2d6+4** magic damage.
Siphon Magic - Action: **Spend a Fear** to make an attack against a PC with a Spellcast trait within Very Close range. On a success, the target marks **1d4** Stress and the Skull clears that many Stress. Additionally, on a success, the Skull can immediately be spotlighted again.

CONSCRIPT

Tier 2 Minion
A poorly trained civilian pressed into war.
Motives & Tactics: Follow orders, gang up, survive

Difficulty: 12 Thresholds: None HP: 1 Stress: 1 ATK: +0 Spears: Very Close 6 phy

FEATURES
Minion (6) - Passive: The Conscript is defeated when they take any damage. For every 6 damage a PC deals to the Conscript, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Conscripts within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 6 physical damage each. Combine this damage.

COURTESAN

Tier 2 Social
An accomplished manipulator and master of the social arts.
Motives & Tactics: Entice, maneuver, secure patrons

Difficulty: 13 Thresholds: 7/13 HP: 3 Stress: 4 ATK: –3 Dagger: Melee 1d4+3 phy
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Experience: Manipulation +3, Socialite +3
FEATURES
Searing Glance - Reaction: When a PC within Close range makes a Presence Roll, you can **mark a Stress** to cast a gaze toward the aftermath. On the target's failure, they must mark 2 Stress and are *Vulnerable* until the scene ends or they succeed on a social action against the Courtesan. On the target's success, they must mark a Stress.

CULT ADEPT

Tier 2 Support
An experienced mage wielding shadow and fear.
Motives & Tactics: Curry favor, hinder foes, uncover knowledge

Difficulty: 14 Thresholds: 9/18 HP: 4 Stress: 6 ATK: +2 Rune-Covered Rod: Far 2d4+3 mag
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Experience: Fallen Lore +2, Rituals +2
FEATURES
Enervating Blast - Action: **Spend a Fear** to make a standard attack against a target within range. On a success, the target must mark a Stress.
Shroud of the Fallen - Action: **Mark a Stress** to wrap an ally within Close range in a shroud of *Protection* until the Adept marks their last HP. While *Protected*, the target has resistance to all damage.
Shadow Shackles - Action: **Spend a Fear** and choose a point within Far range. All targets within Close range of that point are *Restrained* in smoky chains until they break free with a successful Strength or Instinct Roll. A target *Restrained* by this feature must spend a Hope to make an action roll.
Fear Is Fuel - Reaction: Twice per scene, when a PC rolls a failure with Fear, clear a Stress.

CULT FANG

Tier 2 Skulk
A professional killer-turned-cultist.
Motives & Tactics: Capture sacrifices, isolate prey, rise in the ranks

Difficulty: 15 Thresholds: 9/17 HP: 4 Stress: 4 ATK: +2 Long Knife: Melee 2d8+4 phy
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FEATURES
Shadow’s Embrace - Passive: The Fang can climb and walk on vertical surfaces. **Mark a Stress** to move from one shadow to another within Far range.
Pick Off the Straggler - Action: **Mark a Stress** to cause a target within Melee range to make an Instinct Reaction Roll. On a failure, the target must mark 2 Stress and is teleported with the Fang to a shadow within Far range, making them temporarily *Vulnerable*. On a success, the target must mark a Stress.

CULT INITIATE

Tier 2 Minion
A low-ranking cultist in simple robes, eager to gain power.
Motives & Tactics: Follow orders, gain power, seek forbidden knowledge

Difficulty: 13 Thresholds: None HP: 1 Stress: 1 ATK: +0 Ritual Dagger: Melee 5 phy

FEATURES
Minion (6) - Passive: The Initiate is defeated when they take any damage. For every 6 damage a PC deals to the Initiate, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Cult Initiates within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

DEMONIC HOUND PACK

Tier 2 Horde (1/HP)
Unnatural hounds lit from within by hellfire.
Motives & Tactics: Cause fear, consume flesh, please masters

Difficulty: 15 Thresholds: 11/23 HP: 6 Stress: 3 ATK: +0 Claws and Fangs: Melee 2d8+2 phy
Experience: Scent Tracking +3

FEATURES
Horde (2d4+1) - Passive: When the Pack has marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.
Dreadhowl - Action: **Mark a Stress** to make all targets within Very Close range lose a Hope. If a target is not able to lose a Hope, they must instead mark 2 Stress.
Momentum - Reaction: When the Pack makes a successful attack against a PC, you gain a Fear.

ELECTRIC EELS

Tier 2 Horde (2/HP)
A swarm of eels that encircle and electrocute.
Motives & Tactics: Avoid larger predators, shock prey, tear apart

Difficulty: 14 Thresholds: 10/20 HP: 5 Stress: 3 ATK: +0 Shocking Bite: Melee 2d6+4 phy
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FEATURES
Horde (2d4+1) - Passive: When the Eels have marked half or more of their HP, their standard attack deals **2d4+1** physical damage instead.
Paralyzing Shock - Action: **Mark a Stress** to make a standard attack against all targets within Very Close range. You gain a Fear for each target that marks HP.

ELITE SOLDIER

Tier 2 Standard
An armored squire or experienced commoner looking to advance.
Motives & Tactics: Gain glory, keep order, make alliances

Difficulty: 15 Thresholds: 9/18 HP: 4 Stress: 3 ATK: +1 Spear: Very Close 2d8+4 phy
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FEATURES
Reinforce - Action: **Mark a Stress** to move into Melee range of an ally and make a standard attack against a target within Very Close range. On a success, deal **2d10+2** physical damage and the ally can clear a Stress.
Vassal’s Loyalty - Reaction: When the Soldier is within Very Close range of a knight or other noble who would take damage, you can **mark a Stress** to move into Melee range of them and take the damage instead.

FAILED EXPERIMENT

Tier 2 Standard
A magical necromantic experiment gone wrong, leaving them warped and ungainly.
Motives & Tactics: Devour, hunt, track

Difficulty: 13 Thresholds: 12/23 HP: 3 Stress: 3 ATK: +1 Bite and Claw: Melee 2d6+5 phy
Experience: Copycat +3

FEATURES
Warped Fortitude - Passive: The Experiment is resistant to physical damage.
Overwhelm - Passive: When a target the Experiment attacks has other adversaries within Very Close range, the Experiment deals double damage.
Lurching Lunge - Action: **Mark a Stress** to spotlight the Experiment as an additional GM move instead of spending Fear.

GIANT BEASTMASTER

Tier 2 Leader
A leather-clad warrior bearing a whip and massive bow.
Motives & Tactics: Command, make a living, maneuver, pin down, protect companion animals

Difficulty: 16 Thresholds: 12/24 HP: 6 Stress: 5 ATK: +2 Longbow: Far 2d8+4 phy
Experience: Animal Handling +3

FEATURES
Two as One - Passive: When the Beastmaster is spotlighted, you can also spotlight a Tier 1 animal adversary currently under their control.
Pinning Strike - Action: Make a standard attack against a target. On a success, you can **mark a Stress** to pin them to a nearby surface. The pinned target is *Restrained* until they break free with a successful Finesse or Strength Roll.
Deadly Companion - Action: Twice per scene, summon a Bear, Dire Wolf, or similar Tier 1 animal adversary under the Beastmaster’s control. The adversary appears at Close range and is immediately spotlighted.

GIANT BRAWLER

Tier 2 Bruiser
An especially muscular giant wielding a warhammer larger than a human.
Motives & Tactics: Make a living, overwhelm, slam, topple

Difficulty: 15 Thresholds: 14/28 HP: 7 Stress: 4 ATK: +2 Warhammer: Very Close 2d12+3 phy
Experience: Intrusion +2

FEATURES
Battering Ram - Action: **Mark a Stress** to have the Brawler charge at an inanimate object within Close range they could feasibly smash (such as a wall, cart, or market stand) and destroy it. All targets within Very Close range of the object must succeed on an Agility Reaction Roll or take **2d4+3** physical damage from the shrapnel.
Bloody Reprisal - Reaction: When the Brawler marks 2 or more HP from an attack within Very Close range, you can make a standard attack against the attacker. On a success, the Brawler deals **2d6+15** physical damage instead of their standard damage.
Momentum - Reaction: When the Brawler makes a successful attack against a PC, you gain a Fear.

GIANT RECRUIT

Tier 2 Minion
A giant fighter wearing borrowed armor.
Motives & Tactics: Batter, make a living, overwhelm, terrify

Difficulty: 13 Thresholds: None HP: 1 Stress: 2 ATK: +1 Warhammer: Very Close 5 phy
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FEATURES
Minion (7) - Passive: The Recruit is defeated when they take any damage. For every 7 damage a PC deals to the Recruit, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Giant Recruits within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

GIANT EAGLE

Tier 2 Skulk
A giant bird of prey with blood-stained talons.
Motives & Tactics: Hunt prey, stay mobile, strike decisively

Difficulty: 14 Thresholds: 8/19 HP: 4 Stress: 4 ATK: +1 Claws and Beak: Very Close 2d6+3 phy

FEATURES
Flight - Passive: While flying, the Eagle gains a +3 bonus to their Difficulty.
Deadly Dive - Action: **Mark a Stress** to attack a target within Far range. On a success, deal **2d10+2** physical damage and knock the target over, making them *Vulnerable* until they next act.
Take Off - Action: Make an attack against a target within Very Close range. On a success, deal **2d4+3** physical damage and the target must succeed on an Agility Reaction Roll or become temporarily *Restrained* within the Eagle’s massive talons. If the target is *Restrained*, the Eagle immediately lifts into the air to Very Far range above the battlefield while holding them.
Deadly Drop - Action: While flying, the Eagle can drop a *Restrained* target they are holding. When dropped, the target is no longer *Restrained* but starts falling. If their fall isn’t prevented during the PCs’ next action, the target takes **2d20** physical damage when they land.

GORGON

Tier 2 Solo

A snake-headed, scaled humanoid with a gilded bow, enraged that their peace has been disturbed.

Motives & Tactics: Corner, hit-and-run, petrify, seek vengeance

Difficulty: 15 Thresholds: 13/25 HP: 9 Stress: 3
ATK: +4 Sunsear Shortbow: Far 2d20+3 mag
Experience: Stealth +3

FEATURES

Relentless (2) - Passive: The Gorgon can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Sunsear Arrows - Passive: When the Gorgon makes a successful standard attack, the target *Glow*s until the end of the scene and can't become *Hidden*. Attack rolls made against a *Glowing* target have advantage.

Crown of Serpents - Action: Make an attack roll against a target within Melee range using the Gorgon's protective snakes. On a success, **mark a Stress** to deal **2d10+4** physical damage and the target must mark a Stress.

Petrifying Gaze - Reaction: When the Gorgon takes damage from an attack within Close range, you can **spend a Fear** to force the attacker to make an Instinct Reaction Roll. On a failure, they begin to turn to stone, marking a HP and starting a Petrification Countdown (4). This countdown ticks down when the Gorgon is attacked. When it triggers, the target must make a death move. If the Gorgon is defeated, all petrification countdowns end.

Momentum - Reaction: When the Gorgon makes a successful attack against a PC, you gain a Fear.

JUVENILE FLICKERFLY

Tier 2 Solo

A horse-sized insect with iridescent scales and crystalline wings moving faster than the eye can see.

Motives & Tactics: Collect shiny things, hunt, swoop

Difficulty: 14 Thresholds: 13/26 HP: 10 Stress: 5
ATK: +3 Wing Slash: Very Close 2d10+4 phy

FEATURES

Relentless (3) - Passive: The Flickerfly can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Peerless Accuracy - Passive: Before the Flickerfly makes an attack, roll a **d6**. On a result of 4 or higher, the target's Evasion is halved against this attack.

Mind Dance - Action: **Mark a Stress** to create a magically dazzling display that grapples the minds of nearby foes. All targets within Close range must make an Instinct Reaction Roll. For each target who failed, you gain a Fear and the Flickerfly learns one of the target's fears.

Hallucinatory Breath - Reaction: *Countdown (Loop 1d6)*. When the Flickerfly takes damage for the first time, activate the countdown. When it triggers, the Flickerfly breathes hallucinatory gas on all targets in front of them up to Far range. Targets must succeed on an Instinct Reaction Roll or be tormented by fearful hallucinations. Targets whose fears are known to the Flickerfly have disadvantage on this roll. Targets who fail must mark a Stress and lose a Hope.

KNIGHT OF THE REALM

Tier 2 Leader

A decorated soldier with heavy armor and a powerful steed.

Motives & Tactics: Run down, seek glory, show dominance

Difficulty: 15 Thresholds: 13/26 HP: 6 Stress: 4
ATK: +4 Longsword: Melee 2d10+4 phy
Experience: Ancient Knowledge +3, High Society +2, Tactics +2

FEATURES

Chevalier - Passive: While the Knight is on a mount, they gain a +2 bonus to their Difficulty. When they take Severe damage, they're knocked from their mount and lose this benefit until they're next spotlighted.

Heavily Armored - Passive: When the Knight takes physical damage, reduce it by 3.

Cavalry Charge - Action: If the Knight is mounted, move up to Far range and make a standard attack against a target. On a success, deal **2d8+4** physical damage and the target must mark a Stress.

For the Realm! - Action: **Mark a Stress** to spotlight **1d4+1** allies. Attacks they make while spotlighted in this way deal half damage.

MASKED THIEF

Tier 2 Skulk

A cunning thief with acrobatic skill and a flair for the dramatic.

Motives & Tactics: Evade, hide, pilfer, profit

Difficulty: 14 Thresholds: 8/17 HP: 4 Stress: 5
ATK: +3 Backsword: Melee 2d8+3 phy
Experience: Acrobatics +3

FEATURES

Quick Hands - Action: Make an attack against a target within Melee range. On a success, deal **1d8+2** physical damage and the Thief steals one item or consumable from the target's inventory.

Escape Plan - Action: **Mark a Stress** to reveal a snare trap set anywhere on the battlefield by the Thief. All targets within Very Close range of the trap must succeed on an Agility Reaction Roll (13) or be pulled off their feet and suspended upside down. A target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Finesse or Strength Roll (13).

MERCHANT BARON

Tier 2 Social

An accomplished merchant with a large operation under their command.

Motives & Tactics: Abuse power, gather resources, mobilize minions

Difficulty: 15 Thresholds: 9/19 HP: 5 Stress: 3
ATK: –2 Rapier: Melee 1d6+2 phy
Experience: Nobility +2, Trade +2

FEATURES

Everyone Has a Price - Action: **Spend a Fear** to offer a target a dangerous bargain for something they want or need. If used on a PC, they must make a Presence Reaction Roll (17). On a failure, they must mark 2 Stress or take the deal.

The Best Muscle Money Can Buy - Action: Once per scene, **mark a Stress** to summon **1d4+1** Tier 1 adversaries, who appear at Far range, to enforce the Baron's will.

MINOTAUR WRECKER

Tier 2 Bruiser

A massive bull-headed firbolg with a quick temper.

Motives & Tactics: Consume, gore, navigate, overpower, pursue

Difficulty: 16 Thresholds: 14/27 HP: 7 Stress: 5
ATK: +2 Battleaxe: Very Close 2d8+5 phy
Experience: Navigation +2

FEATURES

Ramp Up - Passive: You must **spend a Fear** to spotlight the Minotaur. While spotlighted, they can make their standard attack against all targets within range.

Charging Bull - Action: **Mark a Stress** to charge through a group within Close range and make an attack against all targets in the Minotaur's path. Targets the Minotaur succeeds against take **2d6+8** physical damage and are knocked back to Very Far range. If a target is knocked into a solid object or another creature, they take an extra **1d6** damage (combine the damage).

Gore - Action: Make an attack against a target within Very Close range, moving the Minotaur into Melee range of them. On a success, deal **2d8** direct physical damage.

MORTAL HUNTER

Tier 2 Leader

An undead figure wearing a heavy leather coat, with searching eyes and a casually cruel demeanor.

Motives & Tactics: Devour, hunt, track

Difficulty: 16 Thresholds: 15/27 HP: 6 Stress: 4
ATK: +5 Tear at Flesh: Very Close 2d12+1 phy
Experience: Bloodhound +3

FEATURES

Terrifying - Passive: When the Hunter makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Deathlock - Action: **Spend a Fear** to curse a target within Very Close range with a necrotic *Deathlock* until the end of the scene. Attacks made by the Hunter against a *Deathlocked* target deal direct damage. The Hunter can only maintain one *Deathlock* at a time.

Inevitable Death - Action: **Mark a Stress** to spotlight **1d4** allies. Attacks they make while spotlighted in this way deal half damage.

Rampage - Reaction: *Countdown (Loop 1d6)*. When the Hunter is in the spotlight for the first time, activate the countdown. When it triggers, move the Hunter in a straight line to a point within Far range and make an attack against all targets in their path. Targets the Hunter succeeds against take **2d8+2** physical damage.

ROYAL ADVISOR

Tier 2 Social

A high-ranking courtier with the ear of the local nobility.

Motives & Tactics: Curry favor, manufacture evidence, scheme

Difficulty: 14 Thresholds: 8/15 HP: 3 Stress: 3
ATK: –3 Wand: Far 1d4+3 phy
Experience: Administration +3, Courtier +3

FEATURES

Devastating Retort - Passive: A PC who rolls less than 17 on an action roll targeting the Advisor must mark a Stress.

Bend Ears - Action: **Mark a Stress** to influence an NPC within Melee range with whispered words. That target's opinion on one matter shifts toward the Advisor's preference unless it is in direct opposition to the target's motives.

Scapegoat - Action: **Spend a Fear** to convince a crowd or notable individual that one person or group is responsible for some problem facing the target. The target becomes hostile to the scapegoat until convinced of their innocence with a successful Presence Roll (17).

SECRET-KEEPER

Tier 2 Leader

A clandestine leader with a direct channel to the Fallen Gods.

Motives & Tactics: Amass great power, plot, take command

Difficulty: 16 Thresholds: 13/26 HP: 7 Stress: 4
ATK: +3 Sigil-laden Staff: Far 2d12 mag
Experience: Coercion +2, Fallen Lore +2

FEATURES

Seize Your Moment - Action: **Spend 2 Fear** to spotlight **1d4** allies. Attacks they make while spotlighted in this way deal half damage.

Our Master's Will - Reaction: When you spotlight an ally within Far range, **mark a Stress** to gain a Fear.

Summoning Ritual - Reaction: *Countdown (6)*. When the Secret-Keeper is in the spotlight for the first time, activate the countdown. When they mark HP, tick down this countdown by the number of HP marked. When it triggers, summon a Minor Demon who appears at Close range.

Fallen Hounds - Reaction: Once per scene, when the Secret-Keeper marks 2 or more HP, you can **mark a Stress** to summon a Demonic Hound Pack, which appears at Close range and is immediately spotlighted.

SHARK

Tier 2 Bruiser
A large aquatic predator, always on the move.
Motives & Tactics: Find the blood, isolate prey, target the weak

Difficulty: 14 Thresholds: 14/28 HP: 7 Stress: 3 ATK: +2 Toothy Maw: Very Close 2d12+1 phy
Experience: Sense of Smell +3

FEATURES

Terrifying - Passive: When the Shark makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.
Rending Bite - Passive: When the Shark makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.
Blood in the Water - Reaction: When a creature within Close range of the Shark marks HP from another creature's attack, you can mark a Stress to immediately spotlight the Shark, moving them into Melee range of the target and making a standard attack.

SIREN

Tier 2 Skulk
A half-fish person with shimmering scales and an irresistible voice.
Motives & Tactics: Consume, lure prey, subdue with song

Difficulty: 14 Thresholds: 9/18 HP: 5 Stress: 3 ATK: +2 Distended Jaw Bite: Melee 2d6+3 phy
Experience: Song Repertoire +3

FEATURES

Captive Audience - Passive: If the Siren makes a standard attack against a target Entranced by their song, the attack deals 2d10+1 damage instead of their standard damage.
Enchanting Song - Action: Spend a Fear to sing a song that affects all targets within Close range. Targets must succeed on an Instinct Reaction Roll or become Entranced until they mark 2 Stress. Other Sirens within Close range of the target can mark a Stress to each add a +1 bonus to the Difficulty of the reaction roll. While Entranced, a target can't act and is Vulnerable.

SPECTRAL ARCHER

Tier 2 Ranged
A ghostly fighter with an ethereal bow, unable to move on while their charge is vulnerable.
Motives & Tactics: Move through solid objects, stay out of the fray, rehash old battles

Difficulty: 13 Thresholds: 6/14 HP: 3 Stress: 3 ATK: +3 Longbow: Far 2d10+2 phy
Experience: Ancient Knowledge +2

FEATURES

Ghost - Passive: The Archer has resistance to physical damage.
Mark a Stress to move up to Close range through solid objects.
Pick Your Target - Action: Spend a Fear to make an attack within Far range against a PC who is within Very Close range of at least two other PCs. On a success, the target takes 2d8+12 physical damage.

SPECTRAL CAPTAIN

Tier 2 Leader
A ghostly commander leading their troops beyond death.
Motives & Tactics: Move through solid objects, rally troops, rehash old battles

Difficulty: 16 Thresholds: 13/26 HP: 6 Stress: 4 ATK: +3 Longbow: Far 2d10+3 phy
Experience: Ancient Knowledge +3

FEATURES

Ghost - Passive: The Captain has resistance to physical damage.
Mark a Stress to move up to Close range through solid objects.
Unending Battle - Action: Spend 2 Fear to return up to 1d4+1 defeated Spectral allies to the battle at the points where they first appeared (with no marked HP or Stress).
Hold Fast - Reaction: When the Captain's Spectral allies are forced to make a reaction roll, you can mark a Stress to give those allies a +2 bonus to the roll.
Momentum - Reaction: When the Captain makes a successful attack against a PC, you gain a Fear.

SPECTRAL GUARDIAN

Tier 2 Standard
A ghostly fighter with spears and swords, anchored by duty.
Motives & Tactics: Move through solid objects, protect treasure, rehash old battles

Difficulty: 15 Thresholds: 7/15 HP: 4 Stress: 3 ATK: +1 Spear: Very Close 2d8+1 phy
Experience: Ancient Knowledge +2

FEATURES

Ghost - Passive: The Guardian has resistance to physical damage.
Mark a Stress to move up to Close range through solid objects.
Grave Blade - Action: Spend a Fear to make an attack against a target within Very Close range. On a success, deal 2d10+6 physical damage and the target must mark a Stress.

SPY

Tier 2 Social
A skilled espionage agent with a knack for being in the right place to overhear secrets.
Motives & Tactics: Cut and run, disguise appearance, eavesdrop

Difficulty: 15 Thresholds: 8/17 HP: 4 Stress: 3 ATK: -2 Dagger: Melee 2d6+3 phy
Experience: Espionage +3

FEATURES

Gathering Secrets - Action: Spend a Fear to describe how the Spy knows a secret about a PC in the scene.
Fly on the Wall - Reaction: When a PC or group is discussing something sensitive, you can mark a Stress to reveal that the Spy is present in the scene, observing them. If the Spy escapes the scene to report their findings, you gain 1d4 Fear.

STONEWRAITH

Tier 2 Skulk
A prowling hunter, like a slinking mountain lion, with a slate-gray stone body.
Motives & Tactics: Defend territory, isolate prey, stalk

Difficulty: 13 Thresholds: 11/22 HP: 6 Stress: 3 ATK: +3 Bite and Claws: Melee 2d8+6 phy
Experience: Stonesense +3

FEATURES

Stonestrider - Passive: The Stonewraith can move through stone and earth as easily as air. While within stone or earth, they are Hidden and immune to all damage.
Rocky Ambush - Action: While Hidden, mark a Stress to leap into Melee range with a target within Very Close range. The target must succeed on an Agility or Instinct Reaction Roll (15) or take 2d8 physical damage and become temporarily Restrained.
Avalanche Roar - Action: Spend a Fear to roar while within a cave and cause a cave-in. All targets within Close range must succeed on an Agility Reaction Roll (14) or take 2d10 physical damage. The rubble can be cleared with a Progress Countdown (8).
Momentum - Reaction: When the Stonewraith makes a successful attack against a PC, you gain a Fear.

WAR WIZARD

Tier 2 Ranged
A battle-hardened mage trained in destructive magic.
Motives & Tactics: Develop new spells, seek power, shatter formations

Difficulty: 16 Thresholds: 11/23 HP: 5 Stress: 6 ATK: +4 Staff: Far 2d10+4 mag
Experience: Magical Knowledge +2, Strategize +2

FEATURES

Battle Teleport - Passive: Before or after making a standard attack, you can mark a Stress to teleport to a location within Far range.
Refresh Warding Sphere - Action: Mark a Stress to refresh the Wizard's "Warding Sphere" reaction.
Eruption - Action: Spend a Fear and choose a point within Far range. A Very Close area around that point erupts into impassable terrain. All targets within that area must make an Agility Reaction Roll (14). Targets who fail take 2d10 physical damage and are thrown out of the area. Targets who succeed take half damage and aren't moved.
Arcane Artillery - Action: Spend a Fear to unleash a precise hail of magical blasts. All targets in the scene must make an Agility Reaction Roll. Targets who fail take 2d12 magic damage. Targets who succeed take half damage.
Warding Sphere - Reaction: When the Wizard takes damage from an attack within Close range, deal 2d6 magic damage to the attacker. This reaction can't be used again until the Wizard refreshes it with their "Refresh Warding Sphere" action.

TIER 3 ADVERSARIES (LEVELS 5-7)

ADULT FLICKERFLY

Tier 3 Solo
A winged insect the size of a large house with iridescent scales and wings that move too fast to track.
Motives & Tactics: Collect shiny things, hunt, nest, swoop

Difficulty: 17 Thresholds: 20/35 HP: 12 Stress: 6 ATK: +3 Wing Slash: Very Close 3d20 phy
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FEATURES

Relentless (4) - Passive: The Flickerfly can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.
Never Misses - Passive: When the Flickerfly makes an attack, the target's Evasion is halved against the attack.
Deadly Flight - Passive: While flying, the Flickerfly can move up to Far range instead of Close range before taking an action.
Whirlwind - Action: Spend a Fear to whirl, making an attack against all targets within Very Close range. Targets the Flickerfly succeeds against take 3d8 direct physical damage.
Mind Dance - Action: Mark a Stress to create a magically dazzling display that grapples the minds of nearby foes. All targets within Close range must make an Instinct Reaction Roll. For each target who failed, you gain a Fear and the Flickerfly learns one of the target's fears.
Hallucinatory Breath - Reaction: Countdown (Loop 1d6). When the Flickerfly takes damage for the first time, activate the countdown. When it triggers, the Flickerfly breathes hallucinatory gas on all targets in front of them up to Far range. Targets must make an Instinct Reaction Roll or be tormented by fearful hallucinations. Targets whose fears are known to the Flickerfly have disadvantage on this roll. Targets who fail lose 2 Hope and take 3d8+3 direct magic damage.
Uncanny Reflexes - Reaction: When the Flickerfly takes damage from an attack within Close range, you can mark a Stress to take half damage.

DEMON OF AVARICE

Tier 3 Support
A regal cloaked monstrosity with circular horns adorned with treasure.
Motives & Tactics: Consume, fuel greed, sow dissent

Difficulty: 17 Thresholds: 15/29 HP: 6 Stress: 5 ATK: +2 Hungry Maw: Melee 3d6+5 mag
Experience: Manipulation +3

FEATURES

Money Talks - Passive: Attacks against the Demon are made with disadvantage unless the attacker spends a handful of gold. This Demon starts with a number of handfuls equal to the number of PCs. When a target marks HP from the Demon's standard attack, they can spend a handful of gold instead of marking HP (1 handful per HP). Add a handful of gold to the Demon for each handful of gold spent by PCs on this feature.
Numbers Must Go Up - Passive: Add a bonus to the Demon's attack rolls equal to the number of handfuls of gold they have.
Money Is Time - Action: Spend 3 handfuls of gold (or a Fear) to spotlight 1d4+1 allies.

DEMON OF DESPAIR

Tier 3 Skulk
A cloaked demon-creature with long limbs, seeping shadows.
Motives & Tactics: Make fear contagious, stick to the shadows, undermine resolve

Difficulty: 17 Thresholds: 18/35 HP: 6 Stress: 5 ATK: +3 Miasma Bolt: Far 3d6+1 mag
Experience: Manipulation +3

FEATURES
Depths of Despair - Passive: The Demon deals double damage to PCs with 0 Hope.
Your Struggle Is Pointless - Action: Spend a Fear to weigh down the spirits of all PCs within Far range. All targets affected replace their Hope Die with a d8 until they roll a success with Hope or their next rest.
Your Friends Will Fail You - Reaction: When a PC fails with Fear, you can mark a Stress to cause all other PCs within Close range to lose a Hope.
Momentum - Reaction: When the Demon makes a successful attack against a PC, you gain a Fear.

DEMON OF HUBRIS

Tier 3 Leader
A perfectly beautiful and infinitely cruel demon with a gleaming spear and elegant robes.
Motives & Tactics: Condescend, declare premature victory, prove superiority

Difficulty: 18 Thresholds: 18/36 HP: 7 Stress: 5 ATK: +4 Perfect Spear: Very Close 3d10 phy
Experience: Manipulation +2

FEATURES
Terrifying - Passive: When the Demon makes a successful attack, all PCs within Far range must lose a Hope and you gain a Fear.
Double or Nothing - Passive: When a PC within Far range fails a roll, they can choose to reroll their Fear Die and take the new result. If they still fail, they mark 2 Stress and the Demon clears a Stress.
Unparalleled Skill - Action: Mark a Stress to deal the Demon's standard attack damage to a target within Close range.
The Root of Villainy - Action: Spend a Fear to spotlight two other Demons within Far range.
You Pale in Comparison - Reaction: When a PC fails a roll within Close range of the Demon, they must mark a Stress.

DEMON OF JEALOUSY

Tier 3 Ranged
A fickle creature of spindly limbs and insatiable desires.
Motives & Tactics: Join in on others' success, take what belongs to others, hold grudges

Difficulty: 17 Thresholds: 17/30 HP: 6 Stress: 6 ATK: +4 Psychic Assault: Far 3d8+3 mag
Experience: Manipulation +3

FEATURES
Unprotected Mind - Passive: The Demon's standard attack deals direct damage.
My Turn - Reaction: When the Demon marks HP from an attack, spend a number of Fear equal to the HP marked by the Demon to cause the attacker to mark the same number of HP.
Rivalry - Reaction: When a creature within Close range takes damage from a different adversary, you can mark a Stress to add a d4 to the damage roll.
What's Yours Is Mine - Reaction: When a PC takes Severe damage within Very Close range of the Demon, you can spend a Fear to cause the target to make a Finesse Reaction Roll. On a failure, the Demon seizes one item or consumable of their choice from the target's inventory.

DEMON OF WRATH

Tier 3 Bruiser
A hulking demon with boulder-sized fists, driven by endless rage.
Motives & Tactics: Fuel anger, impress rivals, wreak havoc

Difficulty: 17 Thresholds: 22/40 HP: 7 Stress: 5 ATK: +3 Fists: Very Close 3d8+1 mag
Experience: Intimidation +2

FEATURES
Anger Unrelenting - Passive: The Demon's attacks deal direct damage.
Battle Lust - Action: Spend a Fear to boil the blood of all PCs within Far range. They use a d20 as their Fear Die until the end of the scene.
Retaliation - Reaction: When the Demon takes damage from an attack within Close range, you can mark a Stress to make a standard attack against the attacker.
Blood and Souls - Reaction: Countdown (Loop 6). Activate the first time an attack is made within sight of the Demon. It ticks down when a PC takes a violent action. When it triggers, summon 1d4 Minor Demons, who appear at Close range.

DIRE BAT

Tier 3 Skulk
A wide-winged pet endlessly loyal to their vampire owner.
Motives & Tactics: Dive-bomb, hide, protect leader

Difficulty: 14 Thresholds: 16/30 HP: 5 Stress: 3 ATK: +2 Claws and Teeth: Melee 2d6+7 phy
Experience: Bloodthirsty +3

FEATURES
Flying - Passive: While flying, the Bat gains a +3 bonus to their Difficulty.
Screech - Action: Mark a Stress to send a high-pitch screech out toward all targets in front of the Bat within Far range. Those targets must mark 1d4 Stress.
Guardian - Reaction: When an allied Vampire marks HP, you can mark a Stress to fly into Melee range of the attacker and make an attack with advantage against them. On a success, deal 2d6+2 physical damage.

DRYAD

Tier 3 Leader
A nature spirit in the form of a humanoid tree.
Motives & Tactics: Command, cultivate, drive out, preserve the forest

Difficulty: 16 Thresholds: 24/38 HP: 8 Stress: 5 ATK: +4 Deadfall Shortbow: Far 3d10+1 phy
Experience: Forest Knowledge +4

FEATURES
Bramble Patch - Action: Mark a Stress to target a point within Far range. Create a patch of thorns that covers an area within Close range of that point. All targets within that area take 2d6+2 physical damage when they act. A target must succeed on a Finesse Roll or deal more than 20 damage to the Dryad with an attack to leave the area.
Grow Saplings - Action: Spend a Fear to grow three Treant Sapling Minions, who appear at Close range and immediately take the spotlight.
We Are All One - Reaction: When an ally dies within Close range, you can spend a Fear to clear 2 HP and 2 Stress as the fallen ally's life force is returned to the forest.

ELEMENTAL SPARK

Tier 3 Minion
A blazing mote of elemental fire.
Motives & Tactics: Blast, consume, gain mass

Difficulty: 15 Thresholds: None HP: 1 Stress: 1 ATK: +0 Bursts of Fire: Close 5 mag
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FEATURES
Minion (9) - Passive: The Elemental is defeated when they take any damage. For every 9 damage a PC deals to the Elemental, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a Fear to choose a target and spotlight all Elemental Sparks within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 5 physical damage each. Combine this damage.

GREATER EARTH ELEMENTAL

Tier 3 Bruiser
A living landslide of boulders and dust, as large as a house.
Motives & Tactics: Avalanche, knock over, pummel

Difficulty: 17 Thresholds: 22/40 HP: 10 Stress: 4 ATK: +7 Boulder Fist: Very Close 3d10+1 phy
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FEATURES
Slow - Passive: When you spotlight the Elemental and they don't have a token on their stat block, they can't act yet. Place a token on their stat block and describe what they're preparing to do. When you spotlight the Elemental and they have a token on their stat block, clear the token and they can act.
Crushing Blows - Passive: When the Elemental makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can't mark an Armor Slot, they must mark an additional HP.
Immovable Object - Passive: An attack that would move the Elemental moves them two fewer ranges (for example, Far becomes Very Close). When the Elemental takes physical damage, reduce it by 7.

Rockslide - Action: Mark a Stress to create a rockslide that buries the land in front of Elemental within Close range with rockfall. All targets in this area must make an Agility Reaction Roll (19). Targets who fail take 2d12+5 physical damage and become Vulnerable until their next roll with Hope. Targets who succeed take half damage.
Momentum - Reaction: When the Elemental makes a successful attack against a PC, you gain a Fear.

GREATER WATER ELEMENTAL

Tier 3 Support
A huge living wave that crashes down upon enemies.
Motives & Tactics: Deluge, disperse, drown

Difficulty: 17 Thresholds: 17/34 HP: 5 Stress: 5 ATK: +3 Crashing Wave: Very Close 3d4+1 mag

FEATURES
Water Jet - Action: Mark a Stress to attack a target within Very Close range. On a success, deal 2d4+7 physical damage and the target's next action has disadvantage. On a failure, the target must mark a Stress.
Drowning Embrace - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Elemental succeeds against become Restrained and Vulnerable as they begin drowning. A target can break free, ending both conditions, with a successful Strength or Instinct Roll.
High Tide - Reaction: When the Elemental makes a successful standard attack, you can mark a Stress to knock the target back to Close range.

HUGE GREEN OOZE

Tier 3 Skulk
A translucent green mound of acid taller than most humans.
Motives & Tactics: Camouflage, creep up, envelop, multiply

Difficulty: 15 Thresholds: 15/30 HP: 7 Stress: 4 ATK: +3 Ooze Appendage: Melee 3d8+1 mag
Experience: Blend In +3

FEATURES

Slow - Passive: When you spotlight the Ooze and they don’t have a token on their stat block, they can’t act yet. Place a token on their stat block and describe what they’re preparing to do. When you spotlight the Ooze and they have a token on their stat block, clear the token and they can act.

Acidic Form - Passive: When the Ooze makes a successful attack, the target must mark an Armor Slot without receiving its benefits (they can still use armor to reduce the damage). If they can’t mark an Armor Slot, they must mark an additional HP.

Envelop - Action: Make an attack against a target within Melee range. On a success, the Ooze *Envelops* them and the target must mark 2 Stress. While *Enveloped*, the target must mark an additional Stress every time they make an action roll. When the Ooze takes Severe damage, all *Enveloped* targets are freed and the condition is cleared.

Split - Reaction: When the Ooze has 4 or more HP marked, you can **spend a Fear** to split them into two Green Oozes (with no marked HP or Stress). Immediately spotlight both of them.

HYDRA

Tier 3 Solo
A quadrupedal scaled beast with multiple long-necked heads, each filled with menacing fangs.
Motives & Tactics: Devour, regenerate, terrify

Difficulty: 18 Thresholds: 19/35 HP: 10 Stress: 5 ATK: +3 Bite: Close 2d12+2 phy

FEATURES

Many-Headed Menace - Passive: The Hydra begins with three heads and can have up to five. When the Hydra takes Major or greater damage, they lose a head.

Relentless (X) - Passive: The Hydra can be spotlighted X times per GM turn, where X is the Hydra’s number of heads. Spend Fear as usual to spotlight them.

Regeneration - Action: If the Hydra has any marked HP, **spend a Fear** to clear a HP and grow two heads.

Terrifying Chorus - Action: All PCs within Far range lose 2 Hope.

Magical Weakness - Reaction: When the Hydra takes magic damage, they become *Dazed* until the next roll with Fear. While *Dazed*, they can’t use their Regeneration action but are immune to magic damage.

MONARCH

Tier 3 Social
The sovereign ruler of a nation, wreathed in the privilege of tradition and wielding unmatched power in their domain.
Motives & Tactics: Control vassals, destroy rivals, forge a legacy

Difficulty: 16 Thresholds: 16/32 HP: 6 Stress: 5 ATK: +0 Warhammer: Melee 3d6+3 phy
Experience: History +3, Nobility +3

FEATURES

Execute Them! - Action: Spend a Fear per PC in the party to have the group condemned for crimes real or imagined. A PC who succeeds on a Presence Roll can demand trial by combat or another special form of trial.

Crownsguard - Action: Once per scene, **mark a Stress** to summon six Tier 3 Minions, who appear at Close range to enforce the Monarch’s will.

Casus Belli - Reaction: Long-Term Countdown (8). **Spend a Fear** to activate after the Monarch’s desire for war is first revealed. When it triggers, the Monarch has a reason to rally the nation to war and the support to act on that reason. You gain **1d4** Fear.

STAG KNIGHT

Tier 3 Standard
A knight with huge, majestic antlers wearing armor made of dangerous thorns.
Motives & Tactics: Isolate, maneuver, protect the forest, weed the unwelcome

Difficulty: 17 Thresholds: 19/36 HP: 7 Stress: 5 ATK: +3 Bramble Sword: Melee 3d8+3 phy
Experience: Forest Knowledge +3

FEATURES

From Above - Passive: When the Knight succeeds on a standard attack from above a target, they deal **3d12+3** physical damage instead of their standard damage.

Blade of the Forest - Action: Spend a Fear to make an attack against all targets within Very Close range. Targets the Knight succeeds against take physical damage equal to **3d4** + the target’s Major threshold.

Thorny Armor - Reaction: When the Knight takes damage from an attack within Melee range, you can **mark a Stress** to deal **1d10+5** physical damage to the attacker.

OAK TREANT

Tier 3 Bruiser
A sturdy animate old-growth tree.
Motives & Tactics: Hide in plain sight, preserve the forest, root down, swing branches

Difficulty: 17 Thresholds: 22/40 HP: 7 Stress: 4 ATK: +2 Branch: Very Close 3d8+2 phy
Experience: Forest Knowledge +3

FEATURES

Just a Tree - Passive: Before they make their first attack in a fight or after they become *Hidden*, the Treant is indistinguishable from other trees until they next act or a PC succeeds on an Instinct Roll to identify them.

Seed Barrage - Action: Mark a Stress and make an attack against up to three targets within Close range, pummeling them with giant acorns. Targets the Treant succeeds against take **2d10+5** physical damage.

Take Root - Action: Mark a Stress to *Root* the Treant in place. The Treant is *Restrained* while *Rooted*, and can end this effect instead of moving while they are spotlighted. While *Rooted*, the Treant has resistance to physical damage.

TREANT SAPLING

Tier 3 Minion
A small, sentient tree sapling.
Motives & Tactics: Blend in, preserve the forest, pummel, surround

Difficulty: 14 Thresholds: None HP: 1 Stress: 1 ATK: +0 Branches: Melee 8 phy
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FEATURES

Minion (6) - Passive: The Sapling is defeated when they take any damage. For every 6 damage a PC deals to the Sapling, defeat an additional Minion within range the attack would succeed against.

Group Attack - Action: Spend a Fear to choose a target and spotlight all Treant Saplings within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 8 physical damage each. Combine this damage.

HEAD VAMPIRE

Tier 3 Leader
A captivating undead dressed in aristocratic finery.
Motives & Tactics: Create thralls, charm, command, fly, intimidate

Difficulty: 17 Thresholds: 22/42 HP: 6 Stress: 6 ATK: +5 Rapier: Melee 2d20+4 phy
Experience: Aristocrat +3

FEATURES

Terrifying - Passive: When the Vampire makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.

Look into My Eyes - Passive: A creature who moves into Melee range of the Vampire must make an Instinct Reaction Roll. On a failure, you gain **1d4** Fear.

Feed on Followers - Action: When the Vampire is within Melee range of an ally, they can cause the ally to mark a HP. The Vampire then clears a HP.

The Hunt Is On - Action: Spend 2 Fear to summon **1d4** Vampires, who appear at Far range and immediately take the spotlight.

Lifesuck - Reaction: When the Vampire is spotlighted, roll a **d8**. On a result of 6 or higher, all targets within Very Close range must mark a HP.

VAMPIRE

Tier 3 Standard
An intelligent undead with blood-stained lips and a predator’s smile.
Motives & Tactics: Bite, charm, deceive, feed, intimidate

Difficulty: 16 Thresholds: 18/35 HP: 5 Stress: 4 ATK: +3 Rapier: Melee 3d8 phy
Experience: Nocturnal Hunter +3

FEATURES

Draining Bite - Action: Make an attack against a target within Melee range. On a success, deal **5d4** physical damage. A target who marks HP from this attack loses a Hope and must mark a Stress. The Vampire then clears a HP.

Mistform - Reaction: When the Vampire takes physical damage, you can **spend a Fear** to take half damage.

VAULT GUARDIAN GAOLER

Tier 3 Support
A boxy, dust-covered construct with thick metallic swinging doors on their torso.
Motives & Tactics: Carry away, entrap, protect, pummel

Difficulty: 16 Thresholds: 19/33 HP: 5 Stress: 3 ATK: +2 Body Bash: Very Close 3d6+2 phy

FEATURES

Blocking Shield - Passive: Creatures within Melee range of the Gaoler have disadvantage on attack rolls against them. Creatures trapped inside the Gaoler are immune to this feature.

Lock Up - Action: Mark a Stress to make an attack against a target within Very Close range. On a success, the target is *Restrained* within the Gaoler until freed with a successful Strength Roll (18). While *Restrained*, the target can only attack the Gaoler.

VAULT GUARDIAN SENTINEL

Tier 3 Bruiser

A dust-covered golden construct with boxy limbs and a huge mace for a hand.

Motives & Tactics: Destroy at any cost, expunge, protect

Difficulty: 17 Thresholds: 21/40 HP: 6 Stress: 3 ATK: +3 Charged Mace: Very Close 2d12+1 phy

FEATURES

Kinetic Slam - Passive: Targets who take damage from the Sentinel’s standard attack are knocked back to Very Close range.

Box In - Action: **Mark a Stress** to choose a target within Very Close range to focus on. That target has disadvantage on attack rolls when they’re within Very Close range of the Sentinel. The Sentinel can only focus on one target at a time.

Mana Bolt - Action: **Spend a Fear** to lob explosive magic at a point within Far range. All targets within Very Close range of that point must make an Agility Reaction Roll. Targets who fail take **2d8+20** magic damage and are knocked back to Close range. Targets who succeed take half damage and aren’t knocked back.

Momentum - Reaction: When the Sentinel makes a successful attack against a PC, you gain a Fear.

VAULT GUARDIAN TURRET

Tier 3 Ranged

A massive living turret with reinforced armor and twelve piston-driven mechanical legs.

Motives & Tactics: Concentrate fire, lock down, mark, protect

Difficulty: 16 Thresholds: 20/32 HP: 5 Stress: 4 ATK: +3 Magitech Cannon: Far 3d10+3 mag

FEATURES

Slow Firing - Passive: When you spotlight the Turret and they don’t have a token on their stat block, they can’t make a standard attack. Place a token on their stat block and describe what they’re preparing to do. When you spotlight the Turret and they have a token on their stat block, clear the token and they can attack.

Mark Target - Action: **Spend a Fear** to *Mark* a target within Far range until the Turret is destroyed or the *Marked* target becomes *Hidden*. While the target is *Marked*, their Evasion is halved.

Concentrate Fire - Reaction: When another adversary deals damage to a target within Far range of the Turret, you can **mark a Stress** to add the Turret’s standard attack damage to the damage roll.

Detonation - Reaction: When the Turret is destroyed, they explode. All targets within Close range must make an Agility Reaction Roll. Targets who fail take **3d20** physical damage. Targets who succeed take half damage.

YOUNG ICE DRAGON

Tier 3 Solo

A glacier-blue dragon with four powerful limbs and frost-tinged wings.

Motives & Tactics: Avalanche, defend lair, fly, freeze, defend what is mine, maul

Difficulty: 18 Thresholds: 21/41 HP: 10 Stress: 6 ATK: +7 Bite and Claws: Close 4d10 phy

Experience: Protect What Is Mine +3

FEATURES

Relentless (3) - Passive: The Dragon can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.

Rend and Crush - Passive: If a target damaged by the Dragon doesn’t mark an Armor Slot to reduce the damage, they must mark a Stress.

No Hope - Passive: When a PC rolls with Fear while within Far range of the Dragon, they lose a Hope.

Blizzard Breath - Action: **Spend 2 Fear** to release an icy whorl in front of the Dragon within Close range. All targets in this area must make an Agility Reaction Roll. Targets who fail take **4d6+5** magic damage and are *Restrained* by ice until they break free with a successful Strength Roll. Targets who succeed must mark 2 Stress or take half damage.

Avalanche - Action: **Spend a Fear** to have the Dragon unleash a huge downfall of snow and ice, covering all other creatures within Far range. All targets within this area must succeed on an Instinct Reaction Roll or be buried in snow and rocks, becoming *Vulnerable* until they dig themselves out from the debris. For each PC that fails the reaction roll, you gain a Fear.

Frozen Scales - Reaction: When a creature makes a successful attack against the Dragon from within Very Close range, they must mark a Stress and become *Chilled* until their next rest or they clear a Stress. While they are *Chilled*, they have disadvantage on attack rolls.

Momentum - Reaction: When the Dragon makes a successful attack against a PC, you gain a Fear.

TIER 4 ADVERSARIES (LEVELS 8-10)

ARCH-NECROMANCER

Tier 4 Leader

A decaying mage adorned in dark, tattered robes.

Motives & Tactics: Corrupt, decay, flee to fight another day, resurrect

Difficulty: 21 Thresholds: 33/66 HP: 9 Stress: 8 ATK: +6 Necrotic Blast: Far 4d12+8 mag
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Experience: Forbidden Knowledge +3, Wisdom of Centuries +3

FEATURES

Dance of Death - Action: **Mark a Stress** to spotlight **1d4** allies. Attacks they make while spotlighted in this way deal half damage, or full damage if you **spend a Fear**.

Beam of Decay - Action: **Mark 2 Stress** to cause all targets within Far range to make a Strength Reaction Roll. Targets who fail take **2d20+12** magic damage and you gain a Fear. Targets who succeed take half damage. A target who marks 2 or more HP must also mark **2 Stress** and becomes *Vulnerable* until they roll with Hope.

Open the Gates of Death - Action: **Spend a Fear** to summon a Zombie Legion, which appears at Close range and immediately takes the spotlight.

Not Today, My Dears - Reaction: When the Necromancer has marked 7 or more of their HP, you can **spend a Fear** to have them teleport away to a safe location to recover. A PC who succeeds on an Instinct Roll can trace the teleportation magic to their destination.

Your Life Is Mine - Reaction: *Countdown (Loop 2d6)*. When the Necromancer has marked 6 or more of their HP, activate the countdown. When it triggers, deal **2d10+6** direct magic damage to a target within Close range. The Necromancer then **clears a number of Stress or HP** equal to the number of HP marked by the target from this attack.

FALLEN SHOCK TROOP

Tier 4 Minion

A cursed soul bound to the Fallen’s will.

Motives & Tactics: Crush, dominate, earn relief, punish

Difficulty: 18 Thresholds: None HP: 1 Stress: 1 ATK: +2 Cursed Axe: Very Close 12 phy
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FEATURES

Minion (12) - Passive: The Shock Troop is defeated when they take any damage. For every 12 damage a PC deals to the Shock Troop, defeat an additional Minion within range the attack would succeed against.

Aura of Doom - Passive: When a PC marks HP from an attack by the Shock Troop, they lose a Hope.

Group Attack - Action: **Spend a Fear** to choose a target and spotlight all Fallen Shock Troops within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 12 physical damage each. Combine this damage.

FALLEN SORCERER

Tier 4 Support

A powerful mage bound by the bargains they made in life.

Motives & Tactics: Acquire, dishearten, dominate, torment

Difficulty: 19 Thresholds: 26/42 HP: 6 Stress: 5 ATK: +4 Corrupted Staff: Far 4d6+10 mag

Experience: Ancient Knowledge +2

FEATURES

Conflagration - Action: **Spend a Fear** to unleash an all-consuming firestorm and make an attack against all targets within Close range. Targets the Sorcerer succeeds against take **2d10+6** direct magic damage.

Nightmare Tableau - Action: **Mark a Stress** to trap a target within Far range in a powerful illusion of their worst fears. While trapped, the target is *Restrained* and *Vulnerable* until they break free, ending both conditions, with a successful Instinct Roll.

Slippery - Reaction: When the Sorcerer takes damage from an attack, they can teleport up to Far range.

Shackles of Guilt - Reaction: *Countdown (Loop 2d6)*. When the Sorcerer is in the spotlight for the first time, activate the countdown. When it triggers, all targets within Far range become *Vulnerable* and must mark a Stress as they relive their greatest regrets. A target can break free from their regret with a successful Presence or Strength Roll. When a PC fails to break free, they lose a Hope.

FALLEN WARLORD: REALM-BREAKER

Tier 4 Solo

A Fallen God, wreathed in rage and resentment, bearing millennia of experience in breaking heroes’ spirits.

Motives & Tactics: Corrupt, dominate, punish, break the weak

Difficulty: 20 Thresholds: 36/66 HP: 8 Stress: 5 ATK: +7 Barbed Whip: Close 4d8+7 phy
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Experience: Conquest +3, History +2, Intimidation +3

FEATURES

Relentless (2) - Passive: The Realm-Breaker can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.

Firespite Plate Armor - Passive: When the Realm-Breaker takes damage, reduce it by **2d10**.

Tormenting Lash - Action: **Mark a Stress** to make a standard attack against all targets within Very Close range. When a target uses armor to reduce damage from this attack, they must mark 2 Armor Slots.

All-Consuming Rage - Reaction: *Countdown (Decreasing 8)*. When the Realm-Breaker is in the spotlight for the first time, activate the countdown. When it triggers, create a torrent of incarnate rage that rends flesh from bone. All targets within Far range must make a Presence Reaction Roll. Targets who fail take **2d6+10** direct magic damage. Targets who succeed take half damage. For each HP marked from this damage, summon a Fallen Shock Troop within Very Close range of the target who marked that HP. If the countdown ever decreases its maximum value to 0, the Realm-Breaker marks their remaining HP and all targets within Far range must mark all remaining HP and make a death move.

Doombringer - Reaction: When a target marks HP from an attack by the Realm-Breaker, all PCs within Far range of the target must lose a Hope.

I Have Never Known Defeat (Phase Change) - Reaction: When the Realm-Breaker marks their last HP, replace them with the Undefeated Champion and immediately spotlight them.

FALLEN WARLORD:
UNDEFEATED CHAMPION

Tier 4 Solo
That which only the most feared have a chance to fear.
Motives & Tactics: Dispatch merciless death, punish the defiant, secure victory at any cost

Difficulty: 18 Thresholds: 35/58 HP: 11 Stress: 5 ATK: +8 Heart-Shattering Sword: Very Close 4d12+13 phy
Experience: Conquest +3, History +2, Intimidation +3

FEATURES
Relentless (3) - Passive: The Undefeated Champion can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.
Faltering Armor - Passive: When the Undefeated Champion takes damage, reduce it by **1d10**.
Shattering Strike - Action: Mark a **Stress** to make a standard attack against all targets within Very Close range. PCs the Champion succeeds against lose a number of Hope equal to the HP they marked from this attack.
Endless Legions - Action: Spend a **Fear** to summon a number of Fallen Shock Troops equal to twice the number of PCs. The Shock Troops appear at Far range.
Circle of Defilement - Reaction: *Countdown (1d8)*. When the Undefeated Champion is in the spotlight for the first time, activate the countdown. When it triggers, activate a magical circle covering an area within Far range of the Champion. A target within that area is *Vulnerable* until they leave the circle. The circle can be removed by dealing Severe damage to the Undefeated Champion.
Momentum - Reaction: When the Undefeated Champion makes a successful attack against a PC, you gain a Fear.
Doombringer - Reaction: When a target marks HP from an attack by the Undefeated Champion, all PCs within Far range of the target lose a Hope.

HALLOWED ARCHER

Tier 4 Ranged
Spirit soldiers with sanctified bows.
Motives & Tactics: Focus fire, obey, reposition, volley

Difficulty: 19 Thresholds: 25/45 HP: 3 Stress: 2 ATK: +4 Sanctified Longbow: Far 4d8+8 phy

FEATURES
Punish the Guilty - Passive: The Archer deals double damage to targets marked *Guilty* by a High Seraph.
Divine Volley - Action: Mark a **Stress** to make a standard attack against up to three targets.

HALLOWED SOLDIER

Tier 4 Minion
Souls of the faithful, lifted up with divine weaponry.
Motives & Tactics: Obey, outmaneuver, punish, swarm

Difficulty: 18 Thresholds: None HP: 1 Stress: 2 ATK: +2 Sword and Shield: Melee 10 phy

FEATURES
Minion (13) - Passive: The Soldier is defeated when they take any damage. For every 13 damage a PC deals to the Soldier, defeat an additional Minion within range the attack would succeed against.
Divine Flight - Passive: While the Soldier is flying, spend a **Fear** to move up to Far range instead of Close range before taking an action.
Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Hallowed Soldiers within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 10 physical damage each. Combine this damage.

HIGH SERAPH

Tier 4 Leader
A divine champion, head of a hallowed host of warriors who enforce their god's will.
Motives & Tactics: Enforce dogma, fly, pronounce judgment, smite

Difficulty: 20 Thresholds: 37/70 HP: 7 Stress: 5 ATK: +8 Holy Sword: Very Close 4d10+10 phy
Experience: Divine Knowledge +3

FEATURES
Relentless (3) - Passive: The Seraph can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.
Divine Flight - Passive: While the Seraph is flying, spend a **Fear** to move up to Far range instead of Close range before taking an action.
Judgment - Action: Spend a **Fear** to make a target *Guilty* in the eyes of the Seraph's god until the Seraph is defeated. While *Guilty*, the target doesn't gain Hope on a result with Hope. When the Seraph succeeds on a standard attack against a *Guilty* target, they deal Severe damage instead of their standard damage. The Seraph can only mark one target at a time.
God Rays - Action: Mark a **Stress** to reflect a sliver of divinity as a searing beam of light that hits up to twenty targets within Very Far range. Targets must make a Presence Reaction Roll, with disadvantage if they are marked *Guilty*. Targets who fail take **4d6+12** magic damage. Targets who succeed take half damage.
We Are One - Action: Once per scene, spend a **Fear** to spotlight all other adversaries within Far range. Attacks they make while spotlighted in this way deal half damage.

KRAKEN

Tier 4 Solo
A legendary beast of the sea, bigger than the largest galleon, with sucker-laden tentacles and a terrifying maw.
Motives & Tactics: Consume, crush, drown, grapple

Difficulty: 20 Thresholds: 35/70 HP: 11 Stress: 8 ATK: +7 Tentacles: Close 4d12+10 phy
Experience: Swimming +3

FEATURES
Relentless (3) - Passive: The Kraken can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.
Many Tentacles - Passive: While the Kraken has 7 or fewer marked HP, they can make their standard attack against two targets within range.
Grapple and Drown - Action: Make an attack roll against a target within Close range. On a success, mark a **Stress** to grab them with a tentacle and drag them beneath the water. The target is *Restrained* and *Vulnerable* until they break free with a successful Strength Roll or the Kraken takes Major or greater damage. While *Restrained* and *Vulnerable* in this way, a target must mark a Stress when they make an action roll.
Boiling Blast - Action: Spend a **Fear** to spew a line of boiling water at any number of targets in a line up to Far range. All targets must succeed on an Agility Reaction Roll or take **4d6+9** physical damage. If a target marks an Armor Slot to reduce the damage, they must also mark a Stress.
Momentum - Reaction: When the Kraken makes a successful attack against a PC, you gain a Fear.

ORACLE OF DOOM

Tier 4 Solo
A towering immortal and incarnation of fate, cursed to only see bad outcomes.
Motives & Tactics: Change environment, condemn, dishearten, toss aside

Difficulty: 20 Thresholds: 38/68 HP: 11 Stress: 10 ATK: +8 Psychic Attack: Far 4d8+9 mag
Experience: Boundless Knowledge +4

FEATURES
Terrifying - Passive: When the Oracle makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.
Walls Closing In - Passive: When a creature rolls a failure while within Very Far range of the Oracle, they must mark a Stress.
Pronounce Fate - Action: Spend a **Fear** to present a target within Far range with a vision of their personal nightmare. The target must make a Knowledge Reaction Roll. On a failure, they lose all Hope and take **2d20+4** direct magic damage. On a success, they take half damage and lose a Hope.
Summon Tormentors - Action: Once per day, spend 2 **Fear** to summon **2d4** Tier 2 or below Minions relevant to one of the PC's personal nightmares. They appear at Close range relative to that PC.
Ominous Knowledge - Reaction: When the Oracle sees a mortal creature, they instantly know one of their personal nightmares.
Vengeful Fate - Reaction: When the Oracle marks HP from an attack within Very Close range, you can mark a **Stress** to knock the attacker back to Far range and deal **2d10+4** physical damage.

OUTER REALMS ABOMINATION

Tier 4 Bruiser
A chaotic mockery of life, constantly in flux.
Motives & Tactics: Demolish, devour, undermine

Difficulty: 19 Thresholds: 35/71 HP: 7 Stress: 5 ATK: +2d4 Massive Pseudopod: Very Close 4d6+13 mag
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FEATURES
Chaotic Form - Passive: When the Abomination attacks, roll **2d4** and use the result as their attack modifier.
Disorienting Presence - Passive: When a target takes damage from the Abomination, they must make an Instinct Reaction Roll. On a failure, they gain disadvantage on their next action roll and you gain a Fear.
Reality Quake - Action: Spend a **Fear** to rattle the edges of reality within Far range of the Abomination. All targets within that area must succeed on a Knowledge Reaction Roll or become *Unstuck* from reality until the end of the scene. When an *Unstuck* target spends Hope or marks Armor Slots, HP, or Stress, they must double the amount spent or marked.
Unreal Form - Reaction: When the Abomination takes damage, reduce it by **1d20**. If the Abomination marks 1 or fewer Hit Points from a successful attack against them, you gain a Fear.

OUTER REALMS CORRUPTER

Tier 4 Support
A shifting, formless mass seemingly made of chromatic light.
Motives & Tactics: Confuse, distract, overwhelm

Difficulty: 19 Thresholds: 27/47 HP: 4 Stress: 3 ATK: +7 Corroding Pseudopod: Very Close 4d8+5 mag

FEATURES
Will-Shattering Touch - Passive: When a PC takes damage from the Corrupter, they lose a Hope.
Disgorge Reality Flotsam - Action: Mark a **Stress** to spew partially digested portions of consumed realities at all targets within Close range. Targets must succeed on a Knowledge Reaction Roll or mark 2 Stress.

OUTER REALMS THRALL

Tier 4 Minion
A vaguely humanoid form stripped of memory and identity.
Motives & Tactics: Destroy, disgust, disorient, intimidate

Difficulty: 17 Thresholds: None HP: 1 Stress: 1 ATK: +3 Claws and Teeth: Very Close 11 phy

FEATURES
Minion (13) - Passive: The Thrall is defeated when they take any damage. For every 13 damage a PC deals to the Thrall, defeat an additional Minion within range the attack would succeed against.
Group Attack - Action: Spend a **Fear** to choose a target and spotlight all Outer Realm Thralls within Close range of them. Those Minions move into Melee range of the target and make one shared attack roll. On a success, they deal 11 physical damage each. Combine this damage.

VOLCANIC DRAGON:
OBSIDIAN PREDATOR

Tier 4 Solo
A massive winged creature with obsidian scales and impossibly sharp claws.
Motives & Tactics: Defend lair, dive-bomb, fly, hunt, intimidate

Table with 2 rows: Stats (Difficulty, Thresholds, HP, Stress, ATK, Obsidian Claws) and Experience.

FEATURES

Relentless (2) - Passive: The Obsidian Predator can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
Flying - Passive: While flying, the Obsidian Predator gains a +3 bonus to their Difficulty.
Obsidian Scales - Passive: The Obsidian Predator is resistant to physical damage.
Avalanche Tail - Action: Mark a Stress to make an attack against all targets within Close range. Targets the Obsidian Predator succeeds against take 4d6+4 physical damage and are knocked back to Far range and Vulnerable until their next roll with Hope.
Dive-Bomb - Action: If the Obsidian Predator is flying, mark a Stress to choose a point within Far range. Move to that point and make an attack against all targets within Very Close range. Targets the Obsidian Predator succeeds against take 2d10+6 physical damage and must mark a Stress and lose a Hope.
Erupting Rage (Phase Change) - Reaction: When the Obsidian Predator marks their last HP, replace them with the Molten Scourge and immediately spotlight them.

VOLCANIC DRAGON:
MOLTEN SCOURGE

Tier 4 Solo
Enraged by their wounds, the dragon bursts into molten lava.
Motives & Tactics: Douse with lava, incinerate, repel Invaders, reposition

Table with 2 rows: Stats (Difficulty, Thresholds, HP, Stress, ATK, Lava-Coated Claws) and Experience.

FEATURES

Relentless (3) - Passive: The Molten Scourge can be spotlighted up to three times per GM turn. Spend Fear as usual to spotlight them.
Cracked Scales - Passive: When the Molten Scourge takes damage, roll a number of d6s equal to HP marked. For each result of 4 or higher, you gain a Fear.
Shattering Might - Action: Mark a Stress to make an attack against a target within Very Close range. On a success, the target takes 4d8+1 physical damage, loses a Hope, and is knocked back to Close range. The Molten Scourge clears a Stress.
Eruption - Action: Spend a Fear to erupt lava from beneath the Molten Scourge's scales, filling the area within Very Close range with molten lava. All targets in that area must succeed on an Agility Reaction Roll or take 4d6+6 physical damage and be knocked back to Close range. This area remains lava. When a creature other than the Molten Scourge enters that area or acts while inside of it, they must mark 6 HP.
Volcanic Breath - Reaction: When the Molten Scourge takes Major damage, roll a d10. On a result of 8 or higher, the Molten Scourge breathes a flow of lava in front of them within Far range. All targets in that area must make an Agility Reaction Roll. Targets who fail take 2d10+4 physical damage, mark 1d4 Stress, and are Vulnerable until they clear a Stress. Targets who succeed take half damage and must mark a Stress.
Lava Splash - Reaction: When the Molten Scourge takes Severe damage from an attack within Very Close range, molten blood gushes from the wound and deals 2d10+4 direct physical damage to the attacker.
Ashen Vengeance (Phase Change) - Reaction: When the Molten Scourge marks their last HP, replace them with the Ashen Tyrant and immediately spotlight them.

VOLCANIC DRAGON:
ASHEN TYRANT

Tier 4 Solo
No enemy has ever had the insolence to wound the dragon so. As the lava settles, it's ground to ash like the dragon's past foes.
Motives & Tactics: Choke, fly, intimidate, kill or be killed

Table with 2 rows: Stats (Difficulty, Thresholds, HP, Stress, ATK, Claws and Teeth) and Experience.

FEATURES

Relentless (4) - Passive: The Ashen Tyrant can be spotlighted up to four times per GM turn. Spend Fear as usual to spotlight them.
Cornered - Passive: Mark a Stress instead of spending a Fear to spotlight the Ashen Tyrant.
Injured Wings - Passive: While flying, the Ashen Tyrant gains a +1 bonus to their Difficulty.
Ashes to Ashes - Passive: When a PC rolls a failure while within Close range of the Ashen Tyrant, they lose a Hope and you gain a Fear. If the PC can't lose a Hope, they must mark a HP.
Desperate Rampage - Action: Mark a Stress to make an attack against all targets within Close range. Targets the Ashen Tyrant succeeds against take 2d20+2 physical damage, are knocked back to Close range of where they were, and must mark a Stress.
Ashen Cloud - Action: Spend a Fear to smash the ground and kick up ash within Far range. While within the ash cloud, a target has disadvantage on action rolls. The ash cloud clears the next time an adversary is spotlighted.
Apocalyptic Thrashing - Action: Countdown (1d12). Spend a Fear to activate. It ticks down when a PC rolls with Fear. When it triggers, the Ashen Tyrant thrashes about, causing environmental damage (such as an earthquake, avalanche, or collapsing walls). All targets within Far range must make a Strength Reaction Roll. Targets who fail take 2d10+10 physical damage and are Restrained by the rubble until they break free with a successful Strength Roll. Targets who succeed take half damage. If the Ashen Tyrant is defeated while this countdown is active, trigger the countdown immediately as the destruction caused by their death throes.

PERFECTED ZOMBIE

Tier 4 Bruiser
A towering, muscular zombie with magically infused strength and skill.
Motives & Tactics: Consume, hound, maim, terrify

Table with 2 rows: Stats (Difficulty, Thresholds, HP, Stress, ATK, Greataxe).

FEATURES

Terrifying - Passive: When the Zombie makes a successful attack, all PCs within Far range lose a Hope and you gain a Fear.
Fearsome Presence - Passive: PCs can't spend Hope to use features against the Zombie.
Perfect Strike - Action: Mark a Stress to make a standard attack against all targets within Very Close range. Targets the Zombie succeeds against are Vulnerable until their next rest.
Skilled Opportunist - Reaction: When another adversary deals damage to a target within Very Close range of the Zombie, you can spend a Fear to add the Zombie's standard attack damage to the damage roll.

ZOMBIE LEGION

Tier 4 Horde (3/HP)
A large pack of undead, still powerful despite their rotting flesh.
Motives & Tactics: Consume brain, shred flesh, surround

Table with 2 rows: Stats (Difficulty, Thresholds, HP, Stress, ATK, Undead Hands).

FEATURES

Horde (2d6+5) - Passive: When the Legion has marked half or more of their HP, their standard attack deals 2d6+5 physical damage instead.
Unyielding - Passive: The Legion has resistance to physical damage.
Relentless (2) - Passive: The Legion can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
Overwhelm - Reaction: When the Legion takes Minor damage from an attack within Melee range, you can mark a Stress to make a standard attack with advantage against the attacker.

USING ENVIRONMENTS

Environments represent everything in a scene beyond the PCs and adversaries, such as the physical space, background NPCs, and natural forces.

ENVIRONMENT STAT BLOCK

Each environment’s **stat block** presents their necessary mechanical statistics:

NAME

The unique name of the environment stat block.

TIER

The PC tier the environment is designed to challenge.

TYPE

The type of scene it most easily supports:

- **Explorations** — wondrous locations with mysteries and marvels to discover
- **Socials** — locations that primarily present interpersonal challenges
- **Traversals** — dangerous locations where movement through and around the space itself is a challenge
- **Events** — special activities or occurrences (rather than physical spaces)

DESCRIPTION

An evocative one-line summary of the environment.

IMPULSES

The manner or mode with which the environment pushes and pulls the people within them.

DIFFICULTY

The standard Difficulty for action rolls made to overcome, oppose, or resist the environment or its elements.

POTENTIAL ADVERSARIES

Suggested adversaries that might appear in scenes within the environment.

FEATURES

Features provide inspiration for GM moves you can use that represent the dynamic landscape or situation.

FEATURE QUESTIONS

Prompts for plot hooks, narrative engines, and connections to other story elements.

framework is there to help organize ideas, not to stifle creativity.

When you need to quickly adjust a stat block to a different tier, you can simply replace its existing statistics with those listed on the Environment Statistics by Tier table, using the column that corresponds to your party’s tier.

BENCHMARK STATISTICS FOR ENVIRONMENTS BY TIER

Environment Statistic	Tier 1	Tier 2	Tier 3	Tier 4
Damage Dice	1d6+1 to 1d8+3	2d6+3 to 2d10+2	3d8+3 to 3d10+1	4d8+3 to 4d10+10
Difficulty	11	14	17	20

ENVIRONMENT STAT BLOCKS BY TIER

This section contains the following stat blocks.

TIER 1 (LEVEL 1)

- Abandoned Grove (Exploration)
- Ambushed (Event)
- Ambushers (Event)
- Bustling Marketplace (Social)
- Cliffside Ascent (Traversal)
- Local Tavern (Social)
- Outpost Town (Social)
- Raging River (Traversal)

TIER 2 (LEVELS 2–4)

- Cult Ritual (Event)
- Hallowed Temple (Social)
- Haunted City (Exploration)
- Mountain Pass (Traversal)

TIER 3 (LEVELS 5–7)

- Burning Heart of the Woods (Exploration)
- Castle Siege (Event)
- Pitched Battle (Event)

TIER 4 (LEVELS 8–10)

- Chaos Realm (Traversal)
- Divine Usurpation (Event)
- Imperial Court (Social)
- Necromancer’s Ossuary (Exploration)

TIER 1 ENVIRONMENTS (LEVEL 1)

ABANDONED GROVE

Tier 1 Exploration
A former druidic grove lying fallow and fully reclaimed by nature.
Impulses: Draw in the curious, echo the past

Difficulty: 11
Potential Adversaries: Beasts (Bear, Dire Wolf, Glass Snake), Grove Guardians (Minor Treant, Sylvan Soldier, Young Dryad)

FEATURES

Overgrown Battlefield - Passive: There has been a battle here. A PC can make an Instinct Roll to identify evidence of that fight. On a success with Hope, learn all three pieces of information below. On a success with Fear, learn two. On a failure, a PC can mark a Stress to learn one and gain advantage on the next action roll to investigate this environment. A PC with an appropriate background or Experience can learn an additional detail and ask a follow-up question about the scene and get a truthful (if not always complete) answer.

- Traces of a battle (broken weapons and branches, gouges in the ground) litter the ground.
- A moss-covered tree trunk is actually the corpse of a treant.
- Still-standing trees are twisted in strange ways, as if by powerful magic.

Why did these groups come to blows? Why is the grove unused now?

Barbed Vines - Action: Pick a point within the grove. All targets within Very Close range of that point must succeed on an Agility Reaction Roll or take **1d8+3** physical damage and become *Restrained* by barbed vines. *Restrained* lasts until they’re freed with a successful Finesse or Strength roll or by dealing at least 6 damage to the vines.

How many vines are there? Where do they grab you? Do they pull you down or lift you off the ground?

You Are Not Welcome Here - Action: A Young Dryad, two Sylvan Soldiers, and a number of Minor Treants equal to the number of PCs appear to confront the party for their intrusion.

What are the grove guardians concealing? What threat to the forest could the PCs confront to appease the Dryad?

Defiler - Action: Spend a Fear to summon a Minor Chaos Elemental drawn to the echoes of violence and discord. They appear within Far range of a chosen PC and immediately take the spotlight.

What color does the grass turn as the elemental appears? How does the chaos warp insects and small wildlife within the grove?

AMBUSHED

Tier 1 Event
An ambush is set to catch an unsuspecting party off-guard.
Impulses: Overwhelm, scatter, surround

Difficulty: Special (see “Relative Strength”)
Potential Adversaries: Any

FEATURES

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary with the highest Difficulty.
Who cues the ambush? What makes it clear they’re in charge?
Surprise! - Action: The ambushers reveal themselves to the party, you gain 2 Fear, and the spotlight immediately shifts to one of the ambushing adversaries.
What do the ambushers want from the party? How do their tactics in the ambush reflect that?

AMBUSHERS

Tier 1 Event
An ambush is set by the PCs to catch unsuspecting adversaries off-guard.
Impulses: Escape, group up, protect the most vulnerable

Difficulty: Special (see “Relative Strength”)
Potential Adversaries: Any

FEATURES

Relative Strength - Passive: The Difficulty of this environment equals that of the adversary with the highest Difficulty.
Which adversary is the least prepared? Which one is the most?
Where Did They Come From? - Reaction: When a PC starts the ambush on unsuspecting adversaries, you lose 2 Fear and the first attack roll a PC makes has advantage.
What are the adversaries in the middle of doing when the ambush starts? How does this impact their approach to the fight?

BUSTLING MARKETPLACE

Tier 1 Social
The economic heart of the settlement, with local artisans, traveling merchants, and patrons across social classes.
Impulses: Buy low, and sell high, tempt and tantalize with wares from near and far

Difficulty: 10 Potential Adversaries: Guards (Bladed Guard, Head Guard), Masked Thief, Merchant
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FEATURES

Tip the Scales - Passive: PCs can gain advantage on a Presence Roll by offering a handful of gold as part of the interaction.
Will any coin be accepted, or only local currency? How overt are the PCs in offering this bribe?
Unexpected Find - Action: Reveal to the PCs that one of the merchants has something they want or need, such as food from their home, a rare book, magical components, a dubious treasure map, or a magical key.
What cost beyond gold will the merchant ask for in exchange for this rarity?
Sticky Fingers - Action: A thief tries to steal something from a PC. The PC must succeed on an Instinct Roll to notice the thief or lose an item of the GM's choice as the thief escapes to a Close distance. To retrieve the stolen item, the PCs must complete a Progress Countdown (6) to chase down the thief before the thief completes a Consequence Countdown (4) and escapes to their hideout.
What drove this person to pickpocketing? Where is the thief's hideout and how has it avoided notice?
Crowd Closes In - Reaction: When one of the PCs splits from the group, the crowds shift and cut them off from the party.
Where does the crowd's movement carry them? How do they feel about being alone but surrounded?

CLIFFSIDE ASCENT

Tier 1 Traversal
A steep, rocky cliffside tall enough to make traversal dangerous.
Impulses: Cast the unready down to a rocky doom, draw people in with promise of what lies at the top

Difficulty: 12 Potential Adversaries: Construct, Deeproot Defender, Giant Scorpion, Glass Snake
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FEATURES

The Climb - Passive: Climbing up the cliffside uses a Progress Countdown (12). It ticks down according to the following criteria when the PCs make an action roll to climb:
Critical Success: Tick down 3
Success with Hope: Tick down 2
Success with Fear: Tick down 1
Failure with Hope: No advancement
Failure with Fear: Tick up 1
When the countdown triggers, the party has made it to the top of the cliff.
What strange formations are the stones arranged in? What ominous warnings did previous adventurers leave?
Pitons Left Behind - Passive: Previous climbers left behind large metal rods that climbers can use to aid their ascent. If a PC using the pitons fails an action roll to climb, they can mark a Stress instead of ticking the countdown up.
What do the shape and material of these pitons tell you about the previous climbers? How far apart are they from one another?
Fall - Action: Spend a Fear to have a PC's handhold fail, plummeting them toward the ground. If they aren't saved on the next action, they hit the ground and tick up the countdown by 2. The PC takes 1d12 physical damage if the countdown is between 8 and 12, 2d12 between 4 and 7, and 3d12 at 3 or lower.
How can you tell many others have fallen here before? What lives in these walls that might try to scare adventurers into falling for an easy meal?

LOCAL TAVERN

Tier 1 Social
A lively tavern that serves as the social hub for its town.
Impulses: Provide opportunities for adventurers, nurture community

Difficulty: 10 Potential Adversaries: Guards (Bladed Guard, Head Guard), Mercenaries (Harrier, Sellsword, Spellblade, Weaponmaster), Merchant
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FEATURES

What's the Talk of the Town? - Passive: A PC can ask the bartender, staff, or patrons about local events, rumors, and potential work with a Presence Roll. On a success, they can pick two of the below details to learn—or three if they critically succeed. On a failure, they can pick one and mark a Stress as the local carries on about something irrelevant.
A fascinating rumor with a connection to a PC's background
A promising job for the party involving a nearby threat or situation
Local folklore that relates to something they've seen
Town gossip that hints at a community problem
Who has what kind of information? What gossip do the locals start spreading about the PCs?
Sing For Your Supper - Passive: A PC can perform one time for the guests by making a Presence Roll. On a success, they earn 1d4 handfuls of gold (2d4 if they critically succeed). On a failure, they mark a Stress.
What piece do you perform? What does that piece mean to you? When's the last time you performed it for a crowd?
Mysterious Stranger - Action: Reveal a stranger concealing their identity, lurking in a shaded booth.
What do they want? What's their impression of the PCs? What mannerisms or accessories do they have?
Someone Comes to Town - Action: Introduce a significant NPC who wants to hire the party for something or who relates to a PC's background.
Did they know the PCs were here? What do they want in this town?
Bar Fight! - Action: Spend a Fear to have a bar fight erupt in the tavern. When a PC tries to move through the tavern while the fight persists, they must succeed on an Agility or Presence Roll or take 1d6+2 physical damage from a wild swing or thrown object. A PC can try to activate this feature by succeeding on an action roll that would provoke tavern patrons.
Who started the fight? What will it take to stop it?

OUTPOST TOWN

Tier 1 Social
A small town on the outskirts of a nation or region, close to a dungeon, tombs, or other adventuring destinations.
Impulses: Drive the desperate to certain doom, profit off of ragged hope

Difficulty: 12 Potential Adversaries: Jagged Knife Bandits (Hexer, Kneebreaker, Lackey, Lieutenant, Shadow, Sniper), Masked Thief, Merchant
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FEATURES

Rumors Abound - Passive: Gossip is the fastest-traveling currency in the realm. A PC can inquire about major events by making a Presence Roll. What they learn depends on the outcome of their roll, based on the following criteria:
Critical Success: Learn about two major events. The PC can ask one follow-up question about one of the rumors and get a truthful (if not always complete) answer.
Success with Hope: Learn about two events, at least one of which is relevant to the character's background.
Success with Fear: Learn an alarming rumor related to the character's background.
Any Failure: The locals respond poorly to their inquiries. The PC must mark a Stress to learn one relevant rumor.
What news do the PCs have that they could pass along to curious travelers? What do the locals think about these events?
Society of the Broken Compass - Passive: An adventuring society maintains a chapterhouse here, where heroes trade boasts and rumors, drink to their imagined successes, and scheme to undermine their rivals.
What boasts do the adventurers here make, and which do you think are true?
Rival Party - Passive: Another adventuring party is here, seeking the same treasure or leads as the PCs.
Which PC has a connection to one of the rival party members? Do they approach the PC first or do they wait for the PC to move?
It'd Be a Shame If Something Happened to Your Store - Action: The PCs witness as agents of a local crime boss shake down a general goods store.
What trouble does it cause if the PCs intervene?
Wrong Place, Wrong Time - Reaction: At night, or when the party is alone in a back alley, you can spend a Fear to introduce a group of thieves who try to rob them. The thieves appear at Close range of a chosen PC and include a Jagged Knife Kneebreaker, as many Lackeys as there are PCs, and a Lieutenant. For a larger party, add a Hexer or Sniper.
What details show the party that these people are desperate former adventurers?

RAGING RIVER

Tier 1 Traversal
A swift-moving river without a bridge crossing, deep enough to sweep away most people.
Impulses: Bar crossing, carry away the unready, divide the land

Difficulty: 10
Potential Adversaries: Beasts (Bear, Glass Snake), Jagged Knife Bandits (Hexer, Kneebreaker, Lackey, Lieutenant, Shadow, Sniper)

FEATURES

Dangerous Crossing - Passive: Crossing the river requires the party to complete a Progress Countdown (4). A PC who rolls a failure with Fear is immediately targeted by the “Undertow” action without requiring a Fear to be spent on the feature.
Have any of the PCs forded rivers like this before? Are any of them afraid of drowning?
Undertow - Action: Spend a Fear to catch a PC in the undertow. They must make an Agility Reaction Roll. On a failure, they take 1d6+1 physical damage and are moved a Close distance down the river, becoming Vulnerable until they get out of the river. On a success, they must mark a Stress.
What trinkets and baubles lie along the bottom of the riverbed? Do predators swim these rivers?
Patient Hunter - Action: Spend a Fear to summon a Glass Snake within Close range of a chosen PC. The Snake appears in or near the river and immediately takes the spotlight to use their “Spinning Serpent” action.
What treasures does the beast have in their burrow? What travelers have already fallen victim to this predator?

TIER 2 ENVIRONMENTS (LEVELS 2-4)

CULT RITUAL

Tier 2 Event
A Fallen cult assembles around a sigil of the defeated gods and a bonfire that burns a sickly shade of green.
Impulses: Profane the land, unite the Mortal Realm with the Circles Below

Difficulty: 14
Potential Adversaries: Cult of the Fallen (Cult Adept, Cult Fang, Cult Initiate, Secret-Keeper)

FEATURES

Desecrated Ground - Passive: Cultists dedicated this place to the Fallen Gods, and their foul influence seeps into it. Reduce the PCs’ Hope Die to a d10 while in this environment. The desecration can be removed with a Progress Countdown (6).
How do the PCs first notice that something is wrong about this place? What fears resurface while hope is kept at bay?
Blasphemous Might - Action: A portion of the ritual’s power is diverted into a cult member to fight off interlopers. Choose one adversary to become Imbued with terrible magic until the scene ends or they’re defeated. An Imbued adversary immediately takes the spotlight and gains one of the following benefits, or all three if you spend a Fear:
• They gain advantage on all attacks.
• They deal an extra 1d10 damage on a successful attack.
• They gain the following feature:
Relentless (2) - Passive. This adversary can be spotlighted up to two times per GM turn. Spend Fear as usual to spotlight them.
How does the enemy change in appearance? What fears do their blows bring to the surface?
The Summoning - Reaction: Countdown (6). When the PCs enter the scene or the cult begins the ritual to summon a demon, activate the countdown. Designate one adversary to lead the ritual. The countdown ticks down when a PC rolls with Fear. When it triggers, summon a Minor Demon within Very Close range of the ritual’s leader. If the leader is defeated, the countdown ends with no effect as the ritual fails.
What will the cult do with this leashed demon if they succeed? What will they try to summon next?
Complete the Ritual - Reaction: If the ritual’s leader is targeted by an attack or spell, an ally within Very Close range of them can mark a Stress to be targeted by that attack or spell instead.
What does it feel like to see such devotion turned to the pursuit of fear and domination?

HALLOWED TEMPLE

Tier 2 Social
A bustling but well-kept temple that provides healing and hosts regular services, overseen by a priest or seraph.
Impulses: Connect the Mortal Realm with the Hallows Above, display the power of the divine, provide aid and succor to the faithful

Difficulty: 13
Potential Adversaries: Guards (Archer Guard, Bladed Guard, Head Guard)

FEATURES

A Place of Healing - Passive: A PC who takes a rest in the Hallowed Temple automatically clears all HP.
What does the incense smell like? What kinds of songs do the acolytes sing?
Divine Guidance - Passive: A PC who prays to a deity while in the Hallowed Temple can make an Instinct Roll to receive answers. If the god they beseech isn’t welcome in this temple, the roll is made with disadvantage.
• Critical Success: The PC gains clear information. Additionally, they gain 1d4 Hope, which can be distributed between the party if they share the vision and guidance they received.
• Success with Hope: The PC receives clear information.
• Success with Fear: The PC receives brief flashes of insight and an emotional impression conveying an answer.
• Any Failure: The PC receives only vague flashes. They can mark a Stress to receive one clear image without context.
What does it feel like as you are touched by this vision? What feeling lingers after the images have passed?
Relentless Hope - Reaction: Once per scene, each PC can mark a Stress to turn a result with Fear into a result with Hope.
What emotions or memories do you connect with when fear presses in?
Divine Censure - Reaction: When the PCs have trespassed, blasphemed, or offended the clergy, you can spend a Fear to summon a High Seraph and 1d4 Bladed Guards within Close range of the senior priest to reinforce their will.
What symbols or icons do they bear that signal they are anointed agents of the divinity? Who leads the group and what led them to this calling?

HAUNTED CITY

Tier 2 Exploration
An abandoned city populated by the restless spirits of eras past.
Impulses: Misdirect and disorient, replay apocalypses both public and personal

Difficulty: 14
Potential Adversaries: Ghosts (Spectral Archer, Spectral Captain, Spectral Guardian), ghostly versions of other adversaries (see “Ghostly Form”)

FEATURES

Buried Knowledge - Passive: The city has countless mysteries to unfold. A PC who seeks knowledge about the fallen city can make an Instinct or Knowledge Roll to learn about this place and discover (potentially haunted) loot.
• Critical Success: Gain valuable information and a related useful item.
• Success with Hope: Gain valuable information.
• Success with Fear: Uncover vague or incomplete information.
• Any Failure: Mark a Stress to find a lead after an exhaustive search.
What greater secrets does the city contain? Why have so many ghosts lingered here? What doomed adventurers have met a bad fate here already?
Ghostly Form - Passive: Adversaries who appear here are of a ghostly form. They have resistance to physical damage and can mark a Stress to move up to Close range through solid objects.
What injuries to their physical form speak to their cause of death? What unfulfilled purpose holds them in the Mortal Plane?
Dead Ends - Action: The ghosts of an earlier era manifest scenes from their bygone era, such as a street festival, a revolution, or a heist. These hauntings change the layout of the city around the PCs, blocking the way behind them, forcing a detour, or presenting them with a challenge, such as mistaking them for rival thieves during the heist.
What do the ghosts want from you? What do you need from them?
Apocalypse Then - Action: Spend a Fear to manifest the echo of a past disaster that ravaged the city. Activate a Progress Countdown (5) as the disaster replays around the PCs. To complete the countdown and escape the catastrophe, the PCs must overcome threats such as rampaging fires, stampeding civilians, collapsing buildings, or crumbling streets, while recalling history and finding clues to escape the inevitable.
Is this the disaster that led the city to be abandoned? What is known about this disaster, and how could that help the PCs escape?

MOUNTAIN PASS

Tier 2 Traversal

Stony peaks that pierce the clouds, with a twisting path winding its way up and over through many switchbacks.

Impulses: Exact a chilling toll in supplies and stamina, reveal magical tampering, slow down travel

Difficulty: 15
Potential Adversaries: Beasts (Bear, Giant Eagle, Glass Snake), Chaos Skull, Minotaur Wrecker, Mortal Hunter

FEATURES

Engraved Sigils - Passive: Large markings and engravings have been made in the mountainside. A PC with a relevant background or Experience identifies them as weather magic increasing the power of the icy winds. A PC who succeeds on a Knowledge Roll can recall information about the sigils, potential information about their creators, and the knowledge of how to dispel them. If a PC critically succeeds, they recognize that the sigils are of a style created by ridgeborne enchanters and they gain advantage on a roll to dispel the sigils.

Who laid this enchantment? Are they nearby? Why did they want the weather to be more daunting?

Avalanche - Action: Spend a Fear to carve the mountain with an icy torrent, causing an avalanche. All PCs in its path must succeed on an Agility or Strength Reaction Roll or be bowled over and carried down the mountain. A PC using rope, pitons, or other climbing gear gains advantage on this roll. Targets who fail are knocked down the mountain to Far range, take 2d20 physical damage, and must mark a Stress. Targets who succeed must mark a Stress.

How do the PCs try to weather the avalanche? What approach do the characters take to find one another when their companions go hurtling down the mountainside?

Raptor Nest - Reaction: When the PCs enter the raptors' hunting grounds, two Giant Eagles appear at Very Far range of a chosen PC, identifying the PCs as likely prey.

How long has it been since the eagles last found prey? Do they have eggs in their nest, or unfledged young?

Icy Winds - Reaction: Countdown (Loop 4). When the PCs enter the mountain pass, activate the countdown. When it triggers, all characters traveling through the pass must succeed on a Strength Reaction Roll or mark a Stress. A PC wearing clothes appropriate for extreme cold gains advantage on these rolls.

What parts of the PC's bodies go numb first? How do they try to keep warm as they press forward?

TIER 3 ENVIRONMENTS (LEVELS 5-7)

BURNING HEART OF THE WOODS

Tier 3 Exploration

Thick indigo ash fills the air around a towering moss-covered tree that burns eternally with flames a sickly shade of blue.

Impulses: Beat out an uncanny rhythm for all to follow, corrupt the woods

Difficulty: 16
Potential Adversaries: Beasts (Bear, Glass Snake), Elementals (Elemental Spark), Verdant Defenders (Dryad, Oak Treant, Stag Knight)

FEATURES

Chaos Magic Locus - Passive: When a PC makes a Spellcast Roll, they must roll two Fear Dice and take the higher result.

What does it feel like to work magic in this chaos-touched place? What do you fear will happen if you lose control of the spell?

The Indigo Flame - Passive: PCs who approach the central tree can make a Knowledge Roll to try to identify the magic that consumed this environment.

- On a success: They learn three of the below details. On a success with Fear, they learn two.
- On a failure: They can mark a Stress to learn one and gain advantage on the next action roll to investigate this environment.
- Details: This is a result of Fallen magic. The corruption is spread through the ashen moss. It can be cleansed only by a ritual of nature magic with a Progress Countdown (8).

What Fallen cult corrupted these woods? What have they already done with the cursed wood and sap from this tree?

Grasping Vines - Action: Animate vines bristling with thorns whip out from the underbrush to ensnare the PCs. A target must succeed on an Agility Reaction Roll or become Restrained and Vulnerable until they break free, clearing both conditions, with a successful Finesse or Strength Roll or by dealing 10 damage to the vines. When the target makes a roll to escape, they take 1d8+4 physical damage and lose a Hope.

What painful memories do the vines bring to the surface as they pierce flesh?

Charcoal Constructs - Action: Warped animals wreathed in indigo flame trample through a point of your choice. All targets within Close range of that point must make an Agility Reaction Roll. Targets who fail take 3d12+3 physical damage. Targets who succeed take half damage instead.

Are these real animals consumed by the flame or merely constructs of the corrupting magic?

Choking Ash - Reaction: Countdown (Loop 6). When the PCs enter the Burning Heart of the Woods, activate the countdown. When it triggers, all characters must make a Strength or Instinct Reaction Roll. Targets who fail take 4d6+5 direct physical damage. Targets who succeed take half damage. Protective masks or clothes give advantage on the reaction roll.

What hallucinations does the ash induce? What incongruous taste does it possess?

CASTLE SIEGE

Tier 3 Event

An active siege with an attacking force fighting to gain entry to a fortified castle.

Impulses: Bleed out the will to fight, breach the walls, build tension

Difficulty: 17
Potential Adversaries: Mercenaries (Harrier, Sellsword, Spellblade, Weaponmaster), Noble Forces (Archer Squadron, Conscript, Elite Soldier, Knight of the Realm)

FEATURES

Secret Entrance - Passive: A PC can find or recall a secret way into the castle with a successful Instinct or Knowledge Roll.

How do they get in without revealing the pathway to the attackers? Are any of the defenders monitoring this path?

Siege Weapons (Environment Change) - Action: Consequence Countdown (6). The attacking force deploys siege weapons to try to raze the defenders' fortifications. Activate the countdown when the siege begins (for a protracted siege, make this a long-term countdown instead). When it triggers, the defenders' fortifications have been breached and the attackers flood inside. You gain 2 Fear, then shift to the Pitched Battle environment and spotlight it.

What siege weapons are being deployed? Are they magical, mundane, or a mixture of both? What defenses must the characters overcome to storm the castle?

Reinforcements! - Action: Summon a Knight of the Realm, a number of Tier 3 Minions equal to the number of PCs, and two adversaries of your choice within Far range of a chosen PC as reinforcements. The Knight of the Realm immediately takes the spotlight.

Who are they targeting first? What formation do they take?

Collateral Damage - Reaction: When an adversary is defeated, you can spend a Fear to have a stray attack from a siege weapon hit a point on the battlefield. All targets within Very Close range of that point must make an Agility Reaction Roll.

- Targets who fail take 3d8+3 physical or magic damage and must mark a Stress.
- Targets who succeed must mark a Stress.

What debris is scattered by the attack? What is broken by the strike that can't be easily mended?

PITCHED BATTLE

Tier 3 Event

A massive combat between two large groups of armed combatants.

Impulses: Seize people, land, and wealth, spill blood for greed and glory

Difficulty: 17
Potential Adversaries: Mercenaries (Sellsword, Harrier, Spellblade, Weaponmaster), Noble Forces (Archer Squadron, Conscript, Elite Soldier, Knight of the Realm)

FEATURES

Adrift on a Sea of Steel - Passive: Traversing a battlefield during an active combat is extremely dangerous. A PC must succeed on an Agility Roll to move at all, and can only go up to Close range on a success. If an adversary is within Melee range of them, they must mark a Stress to make an Agility Roll to move.

Do the combatants mistake you for the enemy or consider you interlopers? Can you tell the difference between friend and foe in the fray?

Raze and Pillage - Action: The attacking force raises the stakes by lighting a fire, stealing a valuable asset, kidnapping an important person, or killing the populace.

What is valuable here? Who is most vulnerable?

War Magic - Action: Spend a Fear as a mage from one side uses large-scale destructive magic. Pick a point on the battlefield within Very Far range of the mage. All targets within Close range of that point must make an Agility Reaction Roll. Targets who fail take 3d12+8 magic damage and must mark a Stress.

What form does the attack take—fireball, raining acid, a storm of blades? What tactical objective is this attack meant to accomplish, and what comes next?

Reinforcements! - Action: Summon a Knight of the Realm, a number of Tier 3 Minions equal to the number of PCs, and two adversaries of your choice within Far range of a chosen PC as reinforcements. The Knight of the Realm immediately takes the spotlight.

Who are they targeting first? What formation do they take?

TIER 4 ENVIRONMENTS
(LEVELS 8-10)

CHAOS REALM

Tier 4 Traversal
An otherworldly space where the laws of reality are unstable and dangerous.
Impulses: Annihilate certainty, consume power, defy logic

Difficulty: 20
Potential Adversaries: Outer Realms Monstrosities (Abomination, Corruptor, Thrall)

FEATURES
Impossible Architecture - Passive: Up is down, down is right, right is starward. Gravity and directionality themselves are in flux, and any attempt to move through this realm is an odyssey unto itself, requiring a Progress Countdown (8). On a failure, a PC must mark a Stress in addition to the roll’s other consequences.
What does it feel like to move in a space so alien to the Mortal Realm? What landmark or point do you fixate on to maintain your balance? What bizarre landmarks do you traverse on your journey?

Everything You Are This Place Will Take from You - Action: **Countdown (Loop 1d4).** Activate the countdown. When it triggers, all PCs must succeed on a Presence Reaction Roll or their highest trait is temporarily reduced by **1d4** unless they mark a number of Stress equal to its value. Any lost trait points are regained if the PC critically succeeds or escapes the Chaos Realm.
How does this place try to steal from you that which makes you legendary? What does it feel like to have this power taken from you?

Unmaking - Action: Spend a Fear to force a PC to make a Strength Reaction Roll. On a failure, they take **4d10** direct magic damage. On a success, they must mark a Stress.
What glimpse of other worlds do you catch while this place tries to unmake you? What core facet of your personality does the unmaking try to erase?

Outer Realms Predators - Action: Spend a Fear to summon an Outer Realms Abomination, an Outer Realms Corruptor, and **2d6** Outer Realms Thralls, who appear at Close range of a chosen PC in defiance of logic and causality. Immediately spotlight one of these adversaries, and you can **spend an additional Fear** to automatically succeed on that adversary’s standard attack.
What half-consumed remnants of the shattered world do these monstrosities cast aside in pursuit of living flesh? What jagged reflections of former personhood do you catch between moments of unquestioning malice?

Disorienting Reality - Reaction: On a result with Fear, you can ask the PC to describe which of their fears the Chaos Realm evokes as a vision of reality unmakes and reconstitutes itself to the PC. The PC loses a Hope. If it is their last Hope, you gain a Fear.
What moment do they see? If it’s a memory, how is it warped by this place? How hard will it be to hold on to the real memory?

DIVINE USURPATION

Tier 4 Event
A massive ritual designed to breach the gates of the Hallows Above and unseat the New Gods themselves.
Impulses: Collect power, overawe, silence dissent

Difficulty: 20
Potential Adversaries: Arch-Necromancer, Fallen Shock Troops, Mortal Hunter, Oracle of Doom, Perfected Zombie

FEATURES
Final Preparations - Passive: When the environment first takes the spotlight, designate one adversary as the Usurper seeking to overthrow the gods. Activate a Long-Term Countdown (8) as the Usurper assembles what they need to conduct the ritual. When it triggers, spotlight this environment to use the “Beginning of the End” feature. While this environment remains in play, you can hold up to 15 Fear.
What does the Usurper still require: The heart of a High Seraph? The lodestone of an ancient waygate? The loyalty of two archenemies? The heartbroken tears of a pure soul?

Divine Blessing - Passive: When a PC critically succeeds, they can spend 2 Hope to refresh an ability normally limited by uses (such as once per rest, once per session).
What god favors you as you fight against this usurpation? How does your renewed power reflect their influence?

Deflers Abound - Action: Spend 2 Fear to summon **1d4+2** Fallen Shock Troops that appear within Close range of the Usurper to assist their divine siege. Immediately spotlight the Shock Troops to use a “Group Attack” action.
Which High Fallen do these troops serve? Which god’s flesh do they wish to feast upon?

Godslayer - Action: If the Divine Siege Countdown (see “Beginning of the End”) has triggered, you can **spend 3 Fear** to describe the Usurper slaying one of the gods of the Hallows Above, feasting upon their power and growing stronger. The Usurper clears 2 HP. Increase their Difficulty, damage, attack modifier, or give them a new feature from the slain god.
Which god meets their end? What are their last words? How does the Usurper’s new stolen power manifest?

Beginning of the End - Reaction: When the “Final Preparations” long-term countdown triggers, the Usurper begins hammering on the gates of the Hallows themselves. Activate a Divine Siege Countdown (10). Spotlight the Usurper to describe the Usurper’s assault and tick down this countdown by 1. If the Usurper takes Major or greater damage, tick up the countdown by 1. When it triggers, the Usurper shatters the barrier between the Mortal Realm and the Hallows Above to slay the gods and take their place. You gain a Fear for each unmarked HP the Usurper has. You can immediately use the “Godslayer” feature without spending Fear to make an additional GM move.
How does the Mortal Realm writhe as the natural order is violated? What mortals witness this blasphemy from afar?
Ritual Nexus - Reaction: On any failure with Fear against the Usurper, the PC must mark **1d4** Stress from the backlash of magical power.
What visions of failures past torment you as your efforts fall short? How are these memories twisted by the Usurper?

IMPERIAL COURT

Tier 4 Social
The majestic domain of a powerful empire, lavishly appointed with stolen treasures.
Impulses: Justify and perpetuate imperial rule, seduce rivals with promises of power and comfort

Difficulty: 20
Potential Adversaries: Bladed Guard, Courtesan, Knight of the Realm, Monarch, Spy

FEATURES
All Roads Lead Here - Passive: While in the Imperial Court, a PC has disadvantage on Presence Rolls made to take actions that don’t fit the imperial way of life or support the empire’s dominance.
How does the way language is used make even discussing alternative ways of living difficult? What obvious benefits for loyalty create friction when you try to discuss alternatives?
Rival Vassals - Passive: The PCs can find imperial subjects, vassals, and supplicants in the court, each vying for favor, seeking proximity to power, exchanging favors for loyalty, and elevating their status above others’. Some might be desperate to undermine their rivals, while others might even be open to discussions that verge on sedition.
How do they benefit from vassalage, and what has it cost them? What exploitation drives them to consider opposing the unstoppable?

The Gravity of Empire - Action: Spend a Fear to present a PC with a golden opportunity or offer to satisfy a major goal in exchange for obeying or supporting the empire. The target must make a Presence Reaction Roll. On a failure, they must mark all their Stress or accept the offer. If they have already marked all their Stress, they must accept the offer or exile themselves from the empire. On a success, they must mark **1d4** Stress as they’re taxed by temptation.
What do the PCs want so desperately they might consider throwing in with this ruthless power? How did imperial agents learn the PC’s greatest desires?
Imperial Decree - Action: Spend a Fear to tick down a long-term countdown related to the empire’s agenda by **1d4**. If this triggers the countdown, a proclamation related to the agenda is announced at court as the plan is executed.
What display of power or transfer of wealth was needed to expedite this plan? Whose lives were disrupted or upended to make this happen?
Eyes Everywhere - Reaction: On a result with Fear, you can **spend a Fear** to have someone loyal to the empire overhear seditious talk within the court. A PC must succeed on an Instinct Reaction Roll to notice that the group has been overheard so they can try to intercept the witness before the PCs are exposed.
How has the empire compromised this witness? Why is their first impulse to protect the empire, even if doesn’t treat them well?

NECROMANCER’S OSSUARY

Tier 4 Exploration
A dusty crypt with a library, twisting corridors, and abundant sarcophagi, spattered with the blood of ill-fated invaders.
Impulses: Confound intruders, delve into secrets best left buried, manifest unlife, unleash a tide of undead

Difficulty: 19
Potential Adversaries: Arch-Necromancer’s Host (Perfected Zombie, Zombie Legion)

FEATURES
No Place for the Living - Passive: A feature or action that clears HP requires spending a Hope to use. If it already costs Hope, a PC must spend an additional Hope.
What does it feel like to try to heal in a place so antithetical to life?
Centuries of Knowledge - Passive: A PC can investigate the library and laboratory and make a Knowledge Roll to learn information related to arcana, local history, and the Necromancer’s plans.
What are the names of the tomes? What project is the necromancer working on and what does it communicate about their plans?
Skeletal Burst - Action: All targets within Close range of a point you choose in this environment must succeed on an Agility Reaction Roll or take **4d8+8** physical damage from skeletal shrapnel as part of the ossuary detonates around them.
What ancient skeletal architecture is destroyed? What bones stick in your armor?
Aura of Death - Action: Once per scene, roll a **d4**. Each undead within Far range of the Necromancer can clear HP and Stress equal to the result rolled. The undead can choose how that number is divided between HP and Stress.
How does their renewed vigor manifest? Do they look more lifelike or, paradoxically, are they more decayed but vigorous?
They Just Keep Coming! - Action: Spend a Fear to summon **1d6** Rotted Zombies, two Perfected Zombies, or a Zombie Legion, who appear at Close range of a chosen PC.
Who were these people before they became the necromancer’s pawns? What vestiges of those lives remain for the heroes to see?

ADDITIONAL GM GUIDANCE

This section provides additional guidance for preparing and running a session of Daggerheart.

STORY BEATS

In storytelling, a beat is a moment that changes the trajectory of the narrative—a shift in the world, a significant action or reaction, an emotional revelation, or an important decision. Take turns with the players, narrating a beat and then letting them react and carry the scene forward with their own beats. When preparing for a session, plan in terms of the moments that give shape to each scene or sequence, rather than pre-scripting specific details or exchanges.

PREPARING COMBAT ENCOUNTERS

Build the hurdles the PCs face around the question of “What helps tell the story?” Enemies, environments, and hazards are the tools for heightening tension and creating drama. Ensure that combat is being used to give players more information about the unfolding story, revealing the world, the plot, or the characters.

BATTLES AND NARRATIVE

Dynamic battles create suspense by forcing players to choose between their various objectives, engaging their character’s motivations and weaknesses, and creating the crucible that the players use to forge their characters into legendary heroes. When preparing combat encounters:

- Consider the narrative function of the battle
- Base adversaries’ moves on their motives
- Use dynamic environments to bring the battleground to life
- Add enemies that can interact with the PCs’ features and special abilities

SESSION REWARDS

Reward players at the end of a session with:

- Useful information
- Story hooks
- Loot
- Gold
- Access to new equipment or enhancements

CRAFTING SCENES

Whenever you start a session, arrive at a new place, or change the situation, tell the players what they need to know by thinking with all of your senses and sharing something unique or unexpected about the fiction.

ENGAGING YOUR PLAYERS

Keep your players engaged by:

- Rotating the Focus between the PCs
- Tying Together Story Elements
- Engaging Quiet Players
- Using Visual Aids
- Encouraging Unguided Play
- Confronting the PCs with internal and external conflicts
- Raise the Stakes by Spending Fear
- Layering Goals Other than Attrition into Combat (see Table of Random Objectives on the next page)

1d12	Objective
1	Acquire (obtain or steal) an important item or items.
2	Capture one or more of the opponents.
3	Activate a magical device.
4	Frame a character or tarnish their reputation.
5	Drive the opponent into a corner or ambush point.
6	Stop a magical ritual, legal ceremony, or time-sensitive spell.
7	Hold the line—keep the enemy from reaching a specific area or group.
8	Plant evidence or a tracking device on a target.
9	Secure a specific location ahead of another group’s arrival.
10	Harass the opponent to deplete their resources or keep them occupied.
11	Destroy a piece of architecture, a statue, a shrine, or a weapon.
12	Investigate a situation to confirm or deny existing information.

PHASED BATTLES

Make battles by shifting the nature of its enemies or environment mid-combat:

- Change the Terms of Engagement
- Alter the Environment
- Evolve the Opposition

USING DOWNTIME

Use downtime scenes as a pressure release valve to vary the intensity of the story and give the PCs room to breathe.

Empower your players to frame their own downtime scenes. Ask the players what it looks like as they tend to their wounds or unwind together, encouraging them to take the reins and work with other players whose characters are involved

PROJECTS DURING DOWNTIME

The Work on a Project downtime move requires more GM input than other downtime moves and is best suited for long-term endeavors the PCs wish to undertake.

These projects are typically tracked using a Progress Countdown. When deciding the starting value of the countdown, consider the complexity of the project, the availability of relevant tools, and the impact of the project on the story.

Simple projects advance their countdown each time a player uses the Work on a Project move, but complex projects require a roll.

EXTENDED DOWNTIME

When you fast-forward the story across an extended period, use montages to illustrate the passage of time. You gain 1d6 Fear per PC and advance any long-term countdowns as appropriate.

CAMPAIGN FRAMES

A campaign frame provides inspiration, tools, and mechanics to support a particular type of story at the table.

Every campaign frame has a complexity rating that indicates how much its mechanics deviate from or expand upon the Daggerheart core ruleset.

Each campaign frame includes the following sections.

- A **pitch** to present to players
- Suggestions and guidance on **tone, feel, themes, and touchstones**
- An overview of the campaign’s **background**
- Guidance for fitting **communities, ancestries, and classes** into the setting
- **Principles** for players and GMs to focus on during the campaign
- Unique setting **distinctions**
- An **inciting incident** to launch the campaign
- **Special mechanics** to use during the campaign
- **Questions to consider** during session zero

You can find each campaign frame map in the appendix of the core rulebook or at www.daggerheart.com/downloads.

THE WITHERWILD

When an invading nation attacks an ancient forest deity, a virulent overgrowth spreads throughout the land.

Designed by Carlos Cisco, Rowan Hall, & Spenser Starke

COMPLEXITY RATING: ●

THE PITCH

Read this section to your players to introduce them to the campaign.

Fanewick was once a place of great abundance and peace—dangerous to those unfamiliar with the land, but a cornucopia to those who respected its ways. When Haven invaded the wilds and forced the land into eternal spring, a dangerous bloom known as the Witherwild took hold and now threatens the lives of all who live there. In a Witherwild campaign, you’ll play unlikely heroes from humble beginnings who are reckoning with their newfound duty to save Fanewick’s people from dangerous corruption.

TONE & FEEL

Adventurous, Dynamic, Epic, Heroic, Thrilling, Uncanny, Whimsical

THEMES

Cultural Clash, Ends Justify Means, Grief, People vs. Nature, Transformation and Change, Survival

TOUCHSTONES

Princess Mononoke, The Legend of Zelda, The Dark Crystal, Nausicaä of the Valley of the Wind

OVERVIEW

If your group decides to play this campaign, give your players the following information before character creation.

Fanewick is a wild and untamed land, long avoided by outside forces. The woods are dark and twisting, filled with Faint Divinities who perform small miracles and services for its inhabitants, but are just as likely to lure travelers off narrow paths to their ruin. Seemingly harmless expanses of field hide bogs that engulf entire armies, consuming heavy artillery as quickly as it can cross the border. This wilderness fosters hardy people who are bold enough to raise families where others have not and strictly follow the unique rules that keep them safe. These Wicklings remained insulated from their neighbors’ wars until plague forced the people of Haven to desperate acts.

Haven was once the most powerful force in the region; for centuries, the high stone walls into the capital bore the phrase “The Godless Gate.” While the original meaning has been

lost to common knowledge, some dusty tomes and ancient records state that the founders of Haven wished to be free of the influence of the Faint Divinities that dominated the surrounding regions. They hatched a plan to kill one of the mightiest of these deities, known as **Shun’Aush the Granite Ophid**. While their exact method of deicide is forgotten, their victory ensured Haven’s dominance in the region for centuries to come. They made their home behind his remains, which became the mighty walls that Haven is known for.

But Shun’Aush would have his revenge. As the Havenites carved through his stone body, the fine dust left behind settled into the surrounding earth. There was a time of prosperity over many centuries while the scales of the god remained undisturbed. But progress is its own pressure. The growing population demanded increased productivity, and as farmers tilled deeper soil and miners hacked into hidden stone, the ancient stone dust rose to the surface. The same walls that brought the city security became the crucible that incubated a virulent plague.

Over the last two years, over half of Haven’s populace fell to a disease known as the **Serpent’s Sickness**. First, victims cough up dust. Soon after, their skin breaks out in a scaling rash. Finally, their body hardens—first the flesh, bones, and soft tissue, spreading until, finally, their organs ossify. Once within the organs, “the serpent” moves so quickly that sufferers petrify where they stand, filling Haven with statues of victims in their last moments of agony.

The High Magus of Haven, **Archmage Phylax**, discovered a rare red flower called the crimson lady’s veil that could cure the Serpent’s Sickness. These buds grow prolifically across Fanewick in the spring—but for every ten thousand of the common white-petaled blossoms, only one red flower blooms.

Desperate to save their people from the plague, Haven invaded Fanewick to amass the scarce red buds. Their forces plunged into the deep wood and, under the guidance of Archmage Phylax, plucked out the **Reaping Eye** from the most powerful Faint Divinity that protected the land: **The Great Owl Nikta**, the Shepherd of the Seasons. The Shepherd kept Fanewick in balance by turning her eyes upon the land, first for ripening, then ruination. Thus Nikta maintained the cycle of seasons—of growth and decay, of death and rebirth. With her Reaping Eye removed, Nikta can only watch over Fanewick with the **Sowing Eye**, forcing the land into everlasting spring.

In the year since, Haven has conquered the bogs, turning them into fields to harvest red flowers. The endless growth that once seemed like a gift quickly evolved into a scourge known as the **Witherwild**—Fanewick’s flora and fauna flourished, unchecked and uncontrolled. Animals swell to massive size; trees warp, twist, and begin to hunt people; and vines creep along the forest floor, strangling all they touch. This explosive growth is unconquerable and unrelenting, with no force able to stop the burgeoning verdance for long.

Prior to the Serpent’s Sickness and the Shepherd’s endless growth, your party lived a peaceful life in Fanewick or a life of toil and conquest in Haven. But when the danger demands a response, even the unprepared—and unwilling—must make a stand.

COMMUNITIES

All communities are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players and choose one or more of the questions to ask them during your session zero.

LOREBORNE AND HIGHBORNE

In Fanewick, knowledge is the most valuable commodity, and those who have expertise have the most power. This economy of information functions primarily through gifting and trading, and wisdom would be considered acceptable collateral for a weapon or warm meal. As such, loreborne community members are the wealthiest in Fanewick and might be smaller, distinct groups of hunters, historians, or artisans within larger villages.

What knowledge did your community teach you that you must now protect or share?

What are you able to accomplish because of your upbringing that others outside your community do not understand?

You once traded important knowledge for something terrible. What did you impart and what did you gain in return?

In Haven, the wealthiest members are highborne, having inherited riches built in the walled city over generations. While the highborne of Haven were more insulated from the Serpent’s Sickness, none were immune.

Who have you lost to the Serpent’s Sickness? How did it affect you?

How did your family make their wealth? Have you rejected or embraced their core set of ethics?

You grew up in a world of abundance but were kept from learning something about the world. What was this knowledge and when did you discover it?

RIDGEBORNE, UNDERBORNE, AND WILDBORNE

Characters from these communities were likely raised in Fanewick’s deadly environs, which have only become more dangerous as the Witherwild grows. Each community has unique customs, some freely shared and others kept secret, that allow them safe passage through dangerous terrain and the Faint Divinities’ territories.

In exchange for protection from the Witherwild for themselves and their families, some Wicklings from these groups have been forced to take jobs as farmers in Haven’s flower fields. Though it is backbreaking work performed for a nation destroying their land, the farmers are offered safety by the Haven fires that burn back the ever-creeping Witherwild.

What Faint Divinities do you give tribute to, and how have you been rewarded in kind?

You displeased a god of Fanewick. What did you do, and what misfortune befell you or a loved one?

You fled the place of your birth. What circumstances drove you to leave?

ORDERBORNE

Players might choose to build orderborne characters if they want to play current or former members of the Haven Army that invaded Fanewick. Though the army brings violence into this land, they also carry overwhelming grief for a homeland succumbing to disease.

What regrets do you carry with you from your conquest of foreign soil?

What kindness did an enemy combatant bestow upon you in an hour of need? How did this change your view of the people of Fanewick?

You were charged with planting a rumor in a Fanewick community. What is the rumor, and do you plan to carry out this mission?

SLYBORNE

As the Haven Army is the current martial power in Fanewick, those who wish to play slyborne characters might come from Fanewick rebel groups seeking to expel the invading forces from their lands. Depending on the tactics their group employs, a character from a slyborne community might align with or go against their upbringing.

Who among the Haven Army do you wish to exact revenge upon and why?

You joined an insurgent group working to free this land from Haven’s grasp. What has given you doubts about the leadership’s methods?

Someone you love is a member of the Haven Army. How have you used your position in the rebellion to protect them?

SEABORNE

Both Fanewick and Haven have a coastal border. The majority of Fanewick’s seaborne communities live in small seaside groups and focus on local travel to neighboring regions, while Havenites tend to live in large ports that ship and receive goods from distant lands.

You recently traveled by sea over a vast distance. What went terribly wrong on that passage, and how has it changed you?

Growing up on the sea taught you a skill few have. What did you learn, and how did it save your life?

You used to sail with a companion. Who were they, and how do you remain connected?

WANDERBORNE

Wanderborne communities can be found in both Fanewick and Haven, though safe travel has been severely restricted due to the military occupation and the expansion of the Witherwild. Whether a wanderborne character comes from Fanewick, Haven, or elsewhere, the player should determine their character’s personal views on the invasion of Fanewick, and how that aligns or departs from their community’s views.

What do you do to keep your small community safe, independent, and hidden from Haven’s forces?

Because of your community’s transience, you have loved ones in both Fanewick and Haven. How has this affected your relationship with the invasion?

Your community travels to protect something. What is it, and why does it keep you from settling down?

ANCESTRIES

All ancestries are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players.

CLANKS

Clanks from Haven are commonly made from iron and steel, while clanks from Fanewick are typically constructed from wood and stone.

FUNGRIL

Since the Witherwild spread throughout Fanewick, some fungril inhabiting the forests have grown noticeably larger than fungril from other regions.

DRAKONA, FAUNS, FIRBOLGS, AND INFERNIS

After the Witherwild corrupted Fanewick, some drakona, fauns, firbolgs, and infernis have noticed their horns growing faster and longer.

GALAPA AND RIBBETS

Many families of galapa and ribbets who lived in the bogs of Fanewick were displaced when Haven’s army invaded.

Havenites and the Serpent’s Sickness

Anyone, but especially those from Haven, may carry the Serpent’s Sickness, which stiffens their movements and gives them limited time to survive without a cure.

CLASSES

All classes are available, but some have unique aspects within a Witherwild campaign. As needed, provide the following information to your players.

Druids, Rangers, and Sorcerers

Druids, rangers, and sorcerers are commonly found throughout Fanewick. If players choose one of these classes, they should consider how their character’s connection to the natural world might be impacted by the Witherwild.

WARRIORS AND WIZARDS

Warriors and wizards are prevalent in Haven. A large wizarding school in Haven teaches fighters and healers, and the Haven Army is largely composed of warriors and School of War wizards. If a PC is either of these classes, consider their personal relationship to the Haven Army.

VENGEANCE GUARDIAN

Many Wicklings who seek revenge on Haven or to expel them from Fanewick become Vengeance guardians. If players choose this subclass, they should consider what ideals or institutions their character protects.

SYNDICATE ROGUE

The Haven Army sends spies into Fanewick communities to gain information on planned attacks and manipulate public perception. When selecting the Syndicate rogue subclass, players should consider how their character might be connected to or impacted by these covert operatives.

PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

MAKE THE INVASION PERSONAL

Consider how Haven’s invasion of Fanewick deeply impacts your character. Let these details inform what they want and what they’re willing to do to get it. Everyone has lost a loved one to the Witherwild or the Serpent’s Sickness, and more are dying by the day. Consider how the growing conflict caused your character to act in ways they aren’t proud of, or transformed personal truths they once believed were unshakable.

TREAT DEATH WITH IMPORTANCE

Taking a life should not be done without consideration, desperation, and consequences. As your character journeys, they should remember those they’ve lost and those they’ve slain, allowing each death to affect their choices in the future.

EMBRACE VULNERABILITY

Find your character’s humanity and showcase it whenever you can. They should be as vulnerable during quiet moments as they are vicious during violent ones, opening up to their allies even if they close themselves off to everyone else.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

PAINT THE WORLD IN CONTRAST

Subvert expectations by giving space for the nightmarish to charm and the beautiful to terrify. Give the PCs visions of the natural beauty of Fanewick that has run roughshod across the region, breaking the bounds of the bogs and forests and devastating homes and communities. Show the grim and ordered life behind Haven’s walls, but also show the culture, art, and progress that has come out of centuries of safety. Contrast the capricious nature of the Faint Divinities with the devotion of the Wicklings and Havenites fighting to save their home. In a place of long nights and days, dual seasons, and two nations in conflict, look for ways to highlight bold dualities.

SHOW THEM TRUE DANGER

Though it may be tragic, bodily harm is not the worst tragedy that can befall the characters. To illustrate what’s truly at stake, use the PCs’ origins in Fanewick or Haven to show them what they stand to lose, be it their homes, family, friends, communities, or even their core truths and beliefs. The events of this campaign may change, threaten, or destroy these aspects of their past—when your players create and are invested in their character’s backstory, they have something to fight for.

OFFER ALTERNATIVES TO VIOLENCE

By illuminating nonviolent approaches to problem-solving, the PCs can help break the brutal cycle that binds this world. For example, showing compassion—rather than swordpoint—to a corrupted beast can free them from the Witherwild. Similarly, the conflict between Haven and Fanewick shouldn’t only be solved with blood and blade. What threatens both could also unify them. Give the PCs opportunities to mend old wounds, right past wrongs, and heal the rift between Haven and Fanewick from within.

CREATE MULTIDIMENSIONAL ALLIES AND ADVERSARIES

No adversary or ally is all good or all bad, and they each have multidimensional lives. Even the most congenial ally should be hiding darkness inside them, hoping their failings will go undiscovered. Those painted as evil should sometimes do the right thing, even if it’s for the wrong reason. Just because a PC or NPC is from Haven doesn’t make them a villain, and, conversely, not all the inhabitants of Fanewick are virtuous. Finding the nuance, complications, and deeper motivations of the people of Haven and Fanewick will lead to richer interactions, more complex moral choices, and a deeper sense of attachment to the world for the players.

DISTINCTIONS

Use this information to prepare your campaign. You can also share it with your players as needed.

THE WEEKS OF DAY AND NIGHT

The day and night cycle occurs weekly, meaning the sun rises for an entire week before setting into a nighttime of the same length. This has an impact on everything from agriculture to trade, as many merchants refuse to travel through the night.

But this cycle doesn’t just affect Wicklings, it’s dictated how Fanewick’s wondrous ecology has evolved. Days and nights are accompanied by entirely different natural soundscapes as Fanewick’s nocturnal denizens sleep through the long days and stalk the woods in times of darkness while their diurnal counterparts sleep. The plants similarly live on this strange day-night loop, and many live out their entire life cycles in a week. Sun rose vines make a thorny ascent to the top of the tree canopy over the course of the week, only to wilt under the light of the moon. Conversely, night bloom, a bioluminescent flower that emits the smell of burnt sugar and decay, only blossoms when evening falls, illuminating patches of forest—a godsend to anyone forced to travel in the dark.

THE SERPENT’S SICKNESS

The plague sweeping across Haven spares no one. Since the initial outbreak, Haven officials have worked tirelessly to quarantine those in the early stages of the disease, but this effort has done little to stop its spread. Due to the rarity of crimson lady’s veil, many citizens began to carry or consume all manner of flowers and snake sheddings in an attempt to protect or cure themselves.

In the initial stages, victims are afflicted with a hacking cough laden with dust that resembles powdered bone. Then a scaled rash erupts across their skin, cracking their flesh in a unique and painful pattern that resembles a snake’s skin. Not long after, the victims’ bodies harden until their organs solidify and cease to function. The final stages of the Serpent’s Sickness is so quick that many transform into statues where they stand, leaving all of Haven a cenotaph to a once-great power.

LADY’S VEIL

These small flowers grow in patches of sun throughout Fanewick. For every ten thousand blossoms of white-petaled flowers, one blooms a unique and vibrant red. These flowers have long been used in herbal teas across the region, with the crimson flowers holding a place in specific ceremonies. Even so, they were only foraged until the Havenites discovered crimson lady’s veil—the only known cure for Serpent’s Sickness.

Thus, the Haven Army invaded Fanewick and began cultivating the flowers on massive farms that have overtaken the region’s bogs. Though the theft of the Reaping Eye has created an indefinite growing season, the red flowers remain just as rare, and Fanewick is permeated by a sickly sweet smell as the Haven Army races to mass-produce a cure for the Serpent’s Sickness.

THE WITHERWILD

This corruption, empowered by the endless spring, is spreading throughout Fanewick. Some believe the overgrowth began in the forest, while others claim it sprang from the bogs. But no matter its origins, this flourishing malignancy induces horrific changes and massive growth on anything it touches, transforming them into Withered beings. Plants spring to life with a desire to consume all around them. Animals grow to immense proportions, with onerous dispositions to match their exaggerated teeth, tusks, and claws. Even harmless creatures that were once hunted for food have become dangerous and formidable adversaries.

When a person is corrupted by the Witherwild, either from a purposeful attack or accidental harm (see the upcoming “Corruption from the Witherwild” section), they are transformed. They become a nightmarish hybrid—their body warped and intertwined with plant or beast. The Witherwild slowly replaces the personality of its victims with the same drive to consume exhibited by the rest of the corrupted Fanewick. Though the Withered may retain a semblance of who they are for a time, they eventually face the final loss of their personhood. Some Wicklings believe the Withered are gifted this power by Nikta’s wrath to drive the forces of Haven from Fanewick and return the Shepherd’s Reaping Eye.

THE GODS OF FANEWICK

Gods in this land aren’t ethereal concepts that exist in another realm; instead, they wander the land as incarnate beings, residing in both the natural world as well as within homes and small villages. As such, they’re generally present in Wicklings’ lives. Many communities, and some larger families, even have their own small god or tutelary spirit who watches over them.

Belief and worship take on a different meaning in Fanewick—there is a constant push and pull between the goals of people and their deific neighbors. The gods must curry worship from mortals, often by performing small miracles, acts of service, or by testing their resolve with tricks and curses. Mortals rely on the small blessings from the gods to keep them safe when traveling and working in Fanewick. The most powerful and widely acknowledged Faint Divinity is the Shepherd of Seasons, Nikta, as the loss of her eye had the most recent and visible impact on everyone in Fanewick.

Fanewick’s various divinities each have their own opinion concerning the Witherwild corruption. While some enjoy nature’s newfound dominance, many of the lesser deities are wary of how out of balance Fanewick has become. While their behavior and motives may be inscrutable, these deities are more accessible than gods who watch from on high.

Fulg, Stacker of Stones: A small god who favors tribute in the form of smooth, stacked river rocks. Under his power, bivalves and limpets grow abundantly on rocks where they can be easily harvested. He is largely uninformed about the problems Fanewick faces, and he prefers it that way.

Hyacynis, They Who Spread Small Blossoms: A friend of bees and tiny flowers who has embraced the Witherwild after seeing their influence and domain swell (literally) to immense proportions. They’re enjoying this rampant growth and do not see a reason to end it.

Ikla, the Sky Painter: Ikla’s artistic prowess and talent are unmatched, painting the skies of each weekly sunrise and sunset over Fanewick in a myriad of scintillating colors. They could not be lazier the rest of the week, and their demeanor is exceedingly unpleasant, offended that anyone would ask a favor of them during their time off.

Oove, the Watcher of the Night Bloom: He is one of the few local gods who has never been seen, but he is often heard in the wilds at night, whispering directions to lost travelers, pointing them to the nearest source of night bloom. Locals claim he leads those who displease him or harm nocturnal creatures into dangerous terrain. It’s rumored that he watches over Fanewick nights from his home on the moon.

Qui’Gar, Whispered Sweetness for a Thorny End: A quiet god who presides over the deaths of those who pass in thorny bushes and briar patches. Traditionally, she doesn’t receive many visitors, but the Witherwild’s corruptive growth has made her job harder and upended her quiet existence.

Rohkin, the Wandering Horn: Rohkin watches over the many herds of horned creatures that reside in Fanewick. In happier times, he preserved the balance of nature and civilization, preventing overhunting. But since the corruption of the Witherwild has taken hold, he’s seen his herds change into unrecognizable, dangerous beasts.

These are but a small slice of the hundreds, if not thousands, of Faint Divinities lurking, relaxing, hunting, and playing throughout Fanewick.

What Faint Divinities do the PCs acknowledge and pay tribute to, if any?

How has the Witherwild changed the outlook, personality, and dispositions of the Faint Divinities the characters encounter?

Which gods ally themselves with Haven to preserve the endless spring? Which align with Fanewick?

THE INCITING INCIDENT

You can use the prompt below to start your campaign, or create your own.

The Reaping Eye is stowed in a secure vault beneath the central tower of Haven’s wizarding school, seemingly impossible to recover. A secretive and dangerous rebel group, led by a mysterious figure known only as the **Fanewraith** (she/her), has hatched a plan to end the curse of the Witherwild: find the Great Owl, Nikta, and pluck out the Sowing Eye. While this may solve the immediate problem, the long-term consequences are not being considered, just as they weren’t when Haven invaded.

Haven’s beleaguered spymaster, **Kreil Dirn** (he/him), is not a popular person in Haven. He is responsible for rooting out insurgents, stopping schemes before they have a chance to start, and keeping a close watch on Haven’s internal activities. Kreil has never agreed—at least not openly—with **Archmage**

Phylax’s (they/them) decision to steal the Reaping Eye, and the consequences they’ve all paid for that decision have been grimly vindicating.

Recently, Kreil uncovered the Fanewraith’s plot and is horrified by the possibility of her success. Knowing he can’t send a troop of Haven soldiers deep into the woods to hunt down and stop the Fanewraith from stealing the Sowing Eye, Kreil uses his vast network of informants and spies to find a group of adventurers who can bring the Fanewraith to swift justice.

The party is sent an invitation from Haven to meet with Kreil. But is his information correct? Does he have his own motivation or secret ambition? Whether they come from Fanewick or Haven, the party must extend some trust to a person who is equally as dangerous and mercurial as the “enemy” they pursue. And what will they do when they find the Fanewraith? Bring her to justice? Side with her? Attempt to recover the Reaping Eye?

Kreil advises the party to start their hunt for the Fanewraith in the treetop village of Alula, where he suspects she runs her operation.

CAMPAIGN MECHANICS

The following mechanics are unique to this campaign.

CORRUPTION FROM THE WITHERWILD

Adversaries and environments in this campaign can gain an additional type called Withered. When an adversary is Withered, describe how the Witherwild changed or impacted how they would normally appear or operate. You also need about 20 Wither tokens (these can be the same as the tokens you use for Fear).

Any time a PC takes Severe damage from a Withered adversary or environment, gain a Wither token and place it on that PC’s character sheet. When you do, the PC must roll their Fear Die. If they roll equal to or below the number of Wither tokens on their sheet, they immediately gain a scar and clear all tokens, describing how the Witherwild changes them permanently.

At the end of each session, clear all Wither tokens from the PCs’ sheets and gain an equal amount of Fear. If a character ever dies with Wither tokens on their sheet, their body is permanently taken over by the Witherwild.

SESSION ZERO QUESTIONS

Ask any of these questions to your players, or make your own.

What dangerous animal comes out during the week of night that isn’t out during the week of day?

What unique trait (such as appearance, smell, or taste) does anything tainted by the Witherwild have?

What superstitions does your character or their community have about traversing Fanewick during the long nights?

Your character has witnessed something beautiful that came from the Witherwild. What is it and how has it transformed their view of the corruption?

APPENDIX

This section contains additional information and reference sheets.

DOMAIN CARD REFERENCE

ARCANA DOMAIN

RUNE WARD

Level 1 Arcana Spell
Recall Cost: 0

You have a deeply personal trinket that can be infused with protective magic and held as a ward by you or an ally. Describe what it is and why it’s important to you. The ward’s holder can spend a Hope to reduce incoming damage by **1d8**.

If the Ward Die result is 8, the ward’s power ends after it reduces damage this turn. It can be recharged for free on your next rest.

UNLEASH CHAOS

Level 1 Arcana Spell
Recall Cost: 1

At the beginning of a session, place a number of tokens equal to your Spellcast trait on this card.

Make a **Spellcast Roll** against a target within Far range and spend any number of tokens to channel raw energy from within yourself to unleash against them. On a success, roll a number of **d10s** equal to the tokens you spent and deal that much magic damage to the target. **Mark a Stress** to replenish this card with tokens (up to your Spellcast trait).

At the end of each session, clear all unspent tokens.

WALL WALK

Level 1 Arcana Spell
Recall Cost: 1

Spend a Hope to allow a creature you can touch to climb on walls and ceilings as easily as walking on the ground. This lasts until the end of the scene or you cast Wall Walk again

CINDER GRASP

Level 2 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Melee range. On a success, the target instantly bursts into flames, takes **1d20+3** magic damage, and is temporarily lit *On Fire*.

When a creature acts while *On Fire*, they must take an extra **2d6** magic damage if they are still *On Fire* at the end of their action.

FLOATING EYE

Level 2 Arcana Spell
Recall Cost: 0

Spend a Hope to create a single, small floating orb that you can move anywhere within Very Far range. While this spell is active, you can see through the orb as though you’re looking out from its position. You can transition between using your own senses and seeing through the orb freely. If the orb takes damage or moves out of range, the spell ends.

COUNTERSPELL

Level 3 Arcana Spell
Recall Cost: 2

You can interrupt a magical effect taking place by making a reaction roll using your Spellcast trait. On a success, the effect stops and any consequences are avoided, and this card is placed in your vault.

FLIGHT

Level 3 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (15)**. On a success, place a number of tokens equal to your Agility on this card (minimum 1). When you make an action roll while flying, spend a token from this card. After the action that spends the last token is resolved, you descend to the ground directly below you.

BLINK OUT

Level 4 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll (12)**. On a success, **spend a Hope** to teleport to another point you can see within Far range. If any willing creatures are within Very Close range, **spend an additional Hope** for each creature to bring them with you.

PRESERVATION BLAST

Level 4 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll** against all targets within Melee range. Targets you succeed against are forced back to Far range and take **d8+3** magic damage using your Spellcast trait.

CHAIN LIGHTNING

Level 5 Arcana Spell
Recall Cost: 1

Mark 2 Stress to make a **Spellcast Roll**, unleashing lightning on all targets within Close range. Targets you succeed against must make a reaction roll with a Difficulty equal to the result of your Spellcast Roll. Targets who fail take **2d8+4** magic damage. Additional adversaries not already targeted by Chain Lightning and within Close range of previous targets who took damage must also make the reaction roll. Targets who fail take **2d8+4** magic damage. This chain continues until there are no more adversaries within range.

■ PREMONITION

Level 5 Arcana Spell
Recall Cost: 2

You can channel arcane energy to have visions of the future. Once per long rest, immediately after the GM conveys the consequences of a roll you made, you can rescind the move and consequences like they never happened and make another move instead.

■ RIFT WALKER

Level 6 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. On a success, you place an arcane marking on the ground where you currently stand. The next time you successfully cast Rift Walker, a rift in space opens up, providing safe passage back to the exact spot where the marking was placed. This rift stays open until you choose to close it or you cast another spell.

You can drop the spell at any time to cast Rift Walker again and place the marking somewhere new.

■ TELEKINESIS

Level 6 Arcana Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Far range. On a success, you can use your mind to move them anywhere within Far range of their original position. You can throw the lifted target as an attack by making an additional Spellcast Roll against the second target you’re trying to attack. On a success, deal **d12+4** physical damage to the second target using your Proficiency. This spell then ends.

■ ARCANA-TOUCHED

Level 7 Arcana Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Arcana domain, gain the following benefits:

- +1 bonus to your Spellcast Rolls
- Once per rest, you can switch the results of your Hope and Fear Dice.

■ CLOAKING BLAST

Level 7 Arcana Spell
Recall Cost: 2

When you make a successful **Spellcast Roll** to cast a different spell, you can **spend a Hope** to become *Cloaked*. While *Cloaked*, you remain unseen if you are stationary when an adversary moves to where they would normally see you. When you move into or within an adversary’s line of sight or make an attack, you are no longer *Cloaked*.

■ ARCANE REFLECTION

Level 8 Arcana Spell
Recall Cost: 1

When you would take magic damage, you can **spend any number of Hope** to roll that many **d6s**. If any roll a 6, the attack is reflected back to the caster, dealing the damage to them instead.

■ CONFUSING AURA

Level 8 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (14)**. Once per long rest on a success, you create a layer of illusion over your body that makes it hard to tell exactly where you are. **Mark any number of Stress** to make that many additional layers. When an adversary makes an attack against you, roll a number of **d6s** equal to the number of layers currently active. If any roll a 5 or higher, one layer of the aura is destroyed and the attack fails. If all the results are 4 or lower, you take the damage and this spell ends

■ EARTHQUAKE

Level 9 Arcana Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per rest on a success, all targets within Very Far range who aren’t flying must make a Reaction Roll (18). Targets who fail take **3d10+8** physical damage and are temporarily *Vulnerable*. Targets who succeed take half damage.

Additionally, when you succeed on the Spellcast Roll, all terrain within Very Far range becomes difficult to move through and structures within this range might sustain damage or crumble.

■ SENSORY PROJECTION

Level 9 Arcana Spell
Recall Cost: 0

Once per rest, make a **Spellcast Roll (15)**. On a success, drop into a vision that lets you clearly see and hear any place you have been before as though you are standing there in this moment. You can move freely in this vision and are not constrained by the physics or impediments of a physical body. This spell cannot be detected by mundane or magical means. You drop out of this vision upon taking damage or casting another spell.

■ ADJUST REALITY

Level 10 Arcana Spell
Recall Cost: 1

After you or a willing ally make any roll, you can **spend 5 Hope** to change the numerical result of that roll to a result of your choice instead. The result must be plausible within the range of the dice.

■ FALLING SKY

Level 10 Arcana Spell
Recall Cost: 1

Make a **Spellcast Roll** against all adversaries within Far range. **Mark any number of Stress** to make shards of arcana rain down from above. Targets you succeed against take **1d20+2** magic damage for each Stress marked.

BLADE DOMAIN

■ GET BACK UP

Level 1 Blade Ability
Recall Cost: 1

When you take Severe damage, you can **mark a Stress** to reduce the severity by one threshold.

■ NOT GOOD ENOUGH

Level 1 Blade Ability
Recall Cost: 1

When you roll your damage dice, you can reroll any 1s or 2s.

■ WHIRLWIND

Level 1 Blade Ability
Recall Cost: 0

When you make a successful attack against a target within Very Close range, you can **spend a Hope** to use the attack against all other targets within Very Close range. All additional adversaries you succeed against with this ability take half damage.

■ A SOLDIER’S BOND

Level 2 Blade Ability
Recall Cost: 1

Once per long rest, when you compliment someone or ask them about something they’re good at, you can both gain 3 Hope.

■ RECKLESS

Level 2 Blade Ability
Recall Cost: 1

Mark a Stress to gain advantage on an attack.

■ SCRAMBLE

Level 3 Blade Ability
Recall Cost: 1

Once per rest, when a creature within Melee range would deal damage to you, you can avoid the attack and safely move out of Melee range of the enemy.

■ VERSATILE FIGHTER

Level 3 Blade Ability
Recall Cost: 1

You can use a different character trait for an equipped weapon, rather than the trait the weapon calls for.

When you deal damage, you can **mark a Stress** to use the maximum result of one of your damage dice instead of rolling it.

■ DEADLY FOCUS

Level 4 Blade Ability
Recall Cost: 2

Once per rest, you can apply all your focus toward a target of your choice. Until you attack another creature, you defeat the target, or the battle ends, gain a +1 bonus to your Proficiency.

■ FORTIFIED ARMOR

Level 4 Blade Ability
Recall Cost: 0

While you are wearing armor, gain a +2 bonus to your damage thresholds.

■ CHAMPION’S EDGE

Level 5 Blade Ability
Recall Cost: 1

When you critically succeed on an attack, you can **spend up to 3 Hope** and choose one of the following options for each Hope spent:

- You clear a Hit Point.
- You clear an Armor Slot.
- The target must mark an additional Hit Point.

You can’t choose the same option more than once.

■ VITALITY

Level 5 Blade Ability
Recall Cost: 0

When you choose this card, permanently gain two of the following benefits:

- One Stress slot
- One Hit Point slot
- +2 bonus to your damage thresholds

Then place this card in your vault permanently.

■ BATTLE-HARDENED

Level 6 Blade Ability
Recall Cost: 2

Once per long rest when you would make a Death Move, you can **spend a Hope** to clear a Hit Point instead.

■ RAGE UP

Level 6 Blade Ability
Recall Cost: 1

Before you make an attack, you can **mark a Stress** to gain a bonus to your damage roll equal to twice your Strength.

You can Rage Up twice per attack.

■ BLADE-TOUCHED

Level 7 Blade Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Blade domain, gain the following benefits:

- +2 bonus to your attack rolls
- +4 bonus to your Severe damage threshold

■ GLANCING BLOW

Level 7 Blade Ability
Recall Cost: 1

When you fail an attack, you can **mark a Stress** to deal weapon damage using half your Proficiency.

■ BATTLE CRY

Level 8 Blade Ability
Recall Cost: 2

Once per long rest, while you’re charging into danger, you can muster a rousing call that inspires your allies. All allies who can hear you each clear a Stress and gain a Hope. Additionally, your allies gain advantage on attack rolls until you or an ally rolls a failure with Fear.

■ FRENZY

Level 8 Blade Ability
Recall Cost: 3

Once per long rest, you can go into a *Frenzy* until there are no more adversaries within sight.

While *Frenzied*, you can't use Armor Slots, and you gain a +10 bonus to your damage rolls and a +8 bonus to your Severe damage threshold.

■ GORE AND GLORY

Level 9 Blade Ability
Recall Cost: 2

When you critically succeed on a weapon attack, gain an additional Hope or clear an additional Stress.

Additionally, when you deal enough damage to defeat an enemy, gain a Hope or clear a Stress.

■ REAPER’S STRIKE

Level 9 Blade Ability
Recall Cost: 3

Once per long rest, **spend a Hope** to make an attack roll. The GM tells you which targets within range it would succeed against. Choose one of these targets and force them to mark 5 Hit Points.

■ BATTLE MONSTER

Level 10 Blade Ability
Recall Cost: 0

When you make a successful attack against an adversary, you can **mark 4 Stress** to force the target to mark a number of Hit Points equal to the number of Hit Points you currently have marked instead of rolling for damage.

■ ONSLAUGHT

Level 10 Blade Ability
Recall Cost: 3

When you successfully make an attack with your weapon, you never deal damage beneath a target's Major damage threshold (the target always marks a minimum of 2 Hit Points).

Additionally, when a creature within your weapon's range deals damage to an ally with an attack that doesn't include you, you can **mark a Stress** to force them to make a Reaction Roll (15).

On a failure, the target must mark a Hit Point.

BONE DOMAIN

■ DEFT MANEUVERS

Level 1 Bone Ability
Recall Cost: 0

Once per rest, **mark a Stress** to sprint anywhere within Far range without making an Agility Roll to get there.

If you end this movement within Melee range of an adversary and immediately make an attack against them, gain a +1 bonus to the attack roll.

■ I SEE IT COMING

Level 1 Bone Ability
Recall Cost: 1

When you're targeted by an attack made from beyond Melee range, you can **mark a Stress** to roll a **d4** and gain a bonus to your Evasion equal to the result against the attack.

■ UNTOUCHABLE

Level 1 Bone Ability
Recall Cost: 1

Gain a bonus to your Evasion equal to half your Agility.

■ FEROCITY

Level 2 Bone Ability
Recall Cost: 2

When you cause an adversary to mark 1 or more Hit Points, you can **spend 2 Hope** to increase your Evasion by the number of Hit Points they marked. This bonus lasts until after the next attack made against you.

■ STRATEGIC APPROACH

Level 2 Bone Ability
Recall Cost: 1

After a long rest, place a number of tokens equal to your Knowledge on this card (minimum 1). The first time you move within Close range of an adversary and make an attack against them, you can spend one token to choose one of the following options:

- You make the attack with advantage.
- You clear a Stress on an ally within Melee range of the adversary.
- You add a **d8** to your damage roll.

When you take a long rest, clear all unspent tokens.

■ BRACE

Level 3 Bone Ability
Recall Cost: 1

When you mark an Armor Slot to reduce incoming damage, you can **mark a Stress** to mark an additional Armor Slot.

■ TACTICIAN

Level 3 Bone Ability
Recall Cost: 1

When you Help an Ally, they can spend a Hope to add one of your Experiences to their roll alongside your advantage die.

When making a Tag Team Roll, you can roll a **d20** as your Hope Die.

■ BOOST

Level 4 Bone Ability
Recall Cost: 1

Mark a Stress to boost off a willing ally within Close range, fling yourself into the air, and perform an aerial attack against a target within Far range. You have advantage on the attack, add a **d10** to the damage roll, and end your move within Melee range of the target.

■ REDIRECT

Level 4 Bone Ability
Recall Cost: 1

When an attack made against you from beyond Melee range fails, roll a number of **d6s** equal to your Proficiency. If any roll a 6, you can **mark a Stress** to redirect the attack to damage an adversary within Very Close range instead.

■ KNOW THY ENEMY

Level 5 Bone Ability
Recall Cost: 1

When observing a creature, you can make an **Instinct Roll** against them. On a success, **spend a Hope** and ask the GM for one set of information about the target from the following options:

- Their unmarked Hit Points and Stress.
- Their Difficulty and damage thresholds.
- Their tactics and standard attack damage dice.
- Their features and Experiences.

Additionally on a success, you can **mark a Stress** to remove a Fear from the GM's Fear Pool.

■ SIGNATURE MOVE

Level 5 Bone Ability
Recall Cost: 1

Name and describe your signature combat move. Once per rest, when you perform this signature move as part of an action you're taking, you can roll a **d20** as your Hope Die. On a success, clear a Stress.

■ RAPID RIPOSTE

Level 6 Bone Ability
Recall Cost: 0

When an attack made against you from within Melee range fails, you can **mark a Stress** and seize the opportunity to deal the weapon damage of one of your active weapons to the attacker.

■ RECOVERY

Level 6 Bone Ability
Recall Cost: 1

During a short rest, you can choose a long rest downtime move instead. You can **spend a Hope** to let an ally do the same.

■ BONE-TOUCHED

Level 7 Bone Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Bone domain, gain the following benefits:

- +1 bonus to Agility
- Once per rest, you can **spend 3 Hope** to cause an attack that succeeded against you to fail instead.

■ CRUEL PRECISION

Level 7 Bone Ability
Recall Cost: 1

When you make a successful attack with a weapon, gain a bonus to your damage roll equal to either your Finesse or Agility.

■ BREAKING BLOW

Level 8 Bone Ability
Recall Cost: 3

When you make a successful attack, you can **mark a Stress** to make the next successful attack against that same target deal an extra **2d12** damage.

■ WRANGLE

Level 8 Bone Ability
Recall Cost: 1

Make an Agility Roll against all targets within Close range. **Spend a Hope** to move targets you succeed against, and any willing allies within Close range, to another point within Close range.

■ ON THE BRINK

Level 9 Bone Ability
Recall Cost: 1

When you have 2 or fewer Hit Points unmarked, you don't take Minor damage.

■ SPLINTERING STRIKE

Level 9 Bone Ability
Recall Cost: 3

Spend a Hope and make an attack against all adversaries within your weapon's range. Once per long rest, on a success against any targets, roll your weapon's damage and distribute that damage however you wish between the targets you succeeded against. Before you deal damage to each target, roll an additional damage die and add its result to the damage you deal to them.

■ DEATHRUN

Level 10 Bone Ability
Recall Cost: 1

Spend 3 Hope to run a straight path through the battlefield to a point within Far range, making an attack against all adversaries within your weapon's range along that path. Choose the order in which you deal damage to the targets you succeeded against. For the first, roll your weapon damage with a +1 bonus to your Proficiency. Then remove a die from your damage roll and deal the remaining damage to the next target. Continue to remove a die for each subsequent target until you have no more damage dice or adversaries.

You can't target the same adversary more than once per attack.

■ SWIFT STEP

Level 10 Bone Ability
Recall Cost: 2

When an attack made against you fails, clear a Stress. If you can't clear a Stress, gain a Hope.

CODEX DOMAIN

BOOK OF AVA

Level 1 Codex Grimoire
Recall Cost: 2

Power Push: Make a **Spellcast Roll** against a target within Melee range. On a success, they’re knocked back to Far range and take **d10+2** magic damage using your Proficiency.

Tava’s Armor: **Spend a Hope** to give a target you can touch a +1 bonus to their Armor Score until their next rest or you cast Tava’s Armor again.

Ice Spike: Make a **Spellcast Roll (12)** to summon a large ice spike within Far range. If you use it as a weapon, make the Spellcast Roll against the target’s Difficulty instead. On a success, deal **d6** physical damage using your Proficiency.

BOOK OF ILLIAT

Level 1 Codex Grimoire
Recall Cost: 2

Slumber: Make a **Spellcast Roll** against a target within Very Close range. On a success, they’re *Asleep* until they take damage or the GM spends a Fear on their turn to clear this condition.

Arcane Barrage: Once per rest, **spend any number of Hope** and shoot magical projectiles that strike a target of your choice within Close range. Roll a number of **d6s** equal to the Hope spent and deal that much magic damage to the target.

Telepathy: **Spend a Hope** to open a line of mental communication with one target you can see. This connection lasts until your next rest or you cast Telepathy again.

BOOK OF TYFAR

Level 1 Codex Grimoire
Recall Cost: 2

Wild Flame: Make a **Spellcast Roll** against up to three adversaries within Melee range. Targets you succeed against take **2d6** magic damage and must mark a Stress as flames erupt from your hand.

Magic Hand: You conjure a magical hand with the same size and strength as your own within Far range.

Mysterious Mist: Make a **Spellcast Roll (13)** to cast a temporary thick fog that gathers in a stationary area within Very Close range. The fog heavily obscures this area and everything in it.

BOOK OF SITIL

Level 2 Codex Grimoire
Recall Cost: 2

Adjust Appearance: You magically shift your appearance and clothing to avoid recognition.

Parallela: **Spend 2 Hope** to cast this spell on yourself or an ally within Close range. The next time the target makes an attack, they can hit an additional target within range that their attack roll would succeed against. You can only hold this spell on one creature at a time.

Illusion: Make a **Spellcast Roll (14)**. On a success, create a temporary visual illusion no larger than you within Close range that lasts for as long as you look at it. It holds up to scrutiny until an observer is within Melee range.

BOOK OF VAGRAS

Level 2 Codex Grimoire
Recall Cost: 2

Runic Lock: Make a **Spellcast Roll (15)** on an object you’re touching that can close (such as a lock, chest, or box). Once per rest on a success, you can lock the object so it can only be opened by creatures of your choice. Someone with access to magic and an hour of time to study the spell can break it.

Arcane Door: When you have no adversaries within Melee range, make a **Spellcast Roll (13)**. On a success, **spend a Hope** to create a portal from where you are to a point within Far range you can see. It closes once a creature has passed through it.

Reveal: Make a **Spellcast Roll**. If there is anything magically hidden within Close range, it is revealed.

BOOK OF KORVAX

Level 3 Codex Grimoire
Recall Cost: 2

Levitation: Make a **Spellcast Roll** to temporarily lift a target you can see up into the air and move them within Close range of their original position.

Recant: **Spend a Hope** to force a target within Melee range to make a Reaction Roll (15). On a failure, they forget the last minute of your conversation.

Rune Circle: **Mark a Stress** to create a temporary magical circle on the ground where you stand. All adversaries within Melee range, or who enter Melee range, take **2d12+4** magic damage and are knocked back to Very Close range.

BOOK OF NORAI

Level 3 Codex Grimoire
Recall Cost: 2

Mystic Tether: Make a **Spellcast Roll** against a target within Far range. On a success, they’re temporarily *Restrained* and must mark a Stress. If you target a flying creature, this spell grounds and temporarily *Restrains* them.

Fireball: Make a **Spellcast Roll** against a target within Very Far range. On a success, hurl a sphere of fire toward them that explodes on impact. The target and all creatures within Very Close range of them must make a Reaction Roll (13). Targets who fail take **d20+5** magic damage using your Proficiency. Targets who succeed take half damage.

BOOK OF EXOTA

Level 4 Codex Grimoire
Recall Cost: 3

Repudiate: You can interrupt a magical effect taking place. Make a reaction roll using your Spellcast trait. Once per rest on a success, the effect stops and any consequences are avoided.

Create Construct: **Spend a Hope** to choose a group of objects around you and create an animated construct from them that obeys basic commands. Make a **Spellcast Roll** to command them to take action. When necessary, they share your Evasion and traits and their attacks deal **2d10+3** physical damage. You can only maintain one construct at a time, and they fall apart when they take any amount of damage.

BOOK OF GRYNN

Level 4 Codex Grimoire
Recall Cost: 2

Arcane Deflection: Once per long rest, **spend a Hope** to negate the damage of an attack targeting you or an ally within Very Close range.

Time Lock: Target an object within Far range. That object stops in time and space exactly where it is until your next rest. If a creature tries to move it, make a **Spellcast Roll** against them to maintain this spell.

Wall of Flame: Make a **Spellcast Roll (15)**. On a success, create a temporary wall of magical flame between two points within Far range. All creatures in its path must choose a side to be on, and anything that subsequently passes through the wall takes **4d10+3** magic damage.

MANIFEST WALL

Level 5 Codex Spell
Recall Cost: 2

Make a **Spellcast Roll (15)**. Once per rest on a success, **spend a Hope** to create a temporary magical wall between two points within Far range. It can be up to 50 feet high and form at any angle. Creatures or objects in its path are shunted to a side of your choice. The wall stays up until your next rest or you cast Manifest Wall again.

TELEPORT

Level 5 Codex Spell
Recall Cost: 2

Once per long rest, you can instantly teleport yourself and any number of willing targets within Close range to a place you’ve been before. Choose one of the following options, then make a **Spellcast Roll (16)**:

- If you know the place very well, gain a +3 bonus.
- If you’ve visited the place frequently, gain a +1 bonus.
- If you’ve visited the place infrequently, gain no modifier.
- If you’ve only been there once, gain a –2 penalty.

On a success, you appear where you were intending to go. On a failure, you appear off course, with the range of failure determining how far off course.

BANISH

Level 6 Codex Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, roll a number of **d20s** equal to your Spellcast trait. The target must make a reaction roll with a Difficulty equal to your highest result. On a success, the target must mark a Stress but isn’t banished. Once per rest on a failure, they are banished from this realm.

When the PCs roll with Fear, the Difficulty gains a –1 penalty and the target makes another reaction roll. On a success, they return from banishment.

SIGIL OF RETRIBUTION

Level 6 Codex Spell
Recall Cost: 2

Mark an adversary within Close range with a sigil of retribution. The GM gains a Fear. When the marked adversary deals damage to you or your allies, place a **d8** on this card. You can hold a number of **d8s** equal to your level. When you successfully attack the marked adversary, roll the dice on this card and add the total to your damage roll, then clear the dice. This effect ends when the marked adversary is defeated or you cast Sigil of Retribution again.

BOOK OF HOMET

Level 7 Codex Grimoire
Recall Cost: 0

Pass Through: Make a **Spellcast Roll (13)**. Once per rest on a success, you and all creatures touching you can pass through a wall or door within Close range. The effect ends once everyone is on the other side.

Plane Gate: Make a **Spellcast Roll (14)**. Once per long rest on a success, open a gateway to a location in another dimension or plane of existence you’ve been to before. This gateway lasts until your next rest.

CODEX-TOUCHED

Level 7 Codex Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Codex domain, gain the following benefits:

- You can **mark a Stress** to add your Proficiency to a Spellcast Roll.
- Once per rest, replace this card with any card from your vault without paying its Recall Cost.

BOOK OF VYOLA

Level 8 Codex Grimoire
Recall Cost: 2

Memory Delve: Make a **Spellcast Roll** against a target within Far range. On a success, peer into the target’s mind and ask the GM a question. The GM describes any memories the target has pertaining to the answer.

Shared Clarity: Once per long rest, **spend a Hope** to choose two willing creatures. When one of them would mark Stress, they can choose between the two of them who marks it. This spell lasts until their next rest.

SAFE HAVEN

Level 8 Codex Spell
Recall Cost: 3

When you have a few minutes of calm to focus, you can **spend 2 Hope** to summon your Safe Haven, a large interdimensional home where you and your allies can take shelter. When you do, a magical door appears somewhere within Close range. Only creatures of your choice can enter. Once inside, you can make the entrance invisible. You and anyone else inside can always exit. Once you leave, the doorway must be summoned again.

When you take a rest within your own Safe Haven, you can choose an additional downtime move.

■ BOOK OF RONIN

Level 9 Codex Grimoire
Recall Cost: 4

Transform: Make a **Spellcast Roll (15)**. On a success, transform into an inanimate object no larger than twice your normal size. You can remain in this shape until you take damage.

Eternal Enervation: Once per long rest, make a **Spellcast Roll** against a target within Close range. On a success, they become permanently *Vulnerable*. They can't clear this condition by any means.

■ DISINTEGRATION WAVE

Level 9 Codex Spell
Recall Cost: 4

Make a **Spellcast Roll (18)**. Once per long rest on a success, the GM tells you which adversaries within Far range have a Difficulty of 18 or lower. **Mark a Stress** for each one you wish to hit with this spell. They are killed and can't come back to life by any means.

GRACE DOMAIN

■ DEFT DECEIVER

Level 1 Grace Ability
Recall Cost: 0

Spend a Hope to gain advantage on a roll to deceive or trick someone into believing a lie you tell them.

■ ENRAPTURE

Level 1 Grace Spell
Recall Cost: 0

Make a **Spellcast Roll** against a target within Close range. On a success, they become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. Once per rest on a success, you can **mark a Stress** to force the *Enraptured* target to mark a Stress as well.

■ INSPIRATIONAL WORDS

Level 1 Grace Ability
Recall Cost: 1

Your speech is imbued with power. After a long rest, place a number of tokens on this card equal to your Presence. When you speak with an ally, you can spend a token from this card to give them one benefit from the following options:

- Your ally clears a Stress.
- Your ally clears a Hit Point.
- Your ally gains a Hope.

When you take a long rest, clear all unspent tokens.

■ TELL NO LIES

Level 2 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, they can't lie to you while they remain within Close range, but they are not compelled to speak. If you ask them a question and they refuse to answer, they must mark a Stress and the effect ends. The target is typically unaware this spell has been cast on them until it causes them to utter the truth.

■ BOOK OF YARROW

Level 10 Codex Grimoire
Recall Cost: 2

Timejammer: Make a **Spellcast Roll (18)**. On a success, time temporarily slows to a halt for everyone within Far range except for you. It resumes the next time you make an action roll that targets another creature.

Magic Immunity: Spend 5 Hope to become immune to magic damage until your next rest.

■ TRANSCENDENT UNION

Level 10 Codex Spell
Recall Cost: 1

Once per long rest, **spend 5 Hope** to cast this spell on two or more willing creatures. Until your next rest, when a creature connected by this union would mark Stress or Hit Points, the connected creatures can choose who marks it.

■ TROUBLEMAKER

Level 2 Grace Ability
Recall Cost: 2

When you taunt or provoke a target within Far range, make a **Presence Roll** against them. Once per rest on a success, roll a number of **d4s** equal to your Proficiency. The target must mark Stress equal to the highest result rolled.

■ HYPNOTIC SHIMMER

Level 3 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll** against all adversaries in front of you within Close range. Once per rest on a success, create an illusion of flashing colors and lights that temporarily *Stuns* targets you succeed against and forces them to mark a Stress. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

■ INVISIBILITY

Level 3 Grace Spell
Recall Cost: 1

Make a **Spellcast Roll (10)**. On a success, **mark a Stress** and choose yourself or an ally within Melee range to become *Invisible*. An *Invisible* creature can't be seen except through magical means and attack rolls against them are made with disadvantage. Place a number of tokens on this card equal to your Spellcast trait. When the *Invisible* creature takes an action, spend a token from this card. After the action that spends the last token is resolved, the effect ends.

You can only hold Invisibility on one creature at a time.

■ SOOTHING SPEECH

Level 4 Grace Ability
Recall Cost: 1

During a short rest, when you take the time to comfort another character while using the Tend to Wounds downtime move on them, clear an additional Hit Point on that character. When you do, you also clear 2 Hit Points.

■ THROUGH YOUR EYES

Level 4 Grace Spell
Recall Cost: 1

Choose a target within Very Far range. You can see through their eyes and hear through their ears. You can transition between using your own senses or the target's freely until you cast another spell or until your next rest.

■ THOUGHT DELVER

Level 5 Grace Spell
Recall Cost: 2

You can peek into the minds of others. **Spend a Hope** to read the vague surface thoughts of a target within Far range. Make a **Spellcast Roll** against the target to delve for deeper, more hidden thoughts.

On a roll with Fear, the target might, at the GM's discretion, become aware that you're reading their thoughts.

■ WORDS OF DISCORD

Level 5 Grace Spell
Recall Cost: 1

Whisper words of discord to an adversary within Melee range and make a **Spellcast Roll (13)**. On a success, the target must mark a Stress and make an attack against another adversary instead of against you or your allies.

Once this attack is over, the target realizes what happened. The next time you cast Words of Discord on them, gain a –5 penalty to the Spellcast Roll.

■ NEVER UPSTAGED

Level 6 Grace Ability
Recall Cost: 2

When you mark 1 or more Hit Points from an attack, you can **mark a Stress** to place a number of tokens equal to the number of Hit Points you marked on this card. On your next successful attack, gain a +5 bonus to your damage roll for each token on this card, then clear all tokens.

■ SHARE THE BURDEN

Level 6 Grace Spell
Recall Cost: 0

Once per rest, take on the Stress from a willing creature within Melee range. The target describes what intimate knowledge or emotions telepathically leak from their mind in this moment between you. Transfer any number of their marked Stress to you, then gain a Hope for each Stress transferred.

■ ENDLESS CHARISMA

Level 7 Grace Ability
Recall Cost: 1

After you make an action roll to persuade, lie, or garner favor, you can **spend a Hope** to reroll the Hope or Fear Die.

■ GRACE-TOUCHED

Level 7 Grace Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Grace domain, gain the following benefits:

- You can **mark an Armor Slot** instead of marking a Stress.
- When you would force a target to mark a number of Hit Points, you can choose instead to force them to mark that number of Stress.

■ ASTRAL PROJECTION

Level 8 Grace Spell
Recall Cost: 0

Once per long rest, **mark a Stress** to create a projected copy of yourself that can appear anywhere you've been before.

You can see and hear through the projection as though it were you and affect the world as though you were there. A creature investigating the projection can tell it's of magical origin. This effect lasts until your next rest or your projection takes any damage.

■ MASS ENRAPTURE

Level 8 Grace Spell
Recall Cost: 3

Make a **Spellcast Roll** against all targets within Far range. Targets you succeed against become temporarily *Enraptured*. While *Enraptured*, a target's attention is fixed on you, narrowing their field of view and drowning out any sound but your voice. **Mark a Stress** to force all *Enraptured* targets to mark a Stress, ending this spell.

■ COPYCAT

Level 9 Grace Spell
Recall Cost: 3

Once per long rest, this card can mimic the features of another domain card of level 8 or lower in another player's loadout. **Spend Hope equal to half the card's level** to gain access to the feature. It lasts until your next rest or they place the card in their vault.

■ MASTER OF THE CRAFT

Level 9 Grace Ability
Recall Cost: 0

Gain a permanent +2 bonus to two of your Experiences or a permanent +3 bonus to one of your Experiences. Then place this card in your vault permanently.

■ ENCORE

Level 10 Grace Spell
Recall Cost: 1

When an ally within Close range deals damage to an adversary, you can make a **Spellcast Roll** against that same target. On a success, you deal the same damage to the target that your ally dealt. If your Spellcast Roll succeeds with Fear, place this card in your vault.

■ NOTORIOUS

Level 10 Grace Ability
Recall Cost: 0

People know who you are and what you've done, and they treat you differently because of it. When you leverage your notoriety to get what you want, you can **mark a Stress** before you roll to gain a +10 bonus to the result. Your food and drinks are always free wherever you go, and everything else you buy is reduced in price by one bag of gold (to a minimum of one handful).

This card doesn't count against your loadout's domain card maximum of 5 and can't be placed in your vault.

MIDNIGHT DOMAIN

PICK AND PULL

Level 1 Midnight Ability
Recall Cost: 0

You have advantage on action rolls to pick nonmagical locks, disarm nonmagical traps, or steal items from a target (either through stealth or by force).

RAIN OF BLADES

Level 1 Midnight Spell
Recall Cost: 1

Spend a Hope to make a **Spellcast Roll** and conjure throwing blades that strike out at all targets within Very Close range. Targets you succeed against take **d8+2** magic damage using your Proficiency.

If a target you hit is *Vulnerable*, they take an extra **1d8** damage.

UNCANNY DISGUISE

Level 1 Midnight Spell
Recall Cost: 0

When you have a few minutes to prepare, you can **mark a Stress** to don the facade of any humanoid you can picture clearly in your mind. While disguised, you have advantage on Presence Rolls to avoid scrutiny.

Place a number of tokens equal to your Spellcast trait on this card. When you take an action while disguised, spend a token from this card. After the action that spends the last token is resolved, the disguise drops.

MIDNIGHT SPIRIT

Level 2 Midnight Spell
Recall Cost: 1

Spend a Hope to summon a humanoid-sized spirit that can move or carry things for you until your next rest.

You can also send it to attack an adversary. When you do, make a **Spellcast Roll** against a target within Very Far range. On a success, the spirit moves into Melee range with that target. Roll a number of **d6s** equal to your Spellcast trait and deal that much magic damage to the target. The spirit then dissipates. You can only have one spirit at a time.

SHADOWBIND

Level 2 Midnight Spell
Recall Cost: 0

Make a **Spellcast Roll** against all adversaries within Very Close range. Targets you succeed against are temporarily *Restrained* as their shadow binds them in place.

CHOKEHOLD

Level 3 Midnight Ability
Recall Cost: 1

When you position yourself behind a creature who’s about your size, you can **mark a Stress** to pull them into a chokehold, making them temporarily *Vulnerable*.

When a creature attacks a target who is *Vulnerable* in this way, they deal an extra **2d6** damage.

VEIL OF NIGHT

Level 3 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, you can create a temporary curtain of darkness between two points within Far range. Only you can see through this darkness. You’re considered *Hidden* to adversaries on the other side of the veil, and you have advantage on attacks you make through the darkness. The veil remains until you cast another spell.

STEALTH EXPERTISE

Level 4 Midnight Ability
Recall Cost: 0

When you roll with Fear while attempting to move unnoticed through a dangerous area, you can **mark a Stress** to roll with Hope instead.

If an ally within Close range is also attempting to move unnoticed and rolls with Fear, you can **mark a Stress** to change their result to a roll with Hope.

GLYPH OF NIGHTFALL

Level 4 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Very Close range. On a success, **spend a Hope** to conjure a dark glyph upon their body that exposes their weak points, temporarily reducing the target’s Difficulty by a value equal to your Knowledge (minimum 1).

HUSH

Level 5 Midnight Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range. On a success, **spend a Hope** to conjure suppressive magic around the target that encompasses everything within Very Close range of them and follows them as they move.

The target and anything within the area is *Silenced* until the GM spends a Fear on their turn to clear this condition, you cast Hush again, or you take Major damage. While *Silenced*, they can’t make noise and can’t cast spells.

PHANTOM RETREAT

Level 5 Midnight Spell
Recall Cost: 2

Spend a Hope to activate Phantom Retreat where you’re currently standing. **Spend another Hope** at any time before your next rest to disappear from where you are and reappear where you were standing when you activated Phantom Retreat. This spell ends after you reappear.

DARK WHISPERS

Level 6 Midnight Spell
Recall Cost: 0

You can speak into the mind of any person with whom you’ve made physical contact. Once you’ve opened a channel with them, they can speak back into your mind. Additionally, you can **mark a Stress** to make a **Spellcast Roll** against them. On a success, you can ask the GM one of the following questions and receive an answer:

- Where are they?
- What are they doing?
- What are they afraid of?
- What do they cherish most in the world?

MASS DISGUISE

Level 6 Midnight Spell
Recall Cost: 0

When you have a few minutes of silence to focus, you can **mark a Stress** to change the appearance of all willing creatures within Close range. Their new forms must share a general body structure and size, and can be somebody or something you’ve seen before or entirely fabricated. A disguised creature has advantage on Presence Rolls to avoid scrutiny.

Activate a Countdown (8). It ticks down as a consequence the GM chooses. When it triggers, the disguise drops.

MIDNIGHT-TOUCHED

Level 7 Midnight Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Midnight domain, gain the following benefits:

- Once per rest, when you have 0 Hope and the GM would gain a Fear, you can gain a Hope instead.
- When you make a successful attack, you can **mark a Stress** to add the result of your Fear Die to your damage roll.

VANISHING DODGE

Level 7 Midnight Spell
Recall Cost: 1

When an attack made against you that would deal physical damage fails, you can **spend a Hope** to envelop yourself in shadow, becoming *Hidden* and teleporting to a point within Close range of the attacker. You remain *Hidden* until the next time you make an action roll.

SHADOWHUNTER

Level 8 Midnight Ability
Recall Cost: 2

Your prowess is enhanced under the cover of shadow. While you’re shrouded in low light or darkness, you gain a +1 bonus to your Evasion and make attack rolls with advantage.

SPELLCHARGE

Level 8 Midnight Spell
Recall Cost: 1

When you take magic damage, place tokens equal to the number of Hit Points you marked on this card. You can store a number of tokens equal to your Spellcast trait.

When you make a successful attack against a target, you can spend any number of tokens to add a **d6** for each token spent to your damage roll.

NIGHT TERROR

Level 9 Midnight Spell
Recall Cost: 2

Once per long rest, choose any targets within Very Close range to perceive you as a nightmarish horror. The targets must succeed on a Reaction Roll (16) or become temporarily *Horrificed*. While *Horrificed*, they’re *Vulnerable*. Steal a number of Fear from the GM equal to the number of targets that are *Horrificed* (up to the number of Fear in the GM’s pool). Roll a number of **d6s** equal to the number of stolen Fear and deal the total damage to each *Horrificed* target. Discard the stolen Fear.

TWILIGHT TOLL

Level 9 Midnight Ability
Recall Cost: 1

Choose a target within Far range. When you succeed on an action roll against them that doesn’t result in making a damage roll, place a token on this card. When you deal damage to this target, spend any number of tokens to add a **d12** for each token spent to your damage roll. You can only hold Twilight Toll on one creature at a time.

When you choose a new target or take a rest, clear all unspent tokens.

ECLIPSE

Level 10 Midnight Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, plunge the entire area within Far range into complete darkness only you and your allies can see through. Attack rolls have disadvantage when targeting you or an ally within this shadow.

Additionally, when you or an ally succeeds with Hope against an adversary within this shadow, the target must mark a Stress.

This spell lasts until the GM spends a Fear on their turn to clear this effect or you take Severe damage.

SPECTER OF THE DARK

Level 10 Midnight Spell
Recall Cost: 1

Mark a Stress to become *Spectral* until you make an action roll targeting another creature. While *Spectral*, you’re immune to physical damage and can float and pass through solid objects. Other creatures can still see you while you’re in this form.

SAGE DOMAIN

GIFTED TRACKER

Level 1 Sage Ability
Recall Cost: 0

When you're tracking a specific creature or group of creatures based on signs of their passage, you can **spend any number of Hope** and ask the GM that many questions from the following list.

- What direction did they go?
- How long ago did they pass through?
- What were they doing in this location?
- How many of them were here?

When you encounter creatures you've tracked in this way, gain a +1 bonus to your Evasion against them.

NATURE'S TONGUE

Level 1 Sage Ability
Recall Cost: 0

You can speak the language of the natural world. When you want to speak to the plants and animals around you, make an **Instinct Roll (12)**. On a success, they'll give you the information they know. On a roll with Fear, their knowledge might be limited or come at a cost.

Additionally, before you make a Spellcast Roll while within a natural environment, you can **spend a Hope** to gain a +2 bonus to the roll.

VICIOUS ENTANGLE

Level 1 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, roots and vines reach out from the ground, dealing **1d8+1** physical damage and temporarily *Restraining* the target.

Additionally on a success, you can **spend a Hope** to temporarily *Restrain* another adversary within Very Close range of your target.

CONJURE SWARM

Level 2 Sage Spell
Recall Cost: 1

Tekaira Armored Beetles: Mark a **Stress** to conjure armored beetles that encircle you. When you next take damage, reduce the severity by one threshold. You can **spend a Hope** to keep the beetles conjured after taking damage.

Fire Flies: Make a **Spellcast Roll** against all adversaries within Close range. **Spend a Hope** to deal **2d8+3** magic damage to targets you succeeded against.

NATURAL FAMILIAR

Level 2 Sage Spell
Recall Cost: 1

Spend a Hope to summon a small nature spirit or forest critter to your side until your next rest, you cast Natural Familiar again, or the familiar is targeted by an attack. If you **spend an additional Hope**, you can summon a familiar that flies. You can communicate with them, make a **Spellcast Roll** to command them to perform simple tasks, and **mark a Stress** to see through their eyes.

When you deal damage to an adversary within Melee range of your familiar, you add a **d6** to your damage roll.

CORROSIVE PROJECTILE

Level 3 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, deal **d6+4** magic damage using your Proficiency. Additionally, **mark 2 or more Stress** to make them permanently *Corroded*. While a target is *Corroded*, they gain a –1 penalty to their Difficulty for every 2 Stress you spent. This condition can stack.

TOWERING STALK

Level 3 Sage Spell
Recall Cost: 1

Once per rest, you can conjure a thick, twisting stalk within Close range that can be easily climbed. Its height can grow up to Far range.

Mark a Stress to use this spell as an attack. Make a **Spellcast Roll** against an adversary or group of adversaries within Close range. The erupting stalk lifts targets you succeed against into the air and drops them, dealing **d8** physical damage using your Proficiency.

DEATH GRIP

Level 4 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Close range and choose one of the following options:

- You pull the target into Melee range or pull yourself into Melee range of them.
- You constrict the target and force them to mark 2 Stress.
- All adversaries between you and the target must succeed on a Reaction Roll (13) or be hit by vines, taking **3d6+2** physical damage.

On a success, vines reach out from your hands, causing the chosen effect and temporarily *Restraining* the target.

HEALING FIELD

Level 4 Sage Spell
Recall Cost: 2

Once per long rest, you can conjure a field of healing plants around you. Everywhere within Close range of you bursts to life with vibrant nature, allowing you and all allies in the area to clear a Hit Point.

Spend 2 Hope to allow you and all allies to clear 2 Hit Points instead.

THORN SKIN

Level 5 Sage Spell
Recall Cost: 1

Once per rest, **spend a Hope** to sprout thorns all over your body. When you do, place a number of tokens equal to your Spellcast trait on this card. When you take damage, you can spend any number of tokens to roll that number of **d6s**. Add the results together and reduce the incoming damage by that amount. If you're within Melee range of the attacker, deal that amount of damage back to them.

When you take a rest, clear all unspent tokens.

WILD FORTRESS

Level 5 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (13)**. On a success, **spend 2 Hope** to grow a natural barricade in the shape of a dome that you and one ally can take cover within. While inside the dome, a creature can't be targeted by attacks and can't make attacks. Attacks made against the dome automatically succeed. The dome has the following damage thresholds and lasts until it marks 3 Hit Points. Place tokens on this card to represent marking Hit Points.

Thresholds: 15/30

CONJURED STEEDS

Level 6 Sage Spell
Recall Cost: 0

Spend any number of Hope to conjure that many magical steeds (such as horses, camels, or elephants) that you and your allies can ride until your next long rest or the steeds take any damage. The steeds double your land speed while traveling and, when in danger, allow you to move within Far range without having to roll. Creatures riding a steed gain a –2 penalty to attack rolls and a +2 bonus to damage rolls.

FORAGER

Level 6 Sage Ability
Recall Cost: 1

As an additional downtime move you can choose, roll a d6 to see what you forage. Work with the GM to describe it and add it to your inventory as a consumable. Your party can carry up to five foraged consumables at a time.

1. A unique food (Clear 2 Stress)
2. A beautiful relic (Gain 2 Hope)
3. An arcane rune (+2 to a Spellcast Roll)
4. A healing vial (Clear 2 Hit Points)
5. A luck charm (Reroll any die)
6. Choose one of the options above.

SAGE-TOUCHED

Level 7 Sage Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Sage domain, gain the following benefits:

- While you're in a natural environment, you gain a +2 bonus to your Spellcast Rolls.
- Once per rest, you can double your Agility or Instinct when making a roll that uses that trait. You must choose to do this before you roll.

WILD SURGE

Level 7 Sage Spell
Recall Cost: 2

Once per long rest, **mark a Stress** to channel the natural world around you and enhance yourself. Describe how your appearance changes, then place a **d6** on this card with the 1 value facing up.

While the Wild Surge Die is active, you add its value to every action roll you make. After you add its value to a roll, increase the Wild Surge Die's value by one. When the die's value would exceed 6 or you take a rest, this form drops and you must **mark an additional Stress**.

FOREST SPRITES

Level 8 Sage Spell
Recall Cost: 2

Make a **Spellcast Roll (13)**. On a success, **spend any number of Hope** to create an equal number of small forest sprites who appear at points you choose within Far range, providing the following benefits:

- Your allies gain a +3 bonus to attack rolls against adversaries within Melee range of a sprite.
- An ally who marks an Armor Slot while within Melee range of a sprite can mark an additional Armor Slot.

A sprite vanishes after granting a benefit or taking any damage.

REJUVENATION BARRIER

Level 8 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (15)**. Once per rest on a success, create a temporary barrier of protective energy around you at Very Close range. You and all allies within the barrier when this spell is cast clear **1d4** Hit Points. While the barrier is up, you and all allies within have resistance to physical damage from outside the barrier.

When you move, the barrier follows you.

FANE OF THE WILDS

Level 9 Sage Ability
Recall Cost: 2

After a long rest, place a number of tokens equal to the number of Sage domain cards in your loadout and vault on this card.

When you would make a Spellcast Roll, you can spend any number of tokens after the roll to gain a +1 bonus for each token spent.

When you critically succeed on a Spellcast Roll for a Sage domain spell, gain a token.

When you take a long rest, clear all unspent tokens.

PLANT DOMINION

Level 9 Sage Spell
Recall Cost: 1

Make a **Spellcast Roll (18)**. Once per long rest on a success, you reshape the natural world, changing the surrounding plant life anywhere within Far range of you. For example, you can grow trees instantly, clear a path through dense vines, or create a wall of roots.

FORCE OF NATURE

Level 10 Sage Spell
Recall Cost: 2

Mark a Stress to transform into a hulking nature spirit, gaining the following benefits:

- When you succeed on an attack or Spellcast Roll, gain a +10 bonus to the damage roll.
- When you deal enough damage to defeat a creature within Close range, you absorb them and clear an Armor Slot.
- You can't be *Restrained*.

Before you make an action roll, you must **spend a Hope**. If you can't, you revert to your normal form.

■ TEMPEST

Level 10 Sage Spell
Recall Cost: 2

Choose one of the following tempests and make a **Spellcast Roll** against all targets within Far range. Targets you succeed against experience its effects until the GM spends a Fear on their turn to end this spell.

- **Blizzard:** Deal **2d20+8** magic damage and targets are temporarily *Vulnerable*.
- **Hurricane:** Deal **3d10+10** magic damage and choose a direction the wind is blowing. Targets can't move against the wind.
- **Sandstorm:** Deal **5d6+9** magic damage. Attacks made from beyond Melee range have disadvantage.

SPLENDOR DOMAIN

■ BOLT BEACON

Level 1 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll** against a target within Far range. On a success, **spend a Hope** to send a bolt of shimmering light toward them, dealing **d8+2** magic damage using your Proficiency. The target becomes temporarily *Vulnerable* and glows brightly until this condition is cleared.

■ MENDING TOUCH

Level 1 Splendor Spell
Recall Cost: 1

You lay your hands upon a creature and channel healing magic to close their wounds. When you can take a few minutes to focus on the target you're helping, you can **spend 2 Hope** to clear a Hit Point or a Stress on them.

Once per long rest, when you spend this healing time learning something new about them or revealing something about yourself, you can clear 2 Hit Points or 2 Stress on them instead.

■ REASSURANCE

Level 1 Splendor Ability
Recall Cost: 0

Once per rest, after an ally attempts an action roll but before the consequences take place, you can offer assistance or words of support. When you do, your ally can reroll their dice.

■ FINAL WORDS

Level 2 Splendor Spell
Recall Cost: 1

You can infuse a corpse with a moment of life to speak with it. Make a **Spellcast Roll (13)**. On a success with Hope, the corpse answers up to three questions. On a success with Fear, the corpse answers one question. The corpse answers truthfully, but it can't impart information it didn't know in life. On a failure, or once the corpse has finished answering your questions, the body turns to dust.

■ HEALING HANDS

Level 2 Splendor Spell
Recall Cost: 1

Make a **Spellcast Roll (13)** and target a creature other than yourself within Melee range. On a success, **mark a Stress** to clear 2 Hit Points or 2 Stress on the target. On a failure, **mark a Stress** to clear a Hit Point or a Stress on the target. You can't heal the same target again until your next long rest.

■ SECOND WIND

Level 3 Splendor Ability
Recall Cost: 2

Once per rest, when you succeed on an attack against an adversary, you can clear 3 Stress or a Hit Point. On a success with Hope, you also clear 3 Stress or a Hit Point on an ally within Close range of you.

■ VOICE OF REASON

Level 3 Splendor Ability
Recall Cost: 1

You speak with an unmatched power and authority. You have advantage on action rolls to de-escalate violent situations or convince someone to follow your lead.

Additionally, you're emboldened in moments of duress. When all of your Stress slots are marked, you gain a +1 bonus to your Proficiency for damage rolls.

■ DIVINATION

Level 4 Splendor Spell
Recall Cost: 1

Once per long rest, **spend 3 Hope** to reach out to the forces beyond and ask one "yes or no" question about an event, person, place, or situation in the near future. For a moment, the present falls away and you see the answer before you.

■ LIFE WARD

Level 4 Splendor Spell
Recall Cost: 1

Spend 3 Hope and choose an ally within Close range. They are marked with a glowing sigil of protection. When this ally would make a death move, they clear a Hit Point instead.

This effect ends when it saves the target from a death move, you cast Life Ward on another target, or you take a long rest.

■ SHAPE MATERIAL

Level 5 Splendor Spell
Recall Cost: 1

Spend a Hope to shape a section of natural material you're touching (such as stone, ice, or wood) to suit your purpose. The area of the material can be no larger than you. For example, you can form a rudimentary tool or create a door. You can only affect the material within Close range of where you're touching it.

■ SMITE

Level 5 Splendor Spell
Recall Cost: 2

Once per rest, **spend 3 Hope** to charge your powerful smite. When you next successfully attack with a weapon, double the result of your damage roll. This attack deals magic damage regardless of the weapon's damage type.

■ RESTORATION

Level 6 Splendor Spell
Recall Cost: 2

After a long rest, place a number of tokens equal to your Spellcast trait on this card. Touch a creature and spend any number of tokens to clear 2 Hit Points or 2 Stress for each token spent.

You can also spend a token from this card when touching a creature to clear the *Vulnerable* condition or heal a physical or magical ailment (the GM might require additional tokens depending on the strength of the ailment).

When you take a long rest, clear all unspent tokens.

■ ZONE OF PROTECTION

Level 6 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. Once per long rest on a success, choose a point within Far range and create a visible zone of protection there for all allies within Very Close range of that point. When you do, place a **d6** on this card with the 1 value facing up. When an ally in this zone takes damage, they reduce it by the die's value. You then increase the die's value by one. When the die's value would exceed 6, this effect ends.

■ HEALING STRIKE

Level 7 Splendor Spell
Recall Cost: 1

When you deal damage to an adversary, you can **spend 2 Hope** to clear a Hit Point on an ally within Close range.

■ SPLENDOR-TOUCHED

Level 7 Splendor Ability
Recall Cost: 2

When 4 or more of the domain cards in your loadout are from the Splendor domain, gain the following benefits:

- +3 bonus to your Severe damage threshold
- Once per long rest, when incoming damage would require you to mark a number of Hit Points, you can choose to mark that much Stress or spend that much Hope instead.

■ SHIELD AURA

Level 8 Splendor Spell
Recall Cost: 2

Mark a Stress to cast a protective aura on a target within Very Close range. When the target marks an Armor Slot, they reduce the severity of the attack by an additional threshold. If this spell causes a creature who would be damaged to instead mark no Hit Points, the effect ends. You can only hold Shield Aura on one creature at a time.

■ STUNNING SUNLIGHT

Level 8 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll** to unleash powerful rays of burning sunlight against all adversaries in front of you within Far range. On a success, **spend any number of Hope** and force that many targets you succeeded against to make a Reaction Roll (14).

Targets who succeed take **3d20+3** magic damage. Targets who fail take **4d20+5** magic damage and are temporarily *Stunned*. While *Stunned*, they can't use reactions and can't take any other actions until they clear this condition.

■ OVERWHELMING AURA

Level 9 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (15)** to magically empower your aura. On a success, **spend 2 Hope** to make your Presence equal to your Spellcast trait until your next long rest.

While this spell is active, an adversary must mark a Stress when they target you with an attack.

■ SALVATION BEAM

Level 9 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (16)**. On a success, **mark any number of Stress** to target a line of allies within Far range. You can clear Hit Points on the targets equal to the number of Stress marked, divided among them however you'd like.

■ INVIGORATION

Level 10 Splendor Spell
Recall Cost: 3

When you or an ally within Close range has used a feature that has an exhaustion limit (such as once per rest or once per session), you can **spend any number of Hope** and roll that many **d6s**. If any roll a 6, the feature can be used again.

■ RESURRECTION

Level 10 Splendor Spell
Recall Cost: 2

Make a **Spellcast Roll (20)**. On a success, restore one creature who has been dead no longer than 100 years to full strength. Then roll a **d6**. On a result of 5 or lower, place this card in your vault permanently.

On a failure, you can't cast Resurrection again for a week.

VALOR DOMAIN

BARE BONES

Level 1 Valor Ability
Recall Cost: 0

When you choose not to equip armor, you have a base Armor Score of 3 + your Strength and use the following as your base damage thresholds:

- Tier 1: 9/19
- Tier 2: 11/24
- Tier 3: 13/31
- Tier 4: 15/38

FORCEFUL PUSH

Level 1 Valor Ability
Recall Cost: 0

Make an attack with your primary weapon against a target within Melee range. On a success, you deal damage and knock them back to Close range. On a success with Hope, add a d6 to your damage roll.

Additionally, you can spend a Hope to make them temporarily Vulnerable.

I AM YOUR SHIELD

Level 1 Valor Ability
Recall Cost: 1

When an ally within Very Close range would take damage, you can mark a Stress to stand in the way and make yourself the target of the attack instead. When you take damage from this attack, you can mark any number of Armor Slots.

BODY BASHER

Level 2 Valor Ability
Recall Cost: 1

You use the full force of your body in a fight. On a successful attack using a weapon with a Melee range, gain a bonus to your damage roll equal to your Strength.

BOLD PRESENCE

Level 2 Valor Ability
Recall Cost: 0

When you make a Presence Roll, you can spend a Hope to add your Strength to the roll.

Additionally, once per rest when you would gain a condition, you can describe how your bold presence aids you in the situation and avoid gaining the condition.

CRITICAL INSPIRATION

Level 3 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, all allies within Very Close range can clear a Stress or gain a Hope.

LEAN ON ME

Level 3 Valor Ability
Recall Cost: 1

Once per long rest, when you console or inspire an ally who failed an action roll, you can both clear 2 Stress.

GOAD THEM ON

Level 4 Valor Ability
Recall Cost: 1

Describe how you taunt a target within Close range, then make a Presence Roll against them. On a success, the target must mark a Stress, and the next time the GM spotlights them, they must target you with an attack, which they make with disadvantage.

SUPPORT TANK

Level 4 Valor Ability
Recall Cost: 2

When an ally within Close range fails a roll, you can spend 2 Hope to allow them to reroll either their Hope or Fear Die.

ARMORER

Level 5 Valor Ability
Recall Cost: 1

While you're wearing armor, gain a +1 bonus to your Armor Score.

During a rest, when you choose to repair your armor as a downtime move, your allies also clear an Armor Slot.

ROUSING STRIKE

Level 5 Valor Ability
Recall Cost: 1

Once per rest, when you critically succeed on an attack, you and all allies who can see or hear you can clear a Hit Point or 1d4 Stress.

INEVITABLE

Level 6 Valor Ability
Recall Cost: 1

When you fail an action roll, your next action roll has advantage.

RISE UP

Level 6 Valor Ability
Recall Cost: 2

Gain a bonus to your Severe threshold equal to your Proficiency.

When you mark 1 or more Hit Points from an attack, clear a Stress.

SHRUG IT OFF

Level 7 Valor Ability
Recall Cost: 1

When you would take damage, you can mark a Stress to reduce the severity of the damage by one threshold. When you do, roll a d6. On a result of 3 or lower, place this card in your vault.

VALOR-TOUCHED

Level 7 Valor Ability
Recall Cost: 1

When 4 or more of the domain cards in your loadout are from the Valor domain, gain the following benefits:

- +1 bonus to your Armor Score
- When you mark 1 or more Hit Points without marking an Armor Slot, clear an Armor Slot.

FULL SURGE

Level 8 Valor Ability
Recall Cost: 1

Once per long rest, mark 3 Stress to push your body to its limits. Gain a +2 bonus to all of your character traits until your next rest.

GROUND POUND

Level 8 Valor Ability
Recall Cost: 2

Spend 2 Hope to strike the ground where you stand and make a Strength Roll against all targets within Very Close range. Targets you succeed against are thrown back to Far range and must make a Reaction Roll (17). Targets who fail take 4d10+8 damage. Targets who succeed take half damage.

HOLD THE LINE

Level 9 Valor Ability
Recall Cost: 1

Describe the defensive stance you take and spend a Hope. If an adversary moves within Very Close range, they're pulled into Melee range and Restrained.

This condition lasts until you move or fail a roll with Fear, or the GM spends 2 Fear on their turn to clear it.

LEAD BY EXAMPLE

Level 9 Valor Ability
Recall Cost: 3

When you deal damage to an adversary, you can mark a Stress and describe how you encourage your allies. The next PC to make an attack against that adversary can clear a Stress or gain a Hope.

UNBREAKABLE

Level 10 Valor Ability
Recall Cost: 4

When you mark your last Hit Point, instead of making a death move, you can roll a d6 and clear a number of Hit Points equal to the result. Then place this card in your vault.

UNYIELDING ARMOR

Level 10 Valor Ability
Recall Cost: 1

When you would mark an Armor Slot, roll a number of d6s equal to your Proficiency. If any roll a 6, reduce the severity by one threshold without marking an Armor Slot.