

Beyond The Veil

Preface

Beyond the Veil approaches the design of the game with the idea that characters should be unique in their strengths in a party; no character should be good at everything, with all-rounder characters being average at best at everything.

The intent is to provide players with experiences that feel iconic to their character, or group of characters; if the party decides to all be big strong buffoons, they won't be doing well in social encounters, hopefully as the players intended.

This is currently just a concept/design document, so please remember that any balance, values, or otherwise changeable facets of the game can and will be changed as I re-evaluate certain aspects of the design.

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Overview

In Beyond The Veil, the world has characters that each have access to The Veil, a source of magical power. Most characters can only access a small amount of power, with those rare few who can freely use the magic ascending to effective god-hood.

In this world, it is not just scholars and priests that utilise in magic; no successful swordsman or archer is without their magical guidance or enhanced weaponry. From defensive wards to elemental explosions, magic forms an integral part of combat.

Some choose not to weaponise their magic, however, with many – such as minstrels and chanters, using their connection to The Veil to impress others, gaining their favour, or in more sinister cases charm them out of their wealth.

The base setting for Beyond the Veil is Santryl, a world that was just entering a height of magical and technological advancements before The Veil appeared, blocking the space between planes, and reducing magical access greatly.

How to Play

Beyond the Veil is designed to be played with groups of 3-6 players. One of these players assumes the role of Game Master (*GM*). The GM is responsible for running the game, arbitrating rules, and playing the role of the world, non-player characters, and enemy creatures that the other players encounter. The other players manage only one character each, seeking to grow their character from a weaker person with power unrealised, to a mighty hero – or villain – of the land.

Core Gameplay

The gameplay in Beyond the Veil usually follows a loop similar to the one presented below:

1. The GM describes the area and setting in which the players' characters currently are.
2. The players ask questions or direct their characters to interact with the environment. This could be anything from fighting to simply asking a non-player character questions.

3. The GM responds

- a) If a character's actions carry risk of failure, or of mixed success, the GM will ask the player to roll one or more dice to determine the outcome.
- b) The GM plays the role of any non-player characters in the area, and has them reply and/or react as appropriate.

4. A new outcome is observed. The GM describes the (*now changed*) area and setting in which the players' characters currently are.

Design Themes

Beyond the Veil is set primarily in the world of Santryl. Santryl is a world in which magic was previously abundant, where many up and coming magic-based technological developments were emerging. However, due to an unknown calamity, access to the magic was reduced as The Veil appeared, sending the world into a post-renaissance dark age.

To reflect this, characters in Beyond the Veil start off relatively weak and plain, before gradually strengthening their power to become as strong as pre-Veil heroes might have been.

Another theme in Beyond the Veil is character niche. Each character is good at certain ways of interacting with the world, whilst being much worse at others. This is to ensure that players are less likely to overlap in character roles, and each have opportunities to shine and stand out.

Core Rules

This section of the book acts as a glossary, describing game terms and actions. All players should read this section thoroughly, and may want to be able to quickly refer to it during play.

Basic Rules and Terms

Action Checks, Rolls, and Limits

Whenever a character performs an action, there may be a chance of failure or mixed success. When this is the case, the GM will tell the player to make a roll. This could be a Skill Check, Attack roll, or similar.

In each case, the GM will declare if a roll is Normal or Difficult. Normal rolls are made with a D10. Difficult rolls are made with a D20.

Roll-Under

Beyond the Veil uses a Roll-Under system. This means that when asked to make a Skill Check or similar roll, the player rolling is required to roll under their appropriate Limit.

Whilst detailed in their respective sections, a character's Limits are determined in general by:

$$4 + \text{Attribute} + \text{Training}.$$

When making the roll, the player must roll under the respective value for their character. For instance, a character may attempt an Attack Roll, and have an Attack Limit of 7. The player must roll under a 7 (*a 6 or under*) to succeed.

Training

If trained in a Skill, a character increases its Limit by 2.

If a creature gains a temporary (*for example, from a spell or class feature*) Training for something it is already Trained in, it further increases the limit for that roll by 1. This effect can apply multiple times.

Skill Check Critical Successes

If a Skill Check roll is reduced to 0 or lower, as a result of spending dice (*see 'Dice Pools'*) or other effects, the roll is considered a Critical Success.

Unless directly stated, the GM will determine and describe any additional bonuses granted by a Critical Success.

Attributes

Each character in Beyond the Veil has 5 Attributes:

Power

Power represents the physical strength of a character. It affects things such as melee weapon attacks, lifting or moving heavy objects, or engaging in physical contest with an enemy.

Bonus: Power increases Weapon Damage dealt.

Dexterity

Dexterity represents the physical speed and accuracy of a character. It affects things such as ranged weapon attacks, dodging dangerous effects, and disarming traps.

Bonus: Dexterity increases the Attack Limit.

Knowledge

Knowledge represents all the knowledge a characters has about the world. It affects things such as skill checks, magical attacks, and identification of the unknown.

Bonus: Knowledge increases damage dealt by spells to a single target of those spells.

Focus

Focus represents a character's strength of mind. It affects things such as magical defences, morale, and rest benefits.

Bonus: Focus increases all Magic Limits. (*Scry benefits twice*).

Will

Will represents a character's strength of ego or likeability. It affects things such as social interactions, resisting magical charms, and empowering others.

Bonus: Will increases all Healing and Ward Points received.

Hit Points

Each character has a number of Hit Points, a representation of how much they can endure in combat or other dangerous situations before dying. Hit Points can stem from a character's physical toughness, ability to dodge attacks, or ward off hits with armour or minor magic.

When a character is dealt damage, it is subtracted from their Hit Points. If a player character reaches 0 Hit Points, they gain the Dying condition. Non-player creatures immediately die when reduced to 0 Hit Points.

Each Class determines the base amount of Hit Points a character gains per level.

Healing

When a character Heals, it is added to their Hit Points. This cannot increase their Hit Points above their normal maximum Hit Points.

Will Bonus

A character's Will increases all Healing they receive by that amount.

Ward Points

Ward points are an extra barrier on top of Hit Points. When a character has Ward Points, any damage taken is subtracted from their Ward Points first. If damage would deal more damage than a character has Ward Points, the remainder is subtracted from their Hit Points as normal.

If a character with Ward Points would gain more Ward Points, add the new value to the current. A character cannot have more Ward Points than their maximum Hit Points.

Will Bonus

A character's Will increases all Ward Points they receive by that amount.

Levels

To represent a character's power and experience, each character has a Level. Most characters start at Level 1, and gain experience as they defeat enemies or accomplish goals.

When a character gains a level, they will gain a benefit based on their class.

Levels range from 1 to 8.

Dice Pools

To differentiate between combat, social, and explorative play, characters have access to different pools of dice.

Spending Dice

Many effects will ask a player to “Spend” dice. When spending a die, roll it, record the value, and remove the die from its pool. Some effects will then use the rolled value, whilst others may not.

Generally, Weapon Dice do not get spent, only rolled, and each other type of Dice are spent as they are used.

Dice Sizes

A die’s size is how many sides it has. DX is shorthand for an X-sided die. For example, a D6 is a 6-sided die.

A die’s size may be increased or decreased in the following sequence:

D4 ↔ D6 ↔ D8 ↔ D10 ↔ D12 ↔ 2D8

A die cannot increase beyond 2D8, nor decrease below D4. If a die becomes a 2D8, both dice are rolled or spent as though they were one.

Sometimes a creature will obtain a D1 die. D1 dice always roll 1, and cannot be increased in size in any way (*the result can still be modified*).

Weapon Dice

Weapon Dice represent the damage dealt with a weapon by a character. They are rolled each time an attack hits.

Grit Dice

Grit Dice represent a character's ability to perform in the wilderness, dungeons, and other unknown situations. These dice are replenished during rests. Some classes will have significantly more Grit Dice than others, whereas some will use larger dice types in lower quantities.

Social Dice

Social Dice represent a character's ability to turn social situations in their favour. These dice are replenished during rests. Class determines size and quantity of a character's Social Dice.

Magic Dice

Magic Dice are both wildcard dice and the main resource used to cast spells. When spending a Grit or Social Die, a Magic Die can be used in place or in addition to the normal die. Magic Dice are few in availability for most characters. Magic Dice replenish during rests, but at a slower rate than the other dice.

When features or spells use Magic Dice, an **[M]** always refers to the total value rolled on the die or dice used.

Temporary Dice

When replenishing Dice Pools, you may not replenish Temporary Dice. Most dice you gain and/or use from spells, equipment, or other bonuses are Temporary Dice, can only be used once, and will not be replenished in the same way as other Dice.

Damage

Damage is dealt by attacks, spells, and hazards. Anything that would deal damage always deals at least 1 damage, regardless of Attributes, spells, Armour, or any other abilities.

Damage Types

There are many types of damage, each with creatures that resist or are weak to them. Most creatures are limited to one or two damage types, and may find themselves relying on their party or their environment to deal with enemies that resist their damage.

The damage types are:

*Arcane, Physical,
Holy, Umbral,
Fire, Ice, Lightning,
Poison, Psychic.*

Resistances and Weaknesses

When a creature takes damage that it is weak to, it gains the *Weakened* condition.

When a creature would take damage that it resists, it ignores the damage roll and takes the minimum possible damage instead.

Armour

When a creature takes damage, after applying Weaknesses and Resistances, reduce the damage taken by its Armour Value. As always, this cannot reduce the damage below the minimum possible value.

Arcane Damage and Armour

Arcane is a special damage type, and cannot be reduced in any way.

Languages

Each creature can speak a number of languages. Most civilised creatures can speak *Common*.

A non-exhaustive list of Languages is:

Common, Elvish, Toronic, Dwarven, Giant, Goblin, Rana, Drakkonik, Infernal, Angelic.

All-Tongue

An exceptional language is *All-Tongue*. A creature that knows *All-Tongue* can be understood by anyone, and can understand any language spoken to it. This does not allow it to read those languages.

Sizes

Creatures come in various sizes. Each size takes up a square area with sides of multiples of 5ft according to their size:

Size	Size of Square
Tiny	Does not occupy space in a meaningful way. Uses 5ft squares in Danger.
Small, Medium	5ft
Large, Huge	10ft
Massive	15ft

This size represents the presence of a creature, which could be from physical size, threat, weapon range, or even a very imposing aura.

Size Modifiers

For non player creatures, size will already be taken into account for their abilities and statistics.

For player characters, which are always Medium by default, the following penalties and bonuses apply should they change their size:

- **Tiny** and **Small** characters reduce the size their Weapon Dice once.
- **Large** and **Huge** characters increase the size of their Weapon Dice by one stage.

→ **Massive** characters increase the size of their Weapon Dice by two stages.

Maths

- Halving:** If an effect ever asks to halve a value, always round up.
- Maximise/Minimise:** If asked to maximise or minimise a value (*such as [M]*), work out the maximum or minimum possible value it could be, including dice rolls, modifiers, class features, and similar effects. Any required resources (*such as dice*) are still spent, even if their usual value or result is ignored.

Contradictory Rules

Sometimes rules will contradict each other. In each case, use the more specific rule.

For example, In the Skills rules, it states that Magic Skill Checks are always Difficult, and always use a D20. However, the Witch Class features state that under certain conditions, a Curse Check can never be Difficult. In this instance, the player would use the rule from the Witch Class, and make a Normal Curse Check using a D10.

Creatures and Objects

Many effects will refer to “creatures”. A creature is any entity with agency, including player characters, enemy characters, animals, plants, or similar. Non-creatures are referred to as “objects”.

Resting and Recovery

Between encounters and during travel, characters may need to rest. There are two types of rests:

Safe Rests

A safe rest can be taken in a trusted and comfortable environment. This can be a known inn, a character's home, or similarly safe location. Safe Rests take two days of low stress activity to complete.

When characters finish a Safe Rest, they restore all of their Hit Points, replenish their Dice pools in their entirety, and recover any other similar resources that they may have spent.

Once players have taken two Risky Rests in a location, they may take Safe Rests there. This does not apply for locations where Safe Resting does not make sense, such as in the lair of an active monster, or the throne room of a ruler.

Risky Rests

A risky rest is any rest that isn't a Safe Rest. This includes camping in the wilderness or a dungeon corner, in a new inn that you can't trust, or an expedited rest in a safe location. Risky Rests take 12 hours of watches and rest to complete.

When characters finish a Risky Rest, they both:

- Heal X, where X is half their maximum Hit Points.
- Replenish Grit Dice or Social Dice in any combination. The number of Dice they can replenish is equal to their Level.

Recover Checks

When characters want to take a Risky Rest, one of them must make a Recover Check. The resting characters then gain the following benefits based on the result.

On a success, each character replenishes an additional Grit, Social, or Magic Die.

On a Critical Success, each character replenishes two Grit, Social or Magic Dice (*in any combination*).

Keeping Watch

One character may want to keep watch during the Risky Rest. This will help prevent anyone or anything surprising the party.

Each watch takes 6 hours.

The character keeping watch does not rest as well as the others:

→ A character keeping watch for 6 hours replenish one fewer dice from a successful Recover check during the rest.

→ A character keeping watch for 12 hours does not count as having rested.

Morale

After finishing a rest, each character must check their Morale (9).

Motivations and Morals

Motivations

Each character has one or more Motivations; goals which the character hopes to achieve. These are suggested by their Background, but may be derived from another source, or even gained through gameplay.

Morals

Each character also has a set of Morals. Based on these, characters are split into having Good or Bad Morals, which advise them on how they might attempt to achieve their goals and fulfil their Motivations.

Some Good characters may have one or more Bad Morals, and vice-versa. Such characters may even have all their defining Morals be contrary to their Good or Bad label, with such Morals providing nuance to a kind, generous coward, or a spiteful but heroic martyr.

Morale Affirmations

Whenever you finish a rest, after replenishing Hit Points and Dice, each character must affirm their Motivations and Morals.

This can be determined by how a character has been acting with regards to their Background's Motivations and Morals.

Between each rest, when a character acts in a way that either furthers their Motivations, demonstrates their Morals, or increases their Devotion, they are considered to have Affirmed their Morale. The higher a character's Devotion, the more proactive or exemplary their act must be.

After each rest, consider if a character has Affirmed their Morale:

- If a character has not, they become Distressed.
- If a character has, they become Resolute.

Devotion

At 2nd level, characters must choose their Devotion (*page 98*).

Based on their current Morals, they should decide if they wish to get Better or Worse, represented as behaving more Good or Bad respectively.

When a character chooses a Devotion, they choose either a Tenet or a Temptation to follow. Characters then gain bonuses based on their starting Morals and Motivations.

Increasing Devotion

Whenever a character proactively furthers their goals or Motivations, if they did so in line with their chosen Devotion's tenets, they increase their Devotion by 1. A character can only gain 1 Devotion between rests this way.

In addition, whenever a character fails a Check that they spent one or more Grit or Social Dice on, they gain 1 Devotion. A character can only gain 1 Devotion per rest this way.

Losing Devotion

Devotion can decrease in various ways. Each time a character's Devotion drops below 0, they risk Madness.

Hollow Resting

If a character's Devotion does not increase after three rests, it decreases by 1.

Madness

Whenever a character's Devotion decreases and the resultant value is below 0, they must make a Perseverance Check. Reduce the character's Perseverance Check Limit for this roll by their Negative Devotion.

For example, a character with a Perseverance Check Limit of 6 and -3 Devotion would have a Perseverance Check Limit of 3, and would need to roll a 2 or lower to succeed.

If a character fails, they become Conflicted until they increase their Devotion above 0. This can be cured, but otherwise does not end as normal.

Skill Checks

There are 3 types of Skills: Grit, Social, and Magic. Each type has several Skills associated with it. Skill Checks are used to see if a character can gain a benefit for the party. To succeed on the Skill Check, they must roll lower than their respective Skill Limits.

Skill Limits are calculated as normal, by:

$$4 + \text{Attribute} + \text{Training}$$

Skill Checks are made when a character attempts an action that may carry a chance of failure, or a degree of success. Usually, the GM determines when such Skill Checks are made.

Skill Training

Skill Limits are increased by 2 if the character is trained in the Skill.

Spending Dice

Whilst making a Skill Check a player may choose to spend a die from the associated die pool for the skill. They may do so after the original roll, potentially turning a failure into a success.

When a Die is spent in this way, reduce the Skill Check result by that amount.

Magic Dice can be spent in addition or on their own for any Skill Check. These may be added for Grit or Social Checks after a respective Die has already been spent.

Help

When a creature makes a Skill Check, another creature that is Trained in that Skill may Help. To do so, the helping creature may spend one Die appropriate to the Skill Check, and reduce the result by that much. Help can be applied before or after that creature has otherwise finished making the Check.

Sometimes characters will be unable to Help each other due to situational circumstance. The GM will decide in which cases Help is possible.

Difficulty

The GM will describe the Skill Check as Normal or Difficult. Normal checks are made by rolling a D10, whilst Difficult checks are made by rolling a D20.

Skills

After each skill, a letter is shown in parentheses. This letter corresponds to one of the five Attributes:

(P)ower, (D)exterity, (K)nowledge, (F)ocus, or (W)ill. When calculating a character's Skill Limit for each Skill, increase it by the appropriate Attribute.

Grit Skills

Grit Skills are used to observe the environment, setup safe camps, and track animals or enemies. When Grit Skills fail, the party is put at risk of nearby threats.

Athletics (P)

Used to move objects about, clearing obstacles or creating hiding spots.

Athletics may also be used defensively when defending from falling heavy objects, special enemy attacks, and similar dangerous.

Dodge (D)

Used to disarm traps, evade dangers, and wriggle through tight spaces.

Discern (K)

Used to trail an enemy, identify the location or origin of a natural feature, or otherwise use Knowledge to learn about the environment.

Recover (F)

Recover can also be used defensively when responding to a sudden shift in the environment, such as sudden weather, or crossing planes.

Persevere (W)

Persevere may be used defensively when interacting with poisons, toxins, or similarly hazardous objects.

Social Skills

Social Skills are used to interact with other characters, usually in non-combative scenarios.

Intimidate (P)

Used to scare creatures into acting in accordance with your wishes, using your physical appearance as a threat.

Sneak (D)

Used to get by unnoticed by other creatures. Failure can carry a more serious penalty depending on circumstance.

Culture (K)

Used to recall information that informs about the area's traditions, history, or religions.

Observe (F)

Used to glean if a creature is lying or hiding, or gain information about a person or group.

Elocution (W)

Used to speak in any manner to persuade, lie, inspire, or otherwise effect emotion in a creature.

Magic Skills

Magic Skills are used to identify magical items or enchantments, peer into the Veil, or magically bolster others. When Magic Skills fail, different effects happen based on the skill. Magic Skills are intended as High Level uses for Magic Dice, in place of their primary use as wildcard dice for other skills. As such, these skills are generally quite difficult to succeed on. To represent this, Magic Skill Checks are always considered Difficult, and as such are always made by rolling a D20.

Unlike other skills, most magic skills can only be used when given a chance via object or situation.

Focus Bonus

When calculating the Limits for Magic Skills, include a character's Focus in every Limit. (*Scry will include Focus twice.*)

Imbue (P)

Used to imbue an object or creature with the user's power.

A character may make an Imbue Check to bind a spell to an item they wear or carry by committing a number of Magic Dice.

On a success, the item becomes Imbued with that spell. It may be used repeatedly to replicate that spell's effects, rolling the Magic Dice committed to it in place of any Magic Dice rolled for that spell. Each time the item is used this way, the user must make a Difficult Recover Check to maintain it.

On a failed check, the Imbuement is lost.

If a character fails the Imbue Check, the committed Magic Dice are considered spent, and the character takes [M] Arcane Damage.

Disenchant (D)

Used to remove an enchantment from an object or character.

A character can attempt a Disenchant Check to remove an Imbuement or spell effect on an object or creature.

On a success, the enchantment is removed. The spell effect then begins to activate, targetting the disenchanter if appropriate. This activation can be prevented by the disenchanter by making a Difficult Dodge Check.

On a failure, the spell effects activates, targetting the disenchanter if appropriate.

Arcanery (K)

Used to identify magical items or enchantments. These can then be used, avoided, or disenchanted.

Spell Scrolls

Arcanery can be used to cast spells from Spell Scrolls. To do so, a character must make an Arcanery Check.

On a success, the spell is cast, using the Magic Dice described by the Spell Scroll.

On a failure, the Magic Dice described by the Spell Scroll are spent, and the creature takes [M] Arcane Damage.

After either outcome, the spell scroll burns away, consumed.

Scry (F)

Used to attempt to find out new information by tapping into the Veil's magic.

To Scry, a creature must choose a creature, location, or object that they know of. The character must make a Scry check. Without a focus, such as a magical crystal ball, Scry Checks targeting creatures or locations on other planes always fail.

On a success, the Scrier gains the ability to see the target for 10 minutes. This vision is in their mind, and they cannot see through their normal vision for that duration.

On a failure, the Scrier loses a Magic Die. If they have none to lose, they take *Arcane* damage equal to three times their level.

Curse (W)

Used to place a negative magical effect on an object or creature.

A character can attempt to place a Weak Condition on a target by making a Curse Check. On a success, the target is cursed and receives the chosen condition.

Unless otherwise noted in the condition description, the curse lasts for an hour on creatures. Curses on objects last forever.

On failure, the user suffers the effect of the intended curse for an hour. Any target aware of the attempt will react accordingly.

Bufs and Conditions

Bufs

Bufs are positive effects that can affect creatures.

Unless stated, all bufs end when the affected creature rests.

If cursed, creatures cannot lose the condition from the curse.

Confident

A confident creature may choose to automatically roll a 1 on any Attack, Skill that they are Trained in. Once they do, they are no longer Confident. This roll may not be lowered by any means.

Invisible

You are hidden from sight.

You are considered Trained in Sneak.

Whenever you attack whilst Invisible, choose one:

- You automatically hit the target.
- Your attack deals maximum damage if it hits.

Resolute

A resolute creature can choose to succeed a single Perseverance Check. Once they do, they lose the resolute condition.

Conditions

There are several conditions that can affect creatures.

Strong Conditions

Strong conditions are major effects that can potentially threaten a character.

Asleep

A sleeping creature is asleep. It is unconscious, and cannot take any actions.

Any attack against the creature automatically hits.

Upon taking damage, it wakes up.

Conflicted

A conflicted creature has acted against its core beliefs, and is less able to act.

A conflicted creature treats all Skill Checks as Difficult. Additionally, they may not spend Magic Dice on Skill Checks.

When a conflicted creature Affirms their Motivations and Morals, they lose the conflicted condition.

Confused

A confused creature is unsure what its next actions may be.

At the beginning of a confused creature's turn, it makes a Recover Check. On a success, it takes its turn as normal.

On a failure, the creature takes no actions this turn.

Dying

A dying creature collapses on the floor. Their Hit Points become 0 (*Ward Points are unaffected*).

When a creature becomes Dying, they choose one:

- The creature immediately performs an Action, and all its Limits become 15 for that Action if not already higher. It then dies.
- The creature chooses another creature to immediately perform an Action. That creature's Limits become 10 for that Action if not already higher. The dying creature dies at the end of the current initiative round. If Healed before then, they will not die.
- The creature collapses unconscious. After 3 initiative rounds, the creature dies. If Healed before then, they will not die.

Paralysed

A paralysed creature cannot move.

A paralysed creature's AV is reduced by 5.

Any attack against a paralysed creature deals maximum damage.

Weak Conditions

Weak conditions hinder creatures, but pose low threat if maintained.

Blinded

Blinded creatures struggle to see and sense those around them.

A blinded creature rolls a D20 to hit when attacking, and their AV is decreased by 2.

Distressed

A distressed creature treats all Focus or Will based Skill Checks as Difficult. This condition ends after such a Skill Check is succeeded or failed.

Entangled

An entangled creature's AV is becomes 0.

Frenzied

A frenzied creature must attempt to attack or harm the nearest creature it can sense as often and as strongly as it can, prioritizing damage over inflicting conditions.

Prone

A prone creature cannot take the Full Move action.

A prone creature cannot make ranged attacks.

At the end of its turn, a prone creature loses the prone condition.

Weakened

Weakened creatures consider all rolls to be Difficult if applicable.

Danger

Danger is the catch-all term used for Initiative based encounters featuring hostile creatures, environments, or other high risk dangers. The most common form of Danger is combat between the party and enemy creatures.

Initiative

In Danger, each player character is represented by a token, such as a playing card, and each hazard or other creature is represented by one or more such tokens.

The Instigating creature always takes its action before anything else in the Initiative round.

Each other token is shuffled randomly and then drawn one by one. When a player token is drawn, any player character that hasn't acted this round may take their turn. When a non-player token is drawn, the GM takes a turn for either a creature or hazard. Creatures and Hazards usually use different tokens, unless they are somehow working together.

For example, a group of three player characters attacks a goblin, who is standing next to a lava spout. The first attacking player's token is put first, and remains there for each round of initiative. Then, the GM shuffles two more player tokens, an enemy token, and a hazard token together. After the first player has taken their turn, the GM draws a token. It is a player token, so either of the remaining players may take their turn. The hazard token is then drawn, then the enemy, then the final player token. Each takes their turn in accordance, and then each token that was originally shuffled is shuffled once more, and the round begins anew.

Danger ends when all risks, environmental or creature based, are absent.

Active Armaments

As Initiative is rolled, creatures must choose which of their prepared armaments to actively use. This can be in any combination, but creatures will only gain benefits and drawbacks from the active equipment.

Shields can be chosen in conjunction with most other equipment. (See page 143)

The active equipment can be swapped by using the Change Equipment action.

Danger Turns

On each creature's turn, they may do one or both of two things: Move or use an Action.

Movement

When in Danger, creatures may move up to their Speed. A player character's base Speed is defined by their species.

The area adjacent to an enemy creature is considered Difficult Terrain (*see below*).

Creatures must have at least the required movement remaining to make a move.

Difficult Terrain

Difficult terrain doubles the cost of moving through it.

Actions

There are many spells and class features that can be used as Actions, but all creatures can use the following common Actions:

Action: Attack

Using their weapon, the creature makes an attack. The creature makes an Attack Roll. To do so, they must roll a D10 and roll under their Attack Limit. Each player character's Attack Value is determined by:

$$4 + \text{Dexterity} + \text{Training}$$

All creatures are considered Trained in attacking, making this formula effectively:

$$6 + \text{Dexterity}$$

Additionally, a creature may spend a Magic Die to reduce the attack roll.

If the total result is below their Attack Limit, the attack hits.

When a creature hits with an attack, they roll all of their Weapon Dice to determine how much damage is dealt, adding their Power to the result. Check if any Resistances or Weaknesses are applied, and then subtract the damage from the target's Hit Points.

Unarmed Attacks

A creature does not need to use a weapon (page 141) to attack. There is no penalty for this, and represents unarmed strikes or improvised weapons (*such as rocks*).

Melee vs Ranged Attacks

Melee attacks can be made against creatures within 5ft. Ranged attacks can be made against creatures further than 5ft from the attacker.

Any weapon can be used to make a Melee or Ranged Attack. Sometimes this might seem odd, such as using a sword from 30ft, but it represents using the weapon to weaken the target in any way, such as flourishing to unnerve them, spraying dirt at them, or channelling magic through the weapon.

Ranged Attacks

Ranged attacks, when used correctly, can be much more impactful than melee strikes. However, the following penalties apply:

- If there is an enemy creature within 5 feet of the attacker, the Attack Roll is Difficult.
- When a character hits with a ranged attack, halve the total damage dealt.

A creature may spend a Magic Die to ignore the above penalties. If they do, reduce the hit roll and increase the damage dealt by [M].

Taking Damage

When a creature is hit by an attack, it takes damage. After applying Weaknesses and Resistances, reduce the damage taken by its Armour Value. As always, this cannot reduce the damage below the minimum possible value.

Action: Full Move

A creature opts to reposition, using all their time to move. Until the end of their turn:

- They may move an additional 30 feet.
- They have no penalty for moving due to being next to an enemy.

Action: Change Equipment

A creature spends their time swapping their weapons, armour, or any other equipment they have. If this action is used to swap a **Quick** armament with a single other armament, or vice-versa, a creature can take another Action on that turn.

A creature can also use this action to transfer an item to a willing creature. To give an item to an unwilling creature, they must make a Dodge Check (10 + target's Dexterity).

Action: Use Skill

Sometimes a skill is useful during Danger. Disarming a trap or locked door, sneaking past enemies, or attempting to persuade and de-escalate the fight are all common examples of this.

Many encounters will have expected skill actions listed as their own Actions. However, there may be other actions the GM has not accounted for. In these cases, the GM will decide the Skill Challenge for what a creature is trying to do, or if it is possible at all.

Exploration

Exploration covers the time spent traversing unknown areas, wildernesses, dungeons, and similar locations.

When exploring, characters' skills and spells are used to help guide their movements, and overcome obstacles.

The use of Magic Dice to amplify Grit Skill Checks is used as an alternative to an expanded set of spells; as a magically inclined character pushes a boulder, they put more magic into it than physical strength.

Exploration in dangerous places should leave characters struggling for resources, and having to choose between bolstering their Grit Skill Checks with magic, or saving their Magic Dice for spells later on.

Exploration is a great way to present tension that the party can spend time talking through, allowing the strengths of each character to shine through.

Wilderness Travel

Whilst each environment can present its own dangers, there are many obstacles that may hinder a party of characters.

When travelling, the adventuring day is split into four parts: **Dawn**, **Day**, **Dusk**, and **Dark**. Each part represents about six hours of the day.

Rests

When taking a Risky Rest whilst travelling, it takes about two parts of the day (*eight to twelve hours*) to complete the rest.

When the players decide to rest – this is usually during Dusk and Dark, but doesn't have to be – they must choose one character to make a Recover Check. Depending on their environment, and how well they do, this may lead to benefits to the rest (*see Resting and Recovery, pg. 8*).

Hazards

During each part of the day, the players may encounter a hazard – this can be predetermined by the GM, or randomly generated – that bars their passage.

Common environmental hazards include storms, swamps, landslides, or poisonous plants. Common civil hazards include bandits, other travellers, or those that live along the pathways.

Rarely, hazards may present opportunities to utilise characters' Social skills. In these cases, refer to the Social Interactions section.

To make a journey more challenging, present multiple hazards of the same type, or in the same day.

Discovery

Sometimes, players will stumble upon locations that aren't hazardous or settled, instead granting welcome benefits; a natural spring or lake would provide a convenient place to camp.

Locations like these make good places to provide Risky Rest benefits, and may even become locations for the party to take Safe Rests, should they take lengths to protect and secure them.

Social Interactions

Social interactions are any interactions with non-aggressive characters.

Usually the most relaxed component of the game, Social Interactions are used to give characters new objectives, acquire wealth by accepting quests, or purchasing items. They can also act proactively, sneaking through reconnaissance missions, asking after the specifics of their personal goals, or simply developing their characters beyond their use as mercenaries.

Social Interactions should present characters with situations that feel like they are committing resources to strengthen or further their positions, rather than to ward off danger.

Use Social Skill Checks to provide challenges for characters during social interactions.

Levels of Trust

Each creature that a player character interacts with will view them in a certain way. From aggressive hatred to unwavering adoration, you can use the Trust Tracker as a general guide on how creatures will react to characters' interactions, and how their trust impacts any Social Skill Checks attempted.

Trust Tracker

The levels of trust are:

Hostile

The creature views the character with pure antagonism, either from hatred, opposing goals, or being a wild animal.

They will not consider anything the character says, and will likely try to kill or subdue them to continue their goals.

Social Skill Checks are rarely possible, and always Difficult if possible.

Distrust

The creature has reason to believe the character is untrustworthy. They may have opposing goals, have

done something illicit nearby, or just plain dislike the character.

They will not attack the character unless provoked, and negotiating with them will be very difficult.

Social Skill Checks are almost always Difficult.

Indifferent

The creature has no opinion either way about the character. They will respond positively to reasonable questions or actions, and negatively if they feel the character is overstepping, or does something to wrong them.

Characters can negotiate with them, although it's likely that money or favours will be brought up for exchange.

Friendly

The creature considers the character to be their friend. They will consider the topics of acceptable requests to be much broader.

Negotiating with the creature will be much easier, and they may even offer favours or secrets without cost, assuming the character will repay them or make good with the result.

If Social Skill Checks would be Difficult, they are instead Normal.

Charmed

The creature is infatuated with the character. Either by romance or magic, the creature would follow the character anywhere.

They will do anything asked to the best of their ability, and assume the character is always telling the truth. Obviously false claims will be taken as metaphor.

Social Skill Checks are rarely needed.

Complex Encounters

A group of bandits chase the party towards a ravine, crossable by a narrow bridge. Occasional eruptions of magma threaten any that try to cross. At the other end: a Troll, ready to demand payment and eat those that refuse.

Some encounters combine elements of all three parts of the game. These encounters will test the party's ability to fight, evade, and talk their way through the world.

These encounters will be referred to as Complex Encounters.

Initiative

Complex Encounters usually involve enough actionable ideas that using Initiative is recommended. For most purposes, treat Complex Encounters as Danger with regards to Actions, movement, and other character abilities (*see Danger, pg.15*).

Environmental Hazards

During Initiative, environmental hazards should also get a "turn". Use a token for each hazard – these can be shared between hazards for more control by the GM. On each of a hazard's turns, make any characters affected by it perform a Grit Check like they would in a regular Grit Encounter.

Additional Actions

Most Complex Encounters will have additional Actions that players can perform. The GM can decide whether to outright tell the players what they are, or hint through descriptive terms.

Whilst some example encounters may list additional Actions, if a player suggests something suitable for the encounter, the GM should consider treating it as an additional Action.

Example Complex Encounter: The Bridge

As described above, the party is being pursued, there's a dangerous ravine crossing, and danger waits on the other side.

This encounter has three main aspects, each with an "expected" role:

- The bandits are expected to engage in combat with the party (*Combat*)
- The dangerous bridge represents an opportunity to test the party's Grit (*Grit*)
- The troll will likely ask for payment before attempting to eat the party (*Social*)

Additional Actions

In this encounter, several additional Actions can be performed:

Action: Steady the Bridge

A creature uses their might to steady the bridge. The creature must make an Athletics Check. On a failure, they slip and take 1d4 Physical damage. On a success, until their next turn, each character on the bridge reduces any damage from the Hazard: Eruption by an amount equal to the user's Power.

To use this action, a character must be immediately next to or on the bridge.

Action: Convince the Troll

A character may try to convince the troll to let them pass. When doing so, choose one of the following:

→ Pay the Troll 5 gold per party member to allow the party to pass.

→ Make an Elocution Check. On a failure, the troll gets angrier. On a success, the Troll becomes more amenable. After two successful attempts in a row, the Troll steps aside and lets his new friends go. Two failed attempts in a row will cause him to become an enemy combatant and roll Initiative.

→ Make an Intimidation Check. On a failure, the troll rolls an Initiative if he hasn't already, and becomes an enemy combatant. On a success, the troll cowers and moves aside.

Hazard: Eruption

Each round, roll a D10 for the eruption's Initiative.

On the eruption's turn, each character on the bridge (*including bandits and/or the troll*) must make an

Athletics Check. On a failure, they take 2d4 Fire damage. On a success, they avoid taking any damage.

The Bandits

The bandits will chase down the party members, and force them to either fight or flee across the bridge. Depending on the desired difficulty, increase the number of bandits to ensure the party choose to flee. Bandits will also be hesitant to cross the bridge until the troll is gone, but will likely send one bandit onto the bridge anyway.

The Troll

The troll is perfectly happy sitting and waiting for someone to pay him. He won't make any major actions until he is unsuccessfully intimidated, or otherwise angered.

Wrap Up

Overall, this encounter, whilst encompassing several elements of play, does not take too long to outline, but still presents the party with choices. Further additions to the encounter could provide actions to Parley with the bandits, or try push them over the bridge.

Below are some other example encounters:

Complex Encounter: The Ritual

A group of cultists are gathered in a basement, chanting the ritual to summon a demonic lord. Stopping one cultist won't end the ritual; all of them must be stopped. The more still chanting when the demon is summoned, the stronger it will be.

This encounter is more combat focused, but may feature things such as actions to gag and silence cultists, sway cultists via speech, or modify the ritual circle.

Complex Encounter: Lights in the Marsh

The lowlands have many swamps, but few are so littered with daze-bugs as this one. To cross without detection from the wildlife is hard enough, but whilst blinded? Better hope the crocs aren't awake.

This encounter relies heavily on Grit and Grit Skill checks, but may give room for Social Skill checks in the form of culture and sneak. As a worst-case

scenario, the party can always try to fight off the crocodiles.

Complex Encounter: The Trial

In the lower halls of the Giant's palace, you find yourselves surrounded by glyphs and stone tablets. On each one: a riddle or puzzle. Only by overcoming each one can you win the Giant's favour. But be not too hasty, as a false answer can result in physical dangers.

This encounter relies on Social skills, such as recalling knowledge, asking the Giant questions, and looking about the area for clues. Failed attempts may raise enemies into being, drop traps, or anger the Giant. By placing a time constraint on the party to demonstrate their skills, a simple puzzle room is converted to a tense situation.

Player's Guide

This section details all the options that players need to create and play their characters. The GM may provide additional options, such as unique equipment, magic items, or spells, during play.

In this section are the following subsections:

Character Creation

This subsection describes how to create your character, as well as the standard progression that characters will experience as they reach higher levels.

It is recommended that a player reads this section fully, before any other section.

Species and Uncommon Species

These subsections describe the species in Santryl. Some are common, having their own cultural footprint on the continent, whereas others are rare visiting species, that come from across the seas.

Dark Denizens

There are also a set of Dark Denizens, a set of species that lend themselves toward less morally inclined characters. Players should avoid these for their first character.

Backgrounds

This subsection describes the various backgrounds that a character can choose from. Many of these are tied to Santryl's culture, as a way to integrate your character into the world.

Classes

This subsection describes the classes a character can choose from. Each class provides different defensive and offensive options, and is the

major factor in determining what spells a character has access to.

The Gods and The Rogue Gods

These subsections detail the various deities that are worshipped in Santryl. They are important for the Heretic, Paladin, and Priest classes, but the information provided is a good general overview for all players.

Devotions

This subsection goes through the various devotions for a character. This subsection won't be needed until a character reaches Level 2, but it's a good idea to read through the choices, as it will help inform your choice later on.

Spells

This subsection lists each of the spell schools and their respective spells. Spell choice and selection is determined by background and class, so it can be a good idea to read this section before choosing a character's class.

Spell Scrolls

Spell scrolls are loosely defined in Beyond the Veil, intended as a GM tool to provide players with a plot device, temporary advantage, or just a fun result. Their section has been included in the Player's Guide due to the connection with spells, and to help players understand how they are used.

Equipment

This subsection lists all the mundane equipment a player can start with or acquire. Most of these are Weapons or Shields.

Magical or otherwise unusual items and equipment are described in the Game Master's Guide.

Character Creation

Creating a character is quick and easy. It is recommended to read through all the steps before completing each one, as it will help to inform decisions for the character.

Creation Steps

Step 1: Attributes

First, allocate the following values across your Attributes:

-1,0,1,2,3

These Attributes determine how good your character is at the different aspects of the game.

Step 2: Species

Pick the type of species that your character is. This will influence your languages, speed, and give minor benefits to your character's abilities.

Step 3: Backgrounds

Pick the background that your character is from. Each background provides a set of Motivations and Morals that help define how your character wants to act. Additionally, backgrounds provide a minor feature.

Backgrounds are linked to the world setting, and may need modification/replacing if swapping setting.

Step 4: Class

Pick a class. Classes determine the bulk of your character's abilities, and determines what aspect of the game your character has tools and abilities to deal with.

Step 5: Spells

Whilst given to your character via its Class, picking spells is a major part of character

creation, so you should make sure you know your options as you pick your other choices.

Step 6: Equipment

Each character can choose two to use:

- An armament with the **Ranged** property.
- An armament without the **Ranged** property.
- A shield.

These options must be chosen from the Equipment list (141).

In addition, characters start with 3d4×10g.

General Gear

General gear such as bedrolls, lanterns, or rope is assumed to be carried by all characters. When situations call for specialist equipment, such as rock climbing gear (*beyond rope*), characters should seek local merchants who may be able to help.

Step 7: Determine Limits

For Attack Rolls, Skill Checks, each character must record their Limits.

As a reminder, Limits are calculated by:

$$4 + \text{Attribute} + \text{Training}.$$

Attack Limits use Dexterity, and all characters are Trained in Attack.

Character Progression

As your characters progress and develop through stories and relationships, your power will increase. The GM will inform you when you gain a level. The below table outlines the general progression for most characters:

Level	Feature Gained
1	Class, basic distinctive abilities and spells

2	Class Specialisation, Moral Devotion
3	Class Feature, Attribute Increase
4	Subclass Feature
5	Can learn Unleash Spells, Attribute Increase
6	Combat / Magic Mastery
7	Class Capstone Feature, Attribute Increase
8	Class Specialisation Capstone Feature.

Whenever a character gains a level, they should check the above table in addition to their class information, to check they don't miss any features.

Increasing Attributes

At 3rd, 5th, and 7th levels, you will be able to increase your character's attributes. To do so, either increase two Attributes by 1 each, or increase one Attribute by 2.

Species

In Beyond the Veil, each character has a species, which may grant them minor bonuses. The following features apply to all species, unless otherwise stated or contradicted:

Species Features

Languages: All species know *Common*.

Size: All species are Medium unless otherwise stated.

Speed: All species have 30ft Speed unless otherwise stated.

Senses: All species can see 60ft in low light unless otherwise stated.

Subcultures

Most species will have several Subcultures to choose from, representing the various skills and qualities valued by that group.

Dwarf

Hardy folk that keep to the mountaintops, they seldom travel down as a culture, although merchants and explorers will venture forth in order to maintain a presence in the world.

Protectors of the Mountains

Long ago, when Santryl was first created, the giants used the central mountains as a home. When they left, they entrusted them to the Dwarves. Having been passed on ancient knowledge, the Dwarves protect the giants' secrets with a fervour so strong that it is unclear how many still know which truths their home.

Dwarven Lineages

Like most cultures, the Dwarves have a great respect for the powerful families that shape their society. Despite this, there is no division of families into sects, nor any guilds that claim to run the city. Instead, Dwarves all contribute what they can to further the strength of High Mount, their singular city home.

High Mount

The only city of the Dwarves, and home to their King, Brolf Stanguard, High Mount houses thousands of Dwarves. The city itself is spread out across several peaks of the highest mountains in Santryl.

Whilst most reside in stone halls atop the snowy peaks, there are tunnels that lead down into the depths of High Mount, allegedly harbouring secrets, treasures, and perhaps even what remains of the giants themselves...

Subcultures

Though united in their cause, the dwarves remain split in their methods. Some, known as Hall Dwarves, prefer to strengthen their position politically, harbouring treasure and using it as

bargaining pieces with the Elves, Goblins, and Humans across Santryl.

Others, the Mining Dwarves, seek adventure, either in the lost tunnels of old, or out across Santryl, and push towards ancient depths to uncover their secrets.

Physical Features

Dwarves are typically around 4'6" to 5' tall, and around 200lbs heavy. Most dwarves, male or female, wear a large bushy beard. Their hair usually ranges from black to brown, and more rarely, ginger.

Species Features

Languages: You know *Dwarven* and *Giant*.

Hardy Folk: Your maximum Hit Points are increased by 2 each level.

Speed: Your speed is 25ft.

Subcultures

Choose a Subculture from **Hall** and **Mine**.

Hall

Hall dwarves sit in palaces hewn from stone, and cities of riches. Seldom leaving, and staunchly resolute, Hall dwarves hoard riches all to themselves.

Immovable: You can choose not to be moved by hostile effects that would otherwise move you.

Rich: You are Trained in Skill Checks related to wealth and treasure.

Mine

Mining dwarves love to explore. Digging deep into the mountains, they seek out adventure and glory in the depths of the unknown.

Deep Dweller: When underground, you are considered Trained in Discern, Observe, and Arcanery Skill Checks related to the environment.

Elf

The Elves of Santryl mostly live in the Unvariant Empire, in Santryl. However, several travel, and end up all over the world. They all share a long life, ageless appearance, and love of art.

Ageless Host

The Elves of Santryl are near immortal, ageing incredibly slowly over hundreds of years. Some Elves choose to die, doing so peacefully in their sleep, whilst others carry on until killed in battle or misfortune. Elves are also able to enter a trance state instead of sleeping, allowing them to focus and meditate as they rest.

The Elven Houses

Seven Elven houses preside over Santryl, each led by a Premiere Elf. Each house is responsible for some facet of the Empire, though it had run so smoothly before the Veil appeared, that these responsibilities were rarely tended to in person. Now, though, the Premieres are once again looked to for leadership.

Vocation Rotation

Whilst Elves have plenty of time to master skills, they lose that mastery much faster than other species. Many elves switch their focus every twenty or thirty years, leaving behind any wisdom as though finished with it. Those that stick with one area of expertise are generally renowned leaders in the field, though considered a little odd for it.

Subcultures

The Elves mostly divide themselves into two cultures; High Elves take their lineage seriously, and strive to maintain the order of the Houses, whereas Wood Elves are drawn to wander Santryl and tend to its wildlife.

Physical Features

Elves are generally tall, slender people, standing close to 6' tall, with little variation in height. They rarely develop excess muscle, instead honing their reflexes. High Elves are commonly blond, whilst Wood Elves have darker brown shades of hair. Facial hair on Elves is uncommon.

Species Features

Languages: You know *Elvish*.

Trance: When you take a Risky Rest, you treat any Recover Check success as Critical Successes with regards to replenishing dice.

Subcultures

Choose a Subculture from **High Elf** and **Wood Elf**.

High Elf

The ruling class of the Unvariant Empire are trained from birth to recognise how others would react, in order to not bother them.

Trained Insight: You are Trained in Observe.

Magic Training: After each rest, you gain a Temporary Magic Die (D4).

Quick Assessment: Add your Knowledge to your Initiative rolls.

Wood Elf

The elves that wander across Santryl on their own have adapted to the life in the wilderness.

Keen Senses: You are Trained in Discern and Observe

Speed: Your speed is 35ft.

Ambush: When you take the Attack Action whilst Hidden, instead of rolling damage, use the maximum possible value.

Goblinoids

Goblin folk live all across the lands of Santryl, and come in many different forms. They all share a common love of treasure, but have differing attitudes on how to get it.

Treasure Hunters

All Goblinoids love treasure. Shiny, sparkly things of all types never fail to capture the attention of any Goblinoid that happens across it. Many Goblinoids devote most of their day to finding, stealing, or digging up treasure. Somehow, they always manage to find an extra little piece, which would rapidly get out of hand if they were not prone to quickly losing it again.

Subcultures

Unlike other species, Goblinoids show great diversity in their mindsets and physiology between subcultures. From scrawny Goblins, to the hulking masses of fur that are Bugbear, a Goblinoid camp could fascinate a scholar for the rest of his life.

Species Features

Language: You know *Goblin*.

Keen Eye for Treasure: You are Trained in Skill Checks related to looking for treasure. Additionally, any treasure you find always has 1d4 extra gold pieces with it.

Subculture: Choose a Subculture from **Goblin**, **Rock Goblin**, **Hobgoblin**, and **Bugbear**.

Goblin

Goblins live in gangs, scrounging the grounds around them for discarded treasure, and occasionally stumbling upon a vein of valuable metals, or some other commodity, when they do, they capitalise on the opportunity and become shrewd traders.

Size: You are Small. (*see Size Modifier, page 7*)

Speed: Your speed is 25ft.

Shrewd: You are Trained in Elocution.

Scrounger: You are not slowed by difficult terrain.

Rock Goblin

Rock Goblins live in the mountains, and rarely venture outside. Most could easily be mistaken for piles of rocks when standing still, and their appetite for gemstones often unnerves others.

Size: You are Small. (*see Size Modifier, page 7*)

Speed: Your speed is 25ft.

Consume Gemstone: You can eat gemstones. When you do, you gain a Temporary Magic Die (D8). You cannot consume more than one gemstone between each rest. A gemstone must be worth 50 gold in order to benefit you in this way.

Hobgoblin

Militaristic warriors, Hobgoblins are proud and respectable, and will not go to war without good reason. Sadly for those with treasure, Hobgoblins consider "wanting your treasure" a good reason to go to war.

Militaristic Culture: You are Trained in Athletics.

Strategic Formation: When within 5ft of a friendly creature, your attack rolls of 1 or 2 deal an additional Weapon Die of damage.

Bugbear

Big, furry creatures, Bugbears are surprisingly sneaky, and will easily find a weak point in their foe. Preferring to operate alone or in small groups, many Bugbear offer protection to travellers, usually from other Bugbears.

Sneaky: You are Trained in Sneak.

Exploit Weakness: When you make a Melee Attack, increase your Weapon Dice by 1D6 Physical for that attack.

Half-Elf

Unsurprisingly, Humans and Elves run into each other often. The result is a population of Half-Elves, all across the world. They inherit the physical advantages of their Elf heritage, and tend to associate into Human cultures, being closer in longevity.

Lives Between

Half-Elves age at about half the speed of humans. This leads to many finding themselves a bit lost in their later years, as they lose their human peers, but retain their passions. Too ambitious for the elves, many ageing half-elves take to wandering Santryl alone, or finding gentle rest outside human settlements.

Natural Prodigies

With the grace of the elves, half-elves are able to pick up and master many skills much faster than other species. Unlike the elves, however, they retain those skills even when sparsely used. This has lead any half-elf peddling his craft to never fail in finding work, almost always getting paid above the average fee.

Physical Features

Half-Elves have varied features as some blend of human and elf. They are generally softer stepped and gentler than their human counterparts, yet broad enough to pick out in a crowd of elves.

Species Features

Languages: You know *Elvish*.

Trance: When you take a Risky Rest, you treat any Recover Check success as Critical Successes with regards to replenishing dice.

Adaptable: You are Trained in a Skill of your choice.

Subculture: Choose a Human subculture.

Halfling

Halflings are similar in proportions to Humans, albeit with large feet and hands for their size. Barely surpassing four feet, they find it easy to hide in places that others don't think to look, such as behind other people.

Enclaved Society

Halflings found a historical solidarity with the Humans of Toron, sharing language, customs, and lifespans. Amongst the founders of Toron were numerous Halfling leaders, who secured a future for their kind in the nation. Now the Halflings live across Toron, mostly in groups with other Halflings, but also striking out on their own.

Culture of Craft

Halflings are masters of craftsmanship. This shows both in the forge, and by the hearth. There is a tradition for Halflings as they come of age to choose between metalworking and woodworking. The former form a decent backbone of Wracket, garnering reputation and respect for their kin. The latter are masters of house construction, with a talent for trick furniture, hidden doors, and secret tunnels.

Physical Features

Halflings are small people, about 3' to 4' tall. They have similar proportions and features to humans, but with larger hands and feet. Halfling hair tends to curl, and comes in a range of blonde, brown, and black shades.

Species Features

Language: You know *Toronic*.

Size: You are Small. (see *Size Modifier*, page 7)

Speed: Your speed is 25ft.

Sneaky: You can move through the space of, or attempt to hide behind, creatures at least one

size larger than you.

Senses: Halflings can only see 15ft in low light.

Subculture: Choose a subculture from **Clayfoot** and **Ironfoot**.

Clayfoot

Clayfoot live in small settlements, embracing tradition and not travelling too far from home. They have a talent for craft, and a keen eye for secret doors, storing much of their wares in hidden basements.

Traditions: You are Trained in Culture.

Eye for the Hidden: You have are Trained in Observe Checks to detect hidden doors, traps, or treasure.

Ironfoot

The Ironfoot live in Santryl, alongside the Torons. They share a love of metallurgy and work on some of the best metalworks in the continent. Their familiarity with armour craft allows them to make the most of the defence it provides.

Metallic Shielding: Your AV increases by 1.

Forge Prowess: When making a Melee Attack, you may re-roll one Weapon Die. If you do, you must take the new result.

Human

Humans are commonplace in Santryl. Depending on where they hail, they carry different strengths. All humans, however, share a determination to see things through.

Common

Humans are so prolific in Santryl that their language has since lost its name and become known as *Common*. Regional dialects still maintain certain oddities, but for the most part a Human can find themselves able to talk with most sentient creatures they meet.

Stubborn

Humans find it hard to give up. Even at the worst of times, they can push themselves to persevere towards their goal. Other species find this persistence annoying, and there is a common joke that this attitude is what lead the Giants to leave Santryl.

Physical Features

Humans are as expected, though most in Santryl have a gentle tan. Those that wander the eastern lands develop a much darker tone, rivalled only by the most obsessive forge workers. Years of mingling with the Elves has seen various humans become taller and paler, with pointier ears, brighter hair, and weaker beards.

Species Features

Stubborn: When you Persevere, you may choose to regain the maximum possible Hit Points. You may choose to do this once between Risky Rests.

Senses: Humans can only see 15ft in low light.

Subculture: Choose a Subculture from **Toron**, **Lost Land Wanderer**, or **Unvariant Empire**.

Toron

The Humans from Toron have a culture focused on development, discovery, and learning.

Language: You know *Toronic*.

Culture of Learning: You are Trained in Arcanery

Fearless: You are Trained in Checks against being Frightened.

Lost Land Wanderer

The Humans from the Lost Lands fight each day to survive amidst the warring warrens.

Culture of Struggle: You are Trained in Recover.

Language: You know *Goblin*.

War Torn: Your Weapon Dice increase by 1D4 Physical

Unvariant Empire

The Humans from the Unvariant Empire enjoy a comfortable, if low opportunity, lifestyle.

Culture of Antiquity: You are Trained in Culture

Language: You know *Elvish*.

Elven Medicines: You may spend a Magic Die when another character uses the Persevere Skill. They restore additional Hit Points equal to the result.

Rana

Frog people native to Santryl, Rana are large, rotund, and perpetually smiling. They have a strong affinity for the natural world, and take pride in caring for it.

Enlightenment

The Rana came into being when the Giant, Olgrath, decided not to descend under Santryl with their Kin. Instead, she found the farthest point of the continent, a collection of natural springs and ponds. Taking fancy with the frogs there, and needing guardians for her resting site, she uplifted the frogs there into the Rana, giving them speech, size, and an understanding of Warding magic, to better protect her with.

The Croaking Conclave

The Croaking Conclave is the settlement of Rana that resides in Olgrath's Baths, watching over her and the Baths. The water there carries an invigorating property, and years of absorbing and drinking it confers an enhanced recovery to the Rana there.

Olgrath's Outcasts

Those that are restless in the Baths turn to Olgrath for permission to leave. Whilst other Rana see this as close to heresy, Olgrath herself bids them away with her blessing, in the hopes that they can spread her will to the rest of Santryl. Be they first generation, or descendents of such, Outcasts find Olgrath's comfort in ponds, rivers, and lakes.

Physical Features

Rana are very round, their body capable of holding vast amounts of air. They are mostly shades of green, brown, and blue, with yellow, orange, or red spots and strips decorating their limbs and features. Their eyes, large and beady,

glow a faint yellow. They stand anywhere from 3' to 6' tall, and are usually as wide as they are tall. Despite their size, Rana are very light, due to most of their mass being air.

Species Features

Language: You know *Rana*.

Swimmers: You have can swim unhindered, and can hold your breathe for twice as long as normal.

Guardians of Nature: You are Trained in Discern.

Faithful Guardians: When you cast a *Warding* spell, you may increase the size of one Magic Die used by one stage.

Subculture: Choose a Subculture from **Croaking Conclave** and **Olgrath's Outcasts**.

Croaking Conclave

Those that reside in the Croaking Conclave in Santryl are quiet, reserved, and wise. They dedicate their lives to maintaining natural peace in the forest they reside in, although a few venture out to care and tend for other places.

Healthy Body: You always Heal for the maximum possible amount when affected by healing spells and potions, or when using the Persevere Skill.

Olgrath's Outcasts

Restless but not without rest, the Outcasts find Olgrath in nature's springs.

Olgrath's Blessing: When you take a Risky Rest near a significant pond, river, or lake, you treat any Recover Check success as Critical Successes with regards to replenishing dice.

Uncommon Species

These species are very sparse in their presence in Santryl, either coming from other continents, or merely low in population.

Outsider Backgrounds

Uncommon in Santryl, the rarer species are all a bit unfamiliar with the continent. Perhaps their curiosity is that of a tourist, or maybe it's that of a conqueror...

You must be an Uncommon Species to take these Backgrounds.

Curious Traveller

This new land is full of wonder, and different customs to back home. It would be worth it to find a souvenir, or even just a way back home.

Curious Traveller Motivations

- I should learn all I can about this place.
- I'm worried people will shun me as an outsider, I must try to blend in.
- A pilgrimage across the land's historical sites would complete my journey.

Curious Traveller Features

Spell Choice: You may choose a *Planar* spell to learn.

Forward Scout

You come as a part of an expeditionary force, to scout the area and see its potential. Maybe your superiors desire conquest, or perhaps they envisage a rich trade route. In either case, you're here to observe and record.

Forward Scout Motivations

- I should learn all I can about this place.

- I will find more answers if I'm as direct as possible.
- I should find out about precious materials, or ancient artefacts.
- Seeing their military bases will help us decide whether our endeavour is justified.

Forward Scout Features

Spell Choice: You may choose a *Combat* spell to learn.

Drakkonkin

The Drakkonkin came on boats long ago, according to legend. Most of them carried on their journey, but a few stayed behind. Legend has them as direct descendents of the god-like being called The Platinum Lady, who they revere as both creator and all-mother.

Diverging Progeny

Each Drakkonkin is descended from one of seven progenitor drakkons, each themselves a child of The Platinum Lady. Each is made from a rare metal or alloy, granting them resistance to an element. This benefit is passed on to each Drakkonkin in their lineage.

Chosen Shepherds

A few amongst each generation of Drakkonkin are blessed as Chosen. Chosen embody the values of their progenitor, and have strict codes regarding the protection of the Kobolds around them.

Pack Survivors

Lacking in physical prowess, and being regarded as ugly nuisances by many other species in Santryl, Kobolds have learned to lean on each other, surviving the harshest conditions.

Physical Features

Chosen stand tall, above 6', and have well defined faces that resemble a lizard's. In contrast, Kobolds stand a mere 3' to 4' tall, and have protruding snouts not dissimilar to a canine's. All Drakkonkin have scaled bodies, made out of the same material their progenitor bears.

Species Features

Languages: You know *Drakkonik*.

Drakkonik Legends: You are Trained in

Elocution Checks when asking about cultural history or seeking refuge.

Metallic Alignment: Choose a metal from which you are made. You gain resistance to the listed damage type.

Metal	Resistance Gained
Brass	Fire
Bronze	Lightning
Copper	Umbral
Mercury	Poison
Silver	Cold
Steel	Arcane
Gold	Holy

Subculture: Choose a Subculture from **Chosen, Kobold**

Chosen

Tall, shiny, and strong, Chosen Drakkonkin are imposing foes, no matter how they fight their battles. Each has a gift of The Platinum Lady's great breath.

Breath Weapon: When you take the Attack Action, you may instead breathe a stream of destructive energy in a 15 ft. cone. Every creature in that area must make a Dodge Check. Each creature that fails takes Xd10 damage of the type associated with your **Metallic Alignment**, where X is your Level. Once using this, you must rest before using it again.

Kobold

Weaker forms of the Drakkonkin, Kobolds possess many other feature that make them great social creatures.

Pack Creatures: You can choose to share your Grit Die with another creature for any Grit Check you both make. You both use that Die instead of any others (*roll separately*). Use before rolling.

Gnome

Gnomes reside almost solely on Gnome Island, which floats across the skies. Driven by a curiosity to learn about the world below, and cursed to forget where they came from, those that descend quickly find themselves adapting to survive.

The Curse of the Gnomes

For some ancient crime, all gnomes were banished to Gnome Island, forced to forever gaze down upon the world. What that crime was has been wiped from history, such that none can seek to imitate it. Each gnome yearns to see the world below, and to that end the gnomes have constructed incredible portal magic that allows their descent. For reasons unknown to them, their portals are not able to return their brethren.

Once a gnome descends to the surface, they immediately begin to lose their memories of Gnome Island, and assimilate into the nearby culture as best they can. They retain the knowledge that they came from somewhere else, but lose all focus when trying to recall its location.

Sharp Minds

Gnomes have a quick talent for anything new, relying on patterns present in other fields they are aware of. This quick wit allows them to achieve results similar to prodigies of other species, much to the chagrin of said prodigies.

Physical Features

Gnomes are small creatures, standing barely 3' tall. They mature rapidly, and appear old and wizened from around their mid-twenties. Each part of them is knobbly and bony, yet they retain their nimbleness, using their in-depth

knowledge to perfectly calculate their every motion.

Gnomes have a propensity to grow long, white-grey beards, that curl down to the floor and end in a point. Gnomes without these beards are often mistaken for angry old Halflings.

Species Features

Size: You are Small. (*see Size Modifier, page 7*)

Speed: Your speed is 25ft.

Language: You know an additional language of your choice.

Adaptive: You may reduce the result of a Social Skill Check you are not Trained in by your Knowledge. You may do so once between rests.

Fiendblooded

Mortals with the blood of Fiends, most Fiendblooded exhibit devilish elements in their physique, the luckier ones merely having slightly reddish skins. Since many cultures frown on fiends and demonic entities, Fiendblooded tend to hide their heritage as long as possible.

Hated Outcasts

Through no fault of their own, Fiendblooded are seen as menaces, dark omens, or irredeemably evil people. Only a select few welcome them with open arms, though occasionally large groups such as the Toronic guilds will look past their heritage and make an exception, if their skill is great enough.

Because of this, Fiendblooded roam Santryl in search of a home, rarely coming across another, so few are they. It's not uncommon for them to disguise themselves, by cloak or magic, and attempt to live short lives in small towns.

Self-Made Fates

Fiendblooded are commonly hunted down, or left to die. Those that evade persecution come out stronger, full of fervour for a better future. Be that in finding faith, or in seeking out vengeance or peace, it is rare to see Fiendblooded bow to another mortal.

Physical Features

Fiendblooded reflect their parents' species traits, though with infernal additions. For some, this means elvish features with horns, red skin tones, and a tail, whilst for others with a direct connection to a Fiend, their skin can run hot to touch, or even continually ignite their hair in a low smoulder. In any case, their pupils appear constantly dilated, devoid of colour.

Species Features

Language: You know *Infernal*.

Infernal Ancestry: You have resistance to Fire damage.

Demon Blood: As an Action, you may call upon your ancestor's infernal powers that run dormant in you. Whenever you use this ability choose one benefit:

→ Your vision range increases to 120ft for eight hours.

→ You can read writing in any language, excluding encoded texts, for one hour.

→ You may cast a *Haematic* spell. If you do, roll the Magic Die used instead of spending it.

Once you use this ability, you may not use it again until after you take a Safe Rest.

Melis

Upright standing badgers from the Restless Fields, the Melis are doggedly religious. Their main sect follows the sands on the continent, believing that when the land finally comes to rest, in the desert shall their saviour appear to bring salvation to the devout.

Paradise Lost

The Melis waited in a near endless pilgrimage through an ever shifting desert awaiting the arrival of their saviour. When one arrived, they turned out to be a pretender from another plane. After a brief but lethal war, the majority of the Melis abandoned their eternal pilgrimage, and started to settle in better lands, or look overseas for better answers as to why they were seemingly abandoned. The more acute amongst scholars – Melis or otherwise – are aware that the Melis's false saviour's arrival coincided roughly with the arrival of the Veil, and many have begun their investigations.

Archival Habits

In their pilgrimage, the Melis kept record of all the events and sights they saw around their world. Many of these are basic knowledge, but others had encoded secrets, which the Melis are talented at uncovering. This latent talent transfers well when tasked with casting spells from scrolls in Santryl, their subtleties and nuances clear to any Melis.

Physical Features

Melis stand proud, from 5' to 6' tall, broad and stocky. They come in a spectrum of patterns, from black and white stripes and patches, to mellow yellows and browns, blending in with sand and savannah. Though not part of their bodies, Melis are culturally attached to cloaks and capes, and will often carry or wear, one.

Species Features

Language: You know *Melis*

Religious Culture: You are Trained in Culture.

Stalwart: If you would be reduced to 0 Hit Points, instead you are reduced to 1. This effect can only happen once between Safe Rests.

Forbidden Knowledge: When casting a spell from a Spell Scroll, increase **[M]** by your Knowledge for each die spent.

Morak

The morak were once a culture of humans from the western continent, who almost lost a great war with their rivals. Instead of accepting defeat, they cast themselves into metallic, skeletal bodies, and plunged their city into the ocean, so that one day they might rise once more. Though they haven't found a way to return to flesh yet, they have escaped their underwater prison and roam the world in wonder.

Flickering Visage

A Morak's base appearance is that of a dark, blue-black metallic skeleton. However, as a Morak speaks, sings, or otherwise expresses themselves vocally, their original form flickers in as a perfect illusion, restoring them to their former self. For this reason, many Moraks ensure to always hum or whistle as they travel in populated areas, as they appreciate how daunting their skeletons can be.

A rare few Morak are able to invoke their illusion by non-verbal means of expression, such as through dance, fighting, or other passions and skills. Such Morak are studied in the hopes that they contain a secret to regaining their original bodies, but nothing has come of it so far.

Chronocrystal Core

Once masters of time magic, all that remains are the chrono crystals that hold each Morak's soul. With it, they are able to temporarily glimpse their misadventures, and take steps to avoid it. They guard this secret with their life, however, because they know if any were to discover what their hearts were made of, they would surely be hunted and killed.

Physical Features

Morak have two forms: The dark metal skeleton, and the almost normal looking human illusion. In either case, they stand taller than the average human, at an almost uniform 6 foot tall.

When seen as their skeleton, they are locked in an ever-wide grin, with no eyes in their sockets, instead possessing small teal flickering lights in their place.

Species Features

Ancient Magic: You are trained in Disenchant.

Metallic Skeleton: At 1st level, you gain 5 AV instead of your Class's listed value, but gain AV as normal at higher levels. You do not need to eat or breathe, but must still use rations to rest as you oil and repair your body.

Chronocrystal: Whenever you roll or spend a die, you may re-roll that die. You must rest before doing so again.

Dark Denizens

Not all species in Santryl are good, even in their own eyes. The following species lurk in dark places, often looking for reasons and opportunities to cause harm. It is not recommended to play these species without working with the GM to understand why your character might have joined the adventuring party.

Dark Backgrounds

Since Dark Denizen species are typically evil, their backgrounds can provide ways to show an escalation of such evil, or a rise against their nature into a valiant paragon. You must be a Dark Denizen to take these Backgrounds.

Despicable Filth

You are evil, and you love it. Spreading pain, destruction, death, disease, anything vile at all brings you great joy. You revel in the suffering of the species that shun your kind. It's not like they don't deserve it. Depth isn't your nature, but it could be in your future, each awful facet of yours amplified into magnificent, powerful displays of how far you've come.

Despicable Filth Motivations

- The other species must suffer.
- So called "civilised" cultures must be shown true progress: their downfall.
- They made me like this, so I will *happily* be their *monster*.
- Spite is the only thing keeping me alive.

Despicable Filth Features

Spell Choice: You may choose a Shadow spell to learn.

Path of Redemption

They see you as a harbinger of ill omens, or a scourge with no heart. But for all you are physically, your heart and mind could not be more different. It is time to show the world that your people – and you *are* people – can be good, just, and true.

Path of Redemption Motivations

- The other species must be convinced of your goodness
- They call themselves civilised, and so do I. We can learn of each others' ways peacefully.
- They made me like this, but that does not define me.
- Every day I fight my past, and become better.

Path of Redemption Features

Spell Choice: You may choose an *Enhancement* spell to learn.

Ratfolk

Half rat, half something else, the Ratfolk scutter in sewers and cave systems, most of their thoughts consumed by a desire to take, and take, and take. Filled with greed, these creatures carry and spread diseases, leaving plagues in their wake.

The Order of Onchus

All Ratfolk in Santryl were originally created by the Rogue God, Onchus. The Order has ranks upon ranks of vile Ratfolk, and most dedicate themselves to further its cause, spreading as instructed to takeover small villages and turn their inhabitants into Ratfolk.

Claimed Fate

A rare few Ratfolk break free from the mind of the swarm, and eschew the brightly coloured robes worn by the Order. From there, they head out into the dusk, well aware that they appear a threat to most. Many start off by lurking in corners of the world that are less judgemental, like goblin warrens or shady taverns. Others commit to a gimmick, such as a friendly peddler, so that onlookers can easily accept them as a non-threat. In cases of the latter, it has become common for villages and settlements to rely on such peddlers for news and exotic items.

Physical Features

Though most Ratfolk are created by transforming other species into part of the swarm, they end up completely transfigured, barely resembling their original form. Hunched over, covered in rotting fur, with a long, whiskered snout, Ratfolk have good reason to wear hoods and capes when out in the open. Their claws tend to glow a soft, sickly green, as toxic excretions drip out of the pores on their hands.

Species Features

Size: You are Small. (*see Size Modifier, page 7*)

Language: You know *Dark Speech*.

Toxic: You are resistant to Poison damage, and immune to disease. Additionally, whenever you make an attack, you deal additional Poison damage equal to your level.

Sea Elf

Their name belying their true nature, Sea Elves are strange fish-like people from the dark depths of the oceans. Seldom seen by those not sailing the seas, Sea Elves hunt any ship naive enough to venture into their waters, luring them to their demise with a twisted yet beautiful song.

Drowned Culture

Long ago, a group of Elves angered the god Bow'Tee with their hubris, settling upon the waves with little respect for the great depths beneath. Rather than strike them down, he cursed them to descend down to the bottom of the ocean, turning them into the strange beings that they are today.

Now, each Sea Elf harbours inside them a great hatred for Bow'Tee and his monstrous sea creatures, as well as for those left behind on the land.

Song of Mourning

The pain and bitterness felt by each Sea Elf has manifested itself into a cultural song, one with entrancing melodies and rhythms. Though mainly practised as a cultural ritual, it is used offensively in combat engagements. Few creatures can resist the call of the deep, and those that do still walk away shaken.

Physical Features

Sea Elves are fish-like creature that vaguely resemble Humans. Their limbs and extremities have small fins, and they possess a few pairs of gills, on their neck, cheeks, and abdomen. Their skin colour ranges from deep blue to emerald blue, often mixing several shades in a marbled pattern, mimicking the dancing pattern of light across the waves.

Species Features

Language: You know *Dark Speech*.

Aquatic: You can breathe, talk, and move normally underwater.

Twisted Song: As an Action, you can sing a captivating song. Each creature within 30ft must make becomes Charmed by you until the end of your next turn.

Shade Creepers

Legend has that Shade Creepers are created when a soul, ready to be born into the world, is snatched away by evil forces, intended to be conscripted into some nefarious army. Dark shadowy creatures, Shade Creepers are constantly shrouded by swirling smoke. For some, this is too thick to even see the true form of the creature, but for others it is merely translucent tendrils wrapping around their body. Either way, their sinister appearance betrays their nature; Shade Creepers have to feed on another's soul to sustain themselves, else live in agony.

Mysterious Creator

The secret to Creeper creation was discovered long ago, usually credited to an ancient lich, their name long forgotten. In present Santryl, however, it is unclear where any given Creeper has come from, as when free they often wander without memory, and are killed on sight. There has been a noticed decline in Creeper sightings since the Veil appeared, though many fear that this is not as good an omen as it may appear.

Physical Features

Shade Creepers mostly resembled the being they should have been had they not been snatched away. They bear slight differences though, in longer, thinner, limbs, paler complexions, and raspy voices. The more obvious differences tend to be the swirls of shadows that seem to exude from their body, and the jet black eyes that gaze almost eternally without blinking.

Species Features

Speed: Your speed is 20ft.

Language: You know *Dark Speech*.

Smokey Form: You are Trained in Sneak

The Hunger:

You know the *Den'Wyt's Kiss* spell.

You gain a D4 Temporary Magic Die after each rest, that can only be used to cast this spell.

When you cast this spell, the following applies:

- The target may willingly fail the Check.
- The target takes **[M]** *Umbral* damage on a failed Check. This damage cannot be reduced.
- Until the next time you rest, you can use the *Shady Step* and *Shadow Feeder* abilities.

Shady Step: When in shadows, you may step to another shadow you can see within 120ft. You may do this once per turn during Danger, gaining a second use if you take the Full Move Action. This ability can only be used after *The Hunger* is successful.

Shadow Feeder: Whenever you deal *Umbral* damage, you regain Hit Points equal to your level. This ability only applies during or after *The Hunger* is successful.

Undead

Zombies are commonplace in folklore, and all too common in Santryl too. A rare few of them maintain their mental faculties into undeath, and these few usually end up commanding a horde of lesser undead to demand vengeance for wrongdoings against them in life. Very rarely a true individual, not driven by revenge, is formed from an undead, and sets out to relive a new life.

The Curse of Undeath

Undeath happens in one of two ways: either the undying has some unfinished business to take care of, or an evil necromancer desires one more body to throw at a village militia. In either case, it is rare for undead to retain much of a mind, and rarer still for them to understand how to cure themselves. So they trudge ever onward, destined to be killed over, and over, and over again, but never truly reaching their desired rest.

Supposedly Unholy

Contrary to popular belief, no god condemns the Undead, though several harbour distaste. In fact, it is the undead that receive a slightly higher rate of assistance from the gods, as they either take pity on them, or just want to hurry them along and get them out of the way. Holy Water, however, is unlikely to do much in the way of harm. The real trick is brine.

Physical Features

Undead, at least the few that manage to retain some semblance of sentience, resemble who they were before they died. If onlookers ignore the rotting skin, loose jaw, and twisted limbs, they might mistake an Undead for just a very poorly peasant. Unfortunately for any Undead hoping to return to society, their incurable

stench diminishes even the most valiant efforts to that effect.

Species Features

Species: Choose another non-*Dark Denizens* Species. You gain the benefits of that Species, except from their Speed.

Speed: Your speed is 25ft.

Grisly Appearance: Reduce all your Social Skill Limits by 4.

Undeath: When you gain the Dying condition, you may spend a Grit Die to ignore its effects. Your Hit Points become equal to the result of the spent Die.

Backgrounds

Each Background provides a set of Motivation prompts, a minor feature, and a spell choice.

Some backgrounds imply a species or cultural tie, such as the "Goblin Backgrounds". A character doesn't need to be a Goblinoid to pick one of these – an elf that grew up amongst the warrens would easily justify such a choice.

Choosing Motivations

When you choose your background, you must choose two Motivations, which are goals your character intends to achieve. These should be long term goals.

To aid in character creation, a set of general Motivations are suggested in the *Generic Background* below. In addition, each other Background provides more specific prompts.

A player can choose to create their own Motivations, but should consult with their GM if they do so.

Some Motivations will mention objects or people in a general sense, such as "A legendary treasure". Where they do, speak with your GM to specify this object or person.

Choosing Morals

Morals are loose terms that define how a character strives to achieve their goals. When choosing their Morals, a player should decide if their character is Good or Bad.

Good and Bad are ambiguous terms, and describe overall how the character behaves. A Good character might be an otherwise incredibly horrible person, that nonetheless can't stop themselves saving those around them. Likewise, a Bad character might continually give in excess, promote success, or support

those around them, only to flee or immediately tell secrets in order to save their own life.

Morals will affect the bonuses granted by Devotions (98). This might help shape a character's concept.

Generic Background

Sometimes great adventures start in the smallest of ways. Maybe you were from an ordinary life, turned upside-down by a sudden death, or by the discovery of a great fortune or power.

Others might be those that used to be part of a greater society, but now have had such a history beyond it that they no longer consider it a part of themselves, instead focusing on their newer endeavours. There are even those that used to be amongst the most prestigious, most powerful beings on the continent, before the Veil stripped them of their magic, and reduced greatly their abilities.

When creating a character with a Generic Background, work with your GM to identify key locations in Santryl, and develop what led you to connect to them. Think about what led your character to become who they are, and what separates them from the other backgrounds in the area they are from.

Generic Background Motivations

- I want to be the most powerful person alive.
- I want to bring lasting peace to Santryl.
- I want to avenge the death of my parent.
- I want to reclaim the power I lost to the Veil.

Generic Background Features

Spell Choice: You may choose a spell from any school to learn.

Toronic Backgrounds

Excaver Delver

You were a miner in the employ of the Excaver Guild. The Excaver Guild primarily employs the skills of miners, prospectors, and jewellers to retrieve and identify valuable minerals, as well as the standard materials needed to build structures elsewhere in Toron.

Excaver also liaisons with the dwarves of High Mount, who tell of ancient and powerful relics deep beneath the mountains, some even created or guarded by the remaining giants themselves. Chasing these stories, Excaver regularly commissions adventurers to delve into the mountain ranges east of Toron, in search of these treasures. These endeavours have lessened since the Veil arrived, as those still brave enough to explore the cave systems are seldom still strong enough to return.

Excaver employees receive basic training in magical traversal, to aid in potential cave-ins and landslides. To this end, they feel much more comfortable underground than others might.

Excaver Motivations

Excaver motivations focus on recovering buried artefacts and treasures of value.

- I want to unearth a legendary relic
- Excaver wrongly fired me. I want revenge.
- There were legends of giants in the mines. I want to find one.

Excaver Features

Spell Choice: You may choose a *Planar* spell to learn.

Expert Miner: Reduce your Recover Checks by 1 when underground.

MULE Mule

You used to transport and escort packages and people across Santryl for the MULE guild.

Those employed by MULE are heavily vetted, and initial escorts will be supervised by more experienced guards to ensure no crime occurs.

The routes assigned to each mule are swapped every few months, to reduce any risk of client habits being learned too thoroughly, but also to give mules a chance to snoop and spy on each area of Toron, providing useful intel and dirt on anyone that MULE wishes to extort. Though this extortion is rare, it is usually held as a threat by MULE as a deterrent against attacks and thefts of more major cargo, and as incentives to hasten more questionable goods through gate checks. Low ranking mules are often slipped false information, to both confuse potential eavesdroppers, and help weed out those that would betray the Guild.

Due to the defensive policies of MULE, all guards are trained in shadow magic, to help de-escalate conflicts and escape from threats.

MULE Motivations

MULE motivations focus on protection, and political intrigue.

- I want to protect the ones close to me.
- My skills are highly prized in this more dangerous era, I want to profit off of it.
- I know a secret about a person of authority. I will use it to my advantage.

MULE Features

Spell Choice: You may choose a *Shadow* spell to learn.

Town Knowledge: You are Trained in Culture Checks about key locations within Santryl's Settlements.

Shipwraught Swab

A sailor, dockworker, or otherwise inclined individual, you gained your skills in the Shipwraught Guild. Shipwraught spent the last decade sending expeditions west, across the oceans to lands unknown. From there they found treasures and wealth that bolstered their position in Toron greatly. Since the arrival of the Veil, Shipwraught has turned their attention back to Santryl, recalling most of their overseas talent in order to maintain their new found status.

Despite their weakening, Shipwraught's spirit and determination in the face of adversary remains, driving its members to chase challenges and treasures, both in Toron and overseas. They consider themselves better than the other guilds, using their successful expeditions as proof to that effect.

Most Shipwraught members have spent a period of time working over the sea, and have brought back wisdom in the forms of magical spells, and a balance only found at sea.

Shipwraught Motivations

Shipwraught motivations focus on using treasure from across the seas, and besting great adversaries.

- I want to defeat a creature of legend.
- I want to recover the treasure of a great explorer.
- I want to gain enough fame to fund an explorative expedition.

Shipwraught Features

Spell Choice: You may choose a *Mysticism* spell to learn.

Sea Legs: You are Trained in Checks against becoming Prone.

Thaumia Initiate

Once a student of the Thaum Academy, you strive to recover the magic that was lost to the Veil. Specialising in enchantment magic, the Thaum Academy was able to save a lot of ancient spells in scrolls and artefacts before the Veil arrived. Though some of this stored magic was unwound, many of it remained, and Initiates heading out are entrusted with minor magics in the form of spell scrolls to aid them in their adventures, though the effects of said spells are mostly unknown until the spell is actually cast.

The Thaum Academy prides itself as the most advanced of all the Guilds, having surpassed the mere plebes of the mundane world years ago. The current situation is, of course, merely a hiccup in their power, which will be restored as soon as the scholars identify how.

To counteract the dangers of the world, each Initiate has been taught minor Divination magic, securing their future against the barbaric world outside the Academy walls.

Thaumia Motivations

Thaumia motivations focus on recovering the lost magic of Santryl

- I want to cast a powerful spell of legend.
- I want to find a way to draw old magic from the Veil.
- I want to become the pre-eminent teacher for future students.

Thaumia Features

Spell Choice: You may choose a *Divining* spell to learn.

Spell Scrolls of Yore: You have a Spell Scroll (of GM's choice). You are Trained in Arcanery when you attempt to use it.

Wracket Spanner

A crafter of great skill, you lent your abilities to the Wracket Guild. Wracket is responsible for the development and creation of most armaments and armours throughout Toron, and they maintain good relations with the other Guilds through threat of arms. The only Guild to maintain a standing army and train all of its employees in military techniques, Wracket maintains it does it only out of a desire for maintained peace.

Wracket once partnered with the now defunct Guild of Domachin, the shared research of which was lost beneath the elven ruins of Borevyiet in the south west. There have been many attempts over the years to recover that research, though expeditions have seldom returned.

After years of study, it is tradition for a Spanner to create a masterwork, showing their skill for imbuelement of magic in their armaments.

Wracket Motivations

Wracket motivations focus on creating and using magical equipment.

- I want to create an artefact that goes down in legend.
- I want to expand the Wracket Train to the rest of Santryl.
- I want to recover the mechanical notes lost under Borevyiet.

Wracket Features

Spell Choice: You may choose an *Enhancement* spell to learn.

Imbuelement Trainee: You can re-roll one Magic Die when you make an Imbue Check. You must then finish a Safe Rest before using this feature again.

Domachin Cultist

You are a member of the true most powerful Guild in Toron. Though the others insist that you are not a real Guild, that you are misguided by delusions given to you by your leader, the almighty Kinnos, who ascended to near godhood, you are sure in your way. The machines bow before your mighty magics! Weakened only slightly by the Veil, as your studies reveal to you secrets previously unknown. Or at least, revealed to your leaders, who are working hard to spread the knowledge once they diffuse it from its dangerous arcane form.

In the meantime, you must keep your cover low. The other Guilds do not take kindly to the idea of Domachin continuing to operate, and persecute those that oppose such a barbaric law.

You have, however, taken with you a cursory knowledge on the machines of the Domachin. Be it learning their purpose, or guessing their movements, you have an advantage over most.

Domachin Motivations

Wracket motivations focus on creating and using magical equipment.

- Machines are the future. With magical enhancements, I will create the perfect machine.
- I want revenge on the other Guilds for what they did to Domachin.
- I am finally free of the cult, and must spread word of the dangers they present.

Domachin Features

Spell Choice: You may choose a *Shadow* spell to learn.

Machine God's Instruction: You are Trained in any roll related to ancient or magical machinery.

Unvariant Empire Backgrounds

House Asceliv Lorekeeper

You were a lorekeeper in the great Library of Vrei. Vrei is the great tree around which the town of Vreil is built, and is hollowed out and built upon to create the library. Inside, research and records of history are collected and studied. From here, Asceliv maintains its administrative position, and works to control the spread of dangerous information, not just to limit, but also to sensibly educate citizens of the Empire.

Asceliv, like the other houses, is content with their role in the empire, and takes pride in being the arbiter of imperial matters. In the rare occasions that the Forever Forum is called to session, it is Asceliv's Premiere Ilvir that heads the meeting. Asceliv also has a strong presence in the capital of Ilvmiot, in a bureaucratic role.

As practice, Asceliv lorekeepers are taught in the ways of divining, and are able to call upon a wealth of information to resolve social doubts.

Asceliv Motivations

Asceliv motivations focus on amassing, sharing, or protecting knowledge.

- I want to recover lost knowledge.
- Asceliv hoards its secrets too closely. I want to set them free.
- I want to find a giant and ask them their wisdom.

Asceliv Features

Spell Choice: You may choose a *Divining* spell to learn.

Aeons of Knowledge: When making a Culture Check, you may roll a Social Die instead of spending it. You must finish a rest before doing so again.

House Firal Expeditionist

You were a member of Firal's expeditionist to unclaimed territories, returning with great treasures. Firal being the House in charge of preservation and exploration, you are wise to the knowledge of the wild, and know how to stay safe on your travels.

Firal operates from small bases of administration, each a camp hidden in the forests of the Empire. It maintains a larger presence in the Wood Elf town of Lounotch, on the south east crevice of the region. Considering themselves the first line of defence against any violent goblin warrens from the east, they nonetheless are tolerant of the goblins that pass through without such intent.

Another duty of the Firal is to recover the lost artefacts of the Empire. Before the Veil arrived, this was mostly Dark Age relics, and those of the giants, but now several remote pieces of magic have faded and need returning to be restored or protected.

Firal Motivations

Firal motivations focus on recovering treasure from dangerous, unsettled areas.

- I found a map to lost treasure. I will recover it and become rich.
- Deep in the lost lands are powerful artefacts that I must have.
- Many cultures lost relics throughout history. I want to recover and return them.

Firal Features

Spell Choice: You may choose a *Plant* spell to learn.

Lost Treasures: You start with a common Magic Item.

House Kiin Soldier

You were a soldier in Kiin's military forces. Self-declared peacekeepers in the Empire, Kiin hasn't had a war to worry about for several hundred years. In place of such a fear, Kiin offers to train up city guard, and loans out soldiers as bodyguards to other Houses.

However, Kiin remains paranoid despite its seemingly generous operations. Hoarding the old war relics and magical armaments, they fear the arrival of the Veil may bring opportunities for coups and disputes between the Premiers. To this end, each guard sent out beyond Kiin's network is asked to report back, without investigating too hard, the current motions of those they protect, for the safety of the Empire.

Each soldier trained in the Kiin has an absolute understanding in the arts of combat, and are able to employ that understanding to bolster their own combat prowess, swinging weapons with a deadly precision that others could only hope to replicate.

Kiin Motivations

Kiin motivations focus on combat prowess and protecting others.

- I want to become the greatest tactician in the land.
- There is a famed warrior in the Goblin lands. I will find him and defeat him to prove my strength.
- I believe Kiin to be corrupt, and I will return to set it free.

Kiin Features

Spell Choice: You may choose a *Combat* spell to learn.

Weapon Master: When attacking, increase the result of each Weapon Die rolled or spent by 1.

House Mineia Artisan

You were a member of the elite Mineia Commune. Being part of the exclusive group of master artisans, scholars, and magicians, you have a singular talent that defines your membership. Mineia Strives to keep the best knowledge of each discipline in a central location, such that no art should ever die. In rare cases, Mineia accepts that this talent may be loathe to relocate, and makes allowances for their residence outside of the commune.

As part of the inauguration to the House, new Artisans are taught spells to enhance their talent further, if they don't already know any.

It's common for the elitism of Mineia to pervade its members' judgement of those outside the commune. However, there are many that eschew this mindset, sharing knowledge when they can.

Mineia Motivations

Mineia motivations focus on finding others with talent, or honing their own prowess.

- I will die soon. I must pass on my wisdom to a worthy protege.
- Mineia is too selective in its membership. I will start my own commune with a focus on being welcoming.
- The only way to achieve perfection is through Divine guidance. I must seek out such a source.

Mineia Features

Spell Choice: You may choose an *Enhancement* spell to learn.

Incredible Talent: When you fail a Skill Check that you are Trained in, you may treat the result roll as a 6, potentially turning the failure into a success. You must rest before doing so again.

House Oberiell Exemplary

You were an exemplary member of the illustrious House Oberiell, experts of illusions. The masters of magic in Pairul, centre of Oberiell's scholarly pursuits, care little for the real world, and instead chase glamour and imagery in which to live. House Oberiell distances itself from the empire, preferring instead insular solitude, but now the arrival of the veil has brought many of their illusions of grandeur crashing down around them, forcing them to once more consider their place in Santryl. For some though, this is a new opportunity to escape the real world, and vanish into the Veil.

Those who study in Pairul are taught quickly the arts of illusions, strengthening their image to the point of lifelike reality. Equally, students are trained in the arts of mysticism, to prepare themselves for when reality inevitably becomes unknowable amongst all the illusions.

Oberiell Motivations

Oberiell motivations focus on falsehoods, avoidance, and misdirection.

- My true identity must remain secret. If it gets out, I am certainly doomed.
- My mastery of illusions will earn me a place in a rich house, or even as a famed performer.
- I see through the lies of the elites. I must find proof to expose them for what they really are.

Oberiell Features

Spell Choice: You may choose a *Mysticism* spell to learn.

Illusory Control: Illusions you create are more realistic. Creatures must be 5ft closer than normal to determine them as fake.

House Qiet Operative

You were an operative of House Qiet, masters of the shadows. Originally formed from the political elite, their founding purpose was to smooth discussions and forums towards peaceful and cooperative resolutions. Qiet soon realised the power they wielded though, and whilst continue to maintain the facade of diplomatic aides, have a secretive network of spies across the Empire, watching and listening for anything they can use to their advantage. It is rumoured that other Houses know of their deceit, but Qiet has never been formally confronted about such activities.

Qiet operatives are quickly indoctrinated in the various benefits of their existence, as the House justifies what some might consider treason. To this end, operatives pick up ways of deception as second nature, and quickly learn to work the shadows around them in their favour.

Qiet Motivations

Qiet motivations focus on political intrigue, and using it how they see fit.

- I know a great secret. I will exploit it for personal gain.
- A conspiracy is afoot, but its members elude me. I must seek them out before it's too late.
- I've spent too long in the shadows. I must adopt the light of day and reform my habits.

Qiet Features

Spell Choice: You may choose a *Shadow* spell to learn.

Leverage Secrets: When making an Elocution Check to deceive someone, you may reduce the result by 1.

House Veyair Druid

You were a druid of House Veyair, who looked after the land in the name of its fauna. Veyair is considered the least of all the Houses, for the other elves see not the importance of their work.

Shunned, and barely kept within the Houses, the druids of Veyair are not known to settle in the usual Empire towns, instead opting for caves, small shacks, forests, and even swamps. The one exception is the city of Vreil, which to them respects the tree Vrei around which it is built. To this end, Veyair and Asceliv are on good terms, which many consider the sole reason they are still recognised as a House at all.

Veyair druids are no strangers to the animals and wildlife of the Empire, and it is not uncommon for a druid to become almost mute from having spent too long away from civilisation.

Veyair Motivations

Veyair motivations focus on protecting wildlife, and preventing environmental destruction.

- The Fire Spire shows signs of eruption. I must find a way to prevent it.
- The animals deserve the forests more than our new settlements. They must be removed.
- I will assemble an army of bears, and with it I will become arch-druid. Only then will I be able to properly protect the wild.

Veyair Features

Spell Choice: You may choose an *Animal* spell to learn.

Fauna's Friend: You are trained in any Skill Check involving non-hostile interactions with animals.

High Mount Backgrounds

Of The Deep Halls

You worked the Deep Halls, guarding passage and knowledge alike. The dwarves in the depths of the mountains took a vow centuries ago, to preserve the ancient relics and wisdom of the Giants. So well protected were these secrets that their existence has become almost a myth, and yet still do the dwarves of the Deep Halls maintain their vigil.

Those who live deep in the caves and tunnels have a devotion of sorts to preservation, with maintenance of the past held in the highest regard. Though changes to their systems have been gradually introduced, each discussion around such changes take weeks, months, or even years to resolve.

It is not uncommon for a Deep Halls dwarf to hear of treasures as yet unrecovered in faraway lands, and set off to bring them to a safer home.

Deep Halls Motivations

Deep Halls motivations focus on ancient knowledge, relics, and a fascination with the Giants of old.

- The Giants trusted us with their secrets. I will uphold that trust.
- I have sequestered a relic deep in the caverns. I must return one day to retrieve it, lest another finds it first.
- In the east, it is said a Giant still roams the surface. I must find out if this is true.

Deep Halls Features

Spell Choice: You may choose a *Planar* spell to learn.

Ancient Relic: You start with a common Magic Ring.

Of The Royal Halls

You are a fourth cousin thrice removed, or something similar, to the king of High Mount. Riches, riches, and more riches are paramount to the Royal Halls dwarves. Fourth in such priorities is public image, and the respect of the other dwarves on the mountain.

Blessed with wealth from long ago, be it a gift from the Giants or profits from exporting some rare metal in the mines, the barons and lords of the dwarves revel in feasts and celebrations of their good fortunes. It is, of course, all practice for the more formal feasts when hosting foreign diplomats, where dwarves aim to impress with just how much food and drink they can not only provide, but get through in one sitting.

There are, however, those amongst the Royal Halls that call for reform – they have seen the outer world and seen poverty and famine, and push for a sharing of wealth to ease those who suffer. But not lightly do dwarves part with their wealth, and most attempts are swiftly put down.

Royal Halls Motivations

Royal Halls motivations focus on public image, and strengthening their position.

- I must make sure people respect me and my skills. I will not tolerate disrespect.
- My liege has trusted me with a message to the elven lords. I must deliver it swiftly.
- Too long have we sat on our wealth. It must be shared out amongst the other cultures. I will see it done.

Royal Halls Features

Spell Choice: You may choose a *Planar* spell to learn.

Great Wealth: You start with an additional 20g.

Goblin Backgrounds

Grushnak / Nukgrash Warren

You were a member of one of the major warring Warrens, either Grushnak or Nukgrash. Both tribes, led by hobgoblin war-leaders, laid claim to the area, and have been fighting for generations. Generations more likely would have fallen too, if not for the arrival of the Veil.

The Veil's arrival brought with it a strange affliction, with goblins of all kinds beginning to show signs of a strange, purple, mushroom-like infection across their skin. Those affected seemed otherwise unharmed, and even claimed that it gave them power. Goblins being as they are, they each tried to get their own streak of magic fungus, and before a month had passed they had all succeeded. It's unclear yet the source or dangers, but the goblins don't care.

Grushnak/Nukgrash Motivations

Grushnak/Nukgrash motivations focus on rivalry, ancestry, and harnessing new power.

- I reach through the past, and draw power from my ancestors. One day I will channel all their knowledge.
- The strange new magic has touched me. I feel enhanced. I feel *connected*. I must share this with all I can.
- I cannot let others best me at my own skills. I will show them who is better.

Grushnak/Nukgrash Features

Spell Choice: You may choose a *Necromancy* spell to learn.

Strange Magic: When you Safe Rest, you gain a 1D4 Temporary Magic Die. When you use this die, you take **[M]** Arcane damage.

A friendly creature you are touching can also use this die, but you still take the damage.

Happy Goblin Village

You are a happy goblin, from the Happy Goblin Village.

Not much is known about the Happy Goblin Village, as few outsiders enter, and those who emerge again find themselves in varying states of confusion and disarray. The one thing consistent between all reports is that occupants were happy during their time in the Happy Goblin Village.

It is also not uncommon for those that emerge to pursue new dreams of founding their own group, community, or village in the Happy Goblin Village's image. This is, however, complicated by the lack of memory of how it operated, looked, or contained. Nevertheless, those keen enough to try will not be stopped, and locals know to watch travelling groups carefully, lest they be part of such a strange mission.

Happy Goblin Motivations

Happy Goblin motivations focus on being happy.

- I am a Happy Goblin.
- I was so Happy in the Happy Goblin Village. I should start my own village after its design.
- I feel so confused about my time there. I must return and get to the bottom of its mysteries.

Happy Goblin Features

Spell Choice: You may choose a *Hexes* spell to learn.

Happy Goblin: When asked about your past, you can only mention how happy you were in the Happy Goblin Village. You are Trained in Checks against being Frightened.

Scavenger

You make your life by scavenging eastern Santryl, hunting what you can. Occasionally cave systems yield old treasures or scraps to sell. It's a harsh life, but it's better than following some upstart hobgoblin into never ending war against whichever warren they feel has wronged them most recently.

The savannahs of the east are home to sparse populations of the sapient species, but full of herds of elephants, bison, and other large creatures to hunt. It is also not uncommon to find loose settlements in the form of camps that never packed up, their chiefs and managers swapping out as others move on once more. These camps are great for looting, and even better for finding loose lore and wisdom. Many a wandering magic has found its way into the mind of a camp healer or priest, and in the new dark age, it is wise to learn what new spells you can find.

Scavenger Motivations

Scavenger motivations focus on survival, and making do with what they have.

- If it's abandoned, it's mine. I need to take everything with me. Leave nothing behind.
- I like to return what I've found if possible. Including this strange artefact.
- I collect the corpses of the fallen, and give them a proper burial.

Scavenger Features

Spell Choice: You may choose a *Mysticism* spell to learn.

Scavenger: When looting corpses or locations that have already been cleared out, you may find 3g. You must rest before doing so again.

Warren Goblin

A member of the various warring Warrens, you have finally escaped the cycle of raiding and being raided.

The comforts of the warren were few, but chief amongst them was the security of food and drink. Whilst methods of acquiring such items varies from warren to warren, Chieftains always make sure their populace is looked after.

The trade-off for such security is the implicit conscription of all who dwell within a warren. Wars between Chieftains are all too common in the east of Santryl, with causes ranging from petty grudges to conquests of land or reclamations of treasure.

Leaving a warren is never an easy choice, but one that is still respected amongst goblins, unless of course you leave to join the enemy – which would earn you a spot upon a stake outside your former home.

Warren Motivations

Warren motivations focus on raiding, theft, and fighting.

- I take what I can, and destroy what I can't.
- I feel guilt for all I've taken. I must repay my debt.
- None can beat me. I will show them. I will return and seize the Warren for my self.

Warren Features

Spell Choice: You may choose a *Combat* spell to learn.

Raider: You are trained in Skill Checks when attempting to bypass walls, fortifications, or similar barriers.

Olgrath's Chosen

Olgrath's Protector

You resided in Olgrath's Baths, protecting Olgrath and her secrets. Only a great purpose or disaster could have led you to leave the springs, and the arrival of the Veil has seen many.

For you, life used to consist of rituals, ceremonies, and the study of life, under the watchful gaze of your warden and teacher, Olgrath. It is common for those in the Baths to learn protective magic from a young age, practising and protecting juvenile animals, as a sign of respect for the natural world.

Whilst the Baths are quiet and without desire to invite outsiders in, visitors are still welcomed and taught of the wonders inside. It is rare for Olgrath herself to meet such visitors, though she does not require her presence kept secret.

Protector Motivations

Protector motivations focus on warding, healing, and balance

- I must keep the Baths safe at all costs. I will pre-emptively incapacitate those who would harm it.
- I serve Olgrath with my life. She has tasked me with finding her remaining kin.
- I look to restore health to any I can. I cannot let the injured go unnoticed.

Protector Features

Spell Choice: You may choose a *Warding* spell to learn.

Healer: Once between rests, you may attempt a Persevere Check. On a success, Heal yourself or a creature that you are touching for an amount equal to twice your level.

Olgrath's Vigilant

You long since left the Baths, roaming the world for threats to Olgrath's peace.

Olgrath carries great wisdom with her, but is unable to spread it across Santryl. As a Vigilant, you are one of her chosen to spread such wisdom in her stead. Whether by seeking out the needy, or simply sharing your knowledge when you find those willing to learn, your mission is never-ending.

A return to the Baths is always welcome, and Olgrath casts no shame on Vigilants that spend significant amounts of time between journeys. The continent can be harsh, unkind, and easily lethal – especially in the new world that the Veil brought. Such Vigilants repay this kindness by bringing Santryl's wisdom back to Olgrath.

Vigilant Motivations

Protector motivations focus on rooting out threats to Olgrath.

- I must keep the Baths safe at all costs. I will pre-emptively incapacitate those who would harm it.
- My service isn't just to Olgrath, but to any settlement. I will defend their peace like it was my own.
- There's an ancient city to the west. Beneath it lies one of Olgrath's kin. I am to wake them and return them to the surface.

Vigilant Features

Spell Choice: You may choose an *Enhancement* spell to learn.

Vigilant Eye: You are Trained in Culture Checks concerning Giants and their enemies.

Additionally, reduce your Observe Checks by 1.

Classes

Beyond the Veil uses a class based system, with each class utilising magic in a unique way.

Progression Outline:

Levels 1-5 is normal progression

levels 6-8 is effective “prestige”

Class outlines:

1: basic feature – spell casters get a lot of spells to choose, martials get a combat power, etc.

2: specialisation – 1 of 3 choices to flex how the character plays

3: base feature – expands the core role of the class

4: specialisation feature – highlights the choice

5: large power spike – cool feature that’s situation and strong

6: Can do 2 <X> per <Y>, (actions for martials, spells for casters, etc.)

7: class capstone

8: Final level, subclass capstone.

Assassin

In the new world of limited magic, those with a knack for elimination are available to remove the few left with their powers.

Assassins are experts in killing. Striking from the shadows, they deal massive damage in combat to single targets, and can learn to immediately kill even the toughest of enemies.

Some assassins draw on the lifeless corpses of their prior targets to aid their next kill, others focus their desire for death into a psychic prowess, and some invest time in magical equipment to enhance their abilities.

Assassin Creation

Hit Points: 10 + 8 per level.

Skills: You are trained in Discern and Sneak

Armour Value: 2 + 2 per level above 1.

Weapon Dice: 1D6 *Physical* per level.

Grit Dice: 1D6 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D4 per level.

1: Spells

Choose 1 *Enhancement* spell. At each level thereafter, choose an additional *Enhancement* or *Shadow* spell.

1: Assassinate

Whilst you still have one or more unspent Magic Dice, each time you hit with an attack, you gain X D6 *Umbral* Temporary Weapon Dice, where X is your level. You must spend those dice on the damage roll for that attack. If you don't, they are lost.

2: Assassin Specialisation

Choose a Specialisation from *Death Harbinger*, *Mindraker*, *Spellblade*. These choices will be listed at the end of the class description.

3: Deft Step

You are able to slip through shadows.

When you take the Move action, you can move 30ft, and your movement isn't reduced by enemy proximity.

5: Deep Cuts

Your ability to strike true increases.

Your Assassinate Weapon Dice become D8, and you gain twice as many.

6: Combat Mastery

You can take an additional Action on your turn (*This can be the same as a prior Action*).

7: One Hit Kill

You are able to accurately identify weaknesses in an enemy's defence.

As an Action, you can choose to kill a creature within 5ft.

You can do this once per Danger.

Specialisation: Death Harbinger

You are a harbinger of death, fulfilling contracts not just for mortals, but for gods and other supernatural forces.

2: Death Magic

You twist the corpses of those you kill to your whims.

When you choose your spells, you may also choose from any *Necromancy* spell.

2: Death Contract

You take on the responsibility of ending the lives of those that the supernatural desire dead.

At the beginning of Danger, choose an enemy creature. That creature becomes weak to *Umbral* damage until the danger passes. In

addition, when you deal *Umbral* damage to that creature, increase that damage by your Knowledge.

4: Doom Sight

You are able to see those that are at the end of their mortal tether.

You know when a creature is below 10 Hit Points (*regardless of their maximum*). Those creatures are considered Doomed. If one of your attacks would cause a creature to become Doomed, you can choose to kill it immediately.

As an Action, you can choose to instantly kill a Doomed creature you can see. You may do this a number of times equal to your Knowledge. You regain all uses after finishing a Safe Rest.

8: Death Walking

You are a master of death.

You learn an additional *Necromancy* spell.

The Hit Point Threshold for Doomed creatures increases to 20.

As an Action, choose one or more:

→ Each enemy creature you can see must make a Perseverance Check. On a failure, they become Doomed (*Their Hit Points become 20 if higher*).

→ Gain a Temporary D10 Magic Die, then cast a *Necromancy* Spell.

→ Each creature within 60ft that dies during next hour becomes a Skeleton. These Skeletons obey your instruction and last for one hour.

Once you use this ability, you must finish a Safe Rest before using it again.

Specialisation: Mindraker

You target your marks not through their body, but through their mind.

2: Mental Strike

You learn to strike through a single thought of violence.

Your Assassinate Weapon Dice become Psychic.

When you use Assassinate, you may have the target make a Recover Check. On a failure, that creature is Distressed until your next turn.

You may use this ability a number of times equal to your Focus. You regain uses when you finish a Safe Rest.

4: Psychic Grip

You can hold your blade with your mind.

You can make ranged attacks using a D20 to hit.

When you hit a creature, you can choose to embed your blade into its mind. The blade vanishes, and on each of that creature's turns, you can use Assassinate as though you had just hit that creature. The blade reappears next to you when that creature dies. You may recall the blade after each strike.

Once you use this ability, you must finish a Safe Rest before using it again.

8: Phantasmal Killer

You become a vessel for your mind between marks.

Creatures no longer get a Recover Check against your Mental Strike, instead always becoming Distressed.

You may use Psychic Grip without limit.

At the beginning of Danger, choose a creature. You hijack that creature's mind. Whenever it makes an attack or fails a Check, you may use Assassinate as though you had just hit that creature. When that creature dies, you may choose a new creature to suffer this effect.

Once you use this ability, you must finish a Safe Rest before using it again.

Specialisation: Spellblade

You recognise the strengths that magic can give you, and incorporate what spells you can into your techniques.

2: Magical Proficiency

You utilise magic more adeptly than your peers.

Your Magic Dice increase to D6s.

Additionally, choose one from *Combat*, *Destruction*, *Hexes*, and *Mysticism*. When you choose your spells, you may choose spells from the chosen school.

4: Imbued Power

You are able to trap your spells in your weaponry.

You are Trained in Imbue.

You no longer need an unspent Magic Die to use Assassinate.

8: Magician's Edge

Your spells course through your weapon with ease.

Your Magic Dice increase to D8s.

Your successful Imbue checks gain an additional committed Magic Die. (*This applies to your current Imbued items*).

You can swap Imbued spells on weapons at will.

When you cast a spell in an Imbued weapon, you may cast it twice.

Charlatan

Charlatans travel the world, bringing joy, laughter, and shallow pockets to all.

The entertainers of the world, Charlatans use their spirited attitude to distract their enemies and motivate their allies.

From prestigious individual performers, to leaders of a travelling circus, many Charlatans find their way just by bringing joy to others. Some, however, use their fast hands and clever words to become successful thieves, gaining notoriety instead of fame.

Charlatan Creation

Hit Points: 10 + 6 per level.

Skills: You are trained in Culture and Elocution.

Armour Value: 1 + 1 per level above 1.

Weapon Dice: 1D4 Psychic per level.

Grit Dice: 1D4 per level.

Social Dice: 1D8 per level.

Magic Dice: 1D6 per level.

1: Flourish

You are able to perform a misleading flourish to distract and disarm others.

As an Action, choose one:

- Target creature within 30ft has its speed reduced to 0 until the end of their next turn.
- Target creature within 30ft has its opinion of you become Friendly for 1 minute or until your next question, request, or deception to that creature.

1: Inspiring Performance

Whilst resting, choose another creature. That creature gains a 1D4 Temporary Magic Die that cannot be spent to cast spells. When that Die is spent, you Heal [M].

1: Spells

Choose 1 *Mysticism* spell. At each level thereafter, choose an additional *Hexes* or *Mysticism* spell.

2: Charlatan Specialisations

Choose a specialisation from *Bard*, *Harlequin*, and *Thief*.

3: Silver Tongue

Your words find purchase in even the most stoic of minds. Creatures are Weakened when making Checks against your spells, abilities, or similar effects.

5: "Golden" Heart

You are able to convince almost anyone to let you do what you want. When you would make an Elocution or Intimidate Check, you may automatically roll a 0. You must Safe rest before doing so again.

6: Magical Mastery

Whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as were spent for the first spell, where applicable.

7: Effigy of Devotion

You are able to flit between devotion and disregard for society's morals. Your devotion increases by 20. If a source other than yourself would cause you to lose devotion, you can choose to ignore that loss.

When you rest, any friendly creatures with you gain double Devotion until their next rest. You gain triple Devotion instead.

In addition, you ignore limitations on Devotion tracks, and gain all their benefits.

As an Action, you may choose to lose any amount of Devotion. Each creature you choose

within 60ft that can see or hear you takes Psychic damage equal to thrice the Devotion lost.

Specialisation: Bard

2: Enriching Audience

Whenever a friendly creature rests with you, they are considered part of your Audience until your next rest.

2: Storied Words

When you or a member of your Audience adds their Knowledge, Focus, or Will to a roll, they reduce that roll by an additional 1.

4: Flash of Inspiration

When you or a member of your Audience makes an Attack or Skill Check, you may reduce the result by your Knowledge. The creature making the roll must be within 60ft of you. You may do this once per Audience member between rests.

8: Encore

You gain 2 AV for each other member of your Audience.

Flash of Inspiration improves whilst you are within 15ft of an Audience member. That creature may subtract your Knowledge from any Attack, Skill Check, or Damage roll. In addition, Flash of Inspiration may be used any number of times.

Whenever you fail a Skill Check, if you have an Audience member watching you, you may choose to instead pass that Skill Check. You may do this once per Audience member between rests.

Specialisation: Harlequin

Harlequins seek to start their own merry troupe of performers. With a large enough band, they never want for food or shelter.

2: Troupe

You form a troupe of performers. Initially, the troupe consists only of yourself.

→ Each member (*excluding you*) grants you a Temporary 1D4 Social Die on each Safe Rest. These dice may only be used whilst the Troupe are present.

→ Other members will not follow you to danger (*they are clowns*).

You can order you and your troupe to perform for up to 6 hours. During that time, you are Trained in all Social Skills. You and your troupe must Safe rest between performance.

To recruit someone into your troupe, they must be able to talk to you, be at least Friendly to you, and have a good reason to join. You may attempt to persuade them of this fact by making an Elocution Check. A Charmed creature will always join if asked.

Your maximum troupe size is your level + Will.

Your troupe will not follow you into dangerous situations, but if given a civilised destination, will set up a camp during Dusk and Dark each day as they journey there. You and your party may Safe rest at this camp once between other Safe Rests.

4: Star of the Show

After resting with your Troupe, you may designate one to be the current Star. Your Star will accompany you on your adventures for up to a week, or until they die. Whilst following you, they will inspire you with wit, music, and other delightful whimsy. The following applies whilst they follow you:

→ Before a roll that you are Trained in, you may become Confident for that roll. You may do this a number of times equal to your level between Safe Rests. The Star can inspire you,

but needs time to write new material.

→ You may have the Star take damage in your stead. Whenever you would take damage, you may choose to instead damage your Star. The Star has maximum Hit Points equal to half of your own and an AV of 0. It otherwise evades all damage by being very careful. If the Star reaches 0 Hit Points, it immediately dies.

8: Ringmaster

You and your troupe have become infamous.

Your maximum troupe size doubles, and they will now follow you to dangerous locations. They will only follow to set up camp for you. Safe resting with them can be done freely, as they provide a feast each night.

Your Star's maximum Hit Points are now equal to your own, and they gain an AV of 4. Additionally, they come up with new material each rest, allowing you to be Confident on every roll you are Trained in.

You may have your Troupe perform for up to a week in a civilised area. During each day they perform, you gain the following bonuses. These bonuses are doubled if you perform with them:

- You gain 5g per Troupe member.
- Your Social Skill Checks are reduced by 1 per Troupe member.
- Your Curse and Scry Checks are reduced by 5 on those watching the performance.
- Any creature that watches your performance for 1 hour becomes Charmed by you for 1 hour.

Specialisation: Thief

2: Thieving Habits

You are Trained in Sneak.

In addition, you may maximise a Social Die you spend on a Sneak, Dodge, or Disenchant roll.

You may do this a number of times equal to your Dexterity between Safe Rests.

4: Yoink

Whenever you hit a creature with an attack, or manage to touch a creature without them noticing you, you may choose to steal something from the target. If they are holding a weapon or shield, you may take it. Objects tightly attached or bound to the target cannot be stolen.

8: Ghost

You can choose to always roll 1 for Sneak checks, and can choose to roll 6 for Dodge and Disenchant checks.

When you Yoink something, you may immediately use it. This could be drinking a potion, throwing a grenade, casting a spell scroll, or attacking with a weapon.

You leave no footprints, fingerprints, or similar clues.

You can choose to turn Invisible at any time. The invisibility lasts for an hour, or until you make an attack and don't Yoink. You may do this a number of times equal to your Knowledge between rests.

Forsaken

Those without a strong connection to magic through the Veil are called Forsaken.

Drawing on the limited magic of their own body, Forsaken make up for their limited connection with extreme fortitude and combat prowess.

Some get frustrated and take it out on the world, others hunting down those they consider heathens. A very select few tread a darker path.

Forsaken Creation

Hit Points: 10 + 14 per level.

Skills: You are trained in Athletics and Persevere

Armour Value: 3 + 2 per level above 1.

Weapon Dice: 1D12 *Physical* per level.

Grit Dice: 1D8 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D1 per level. (*A D1 always rolls a 1*)

1: Spells

Choose 1 *Haematic* spell. At each odd numbered level thereafter, choose an additional *Haematic* spell.

1: Survivor

When you would drop to 0 hit points, you instead drop to 1 hit point. You must Safe Rest before using this again.

2: Forsaken Specialisations

Choose a specialisation from Barbarian, Exorcist, and Soul Stealer.

3: Magic Resistance

You are trained in all Checks against spells and other magical effects.

5: Divine Ignorvention

You are able to completely forsake the gods that forsook you. As an Action, choose one:

- Target creature within 120ft loses the effects of Divine Aegis. They cannot gain them again for 12 hours.
- Reduce all Holy damage you take to 1 for the next 12 hours.
- You cannot be Targeted or attacked by Divine beings, including gods, for 12 hours.
- You Heal to maximum Hit Points, and gain your maximum Ward Points

Once you use this ability, you may not do so again until you smash a holy idol (or similar) worth at least 20g during a Safe Rest.

6: Combat Mastery

You can take an additional Action on your turn (*This can be the same as a prior Action*).

7: Last One Standing

You are filled with determination to fulfil your purpose. Once Survivor has been triggered, the following applies:

- Whilst you have a non-Dying friendly creature within 60ft, you become immune to all damage.
- Whilst you don't, you may choose to lose Devotion instead of Hit Points. You may not lower your Devotion below 0 this way.

This ability may only be used once between Safe Rests.

Specialisation: Barbarian

2: Rage

You may enter into a rage. At any time, you may choose to Rage. Whilst Raging you gain the following effects:

- You may not cast spells from any school other than *Haematic*. When casting *Haematic* spells, double [M].
- You gain resistance to Physical damage.
- At the beginning of your turn, you Heal Hit Points equal to your level.
- Double your Power.

Your rage lasts 1 minute. You may choose to Rage a number of times equal to your Will between each Safe Rest.

4: Primal Imbuement

You learn a *Combat* spell. Whilst raging, you may choose to cast that spell as you attack. [M] for that spell is always 1. You may not cast this spell any other way.

8: Impunity

Your Rage improves. Replace its effects with the following:

- You may not cast spells from any school other than *Haematic*. When casting *Haematic* spells, quadruple [M].
- You gain resistance to all damage except Arcane.
- At the beginning of your turn, you Heal Hit Points equal to twice your level.
- Quadruple your Power.

Specialisation: Exorcist

2: Witch Hunter

Whenever a creature (*including yourself*) within 30ft casts a spell, you Heal Hit Points equal to your remaining Magic Dice. Additionally, that creature becomes weak to all damage you deal to it until the end of their next turn.

4: Stalwart Conviction

You are Confident for each Check you make against spells and other magical effects. Whenever you make a Check against a creature,

you may immediately attack that creature. Only roll one Weapon Die for damage if you hit.

8: Exorcism

You Heal triple the amount from Witch Hunter.

You may roll all your Weapon Dice as normal when attacking via Stalwart Conviction.

Whenever you hit a creature, they must make a Perseverance Check. On a failure, they lose Magic Dice equal to the difference between their result and their respective Limit. On a success, they spend 1 Magic Die, and take [M] Psychic Damage.

Specialisation: Soul Stealer

2: Dark Magic

You learn a *Necromancy* Spell. When learning spells, you may also learn *Necromancy* spells.

2: Drain Magic

When you kill a creature, you gain a Temporary Magic Die. It is a D1, increased by one size for each 10 Hit Points that creature had (rounding down), to a maximum of a D8 (30+ HP).

4: Haemosis

Whenever you take damage from casting a *Haematic* spell, each creature within 15ft also takes that damage.

8: Aspect of the Vampire

Your Drain Magic improves. The base size of the Die increases to D4, and the maximum Die size increases to 2D8.

Whenever you would take damage from casting a *Haematic* spell, instead double that damage. For each other creature damaged by your Haemosis, you gain 2 Ward Points.

You become closer to immortality. You do not need to eat, and you cannot die of old age, retaining your current fitness and health. You

become resistant to *Ice, Lighting, Physical, Poison, Psychic*, and *Umbral* damage. You become weak to *Arcane, Fire* and *Holy* damage.

You must personally kill at least one creature with 10 or more Hit Points to sustain yourself. If you don't, each day without a kill decreases your maximum Hit Points by 5. If you reach 0 Maximum Hit Points, you crumble to dust.

Heretic

Heretics follow not the established pantheon of gods, instead bargaining with the Rogue Gods for slivers of power, hoping one day to ascend themselves.

Heretics each learn a secret magic from their patron Rogue God, from devastating fire breath, to a psychic connection. As they ascend in ignobility, they are able to shrug off the holy and divine.

Some heretics seek to ascend to god-hood themselves, whereas others are happy just to be another's favourite servant. A small few are those that had no other choice, usually taking on servitude to save another.

Heretic Creation

Hit Points: 10 + 6 per level.

Skills: You are trained in Elocution

Armour Value: 1 + 2 per level above 1.

Weapon Dice: 1D6 Physical per level.

Grit Dice: 1D4 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D8 per level.

1: Choosing a Patron

Each Heretic has a rogue god that they have bargained power from. Choose a rogue god (page 93) to worship. This decision will grant you a unique version of the spell *Eldritch Conduit*.

1: Spells

Choose 1 *Hexes* spell. At each level thereafter, choose an additional *Hexes* or *Mysticism* spell.

1: Eldritch Patronage

Choose a Rogue God. This god is your Patron, from where your magic stems. Should you upset your Patron, you may lose your magic.

Each Patron will grant you a unique version of the spell *Eldritch Conduit*. After each Safe Rest, you gain a Temporary D6 Magic Die. This Die can only be used to cast *Eldritch Conduit*.

2: Heretic Specialisation

Choose a Specialisation from *Aspirant*, *Devoted Servant*, and *Opportunist*. These choices will be listed at the end of the class description.

3: Ignobility

Your disregard for the highest powers shows in your actions, and your confidence in them.

You are resistant to Holy damage.

In addition, if you would lose Devotion, instead you become Resolute. You can prevent the loss of up to X Devotion between safe rests, where X is your Will.

5: Patron's Chosen

Your prowess has earned you favour from your Patron. You gain the following benefits:

→ Whenever you cast *Eldritch Conduit*, increase the size of the Magic Die used to D12

→ Whenever you cast *Eldritch Conduit*, you may cast it up to three additional times.

Decrease the size of the Magic Die used by one stage for each additional cast.

6: Magical Mastery

Whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as were spent for the first spell, where applicable.

7: Eldritch Intervention

You have impressed your God enough for a show of power.

As an Action, choose a creature that you know of. You do not need to see, be near, or otherwise sense the creature, merely know it exists.

Choose one:

- The creature dies.
- The creature gains any number of Conditions.
- The creature gains the benefits of your *Eldritch Patronage* and becomes resistant to Holy damage for one day.
- For one day: You gain resistance to all non-Arcane damage, your speed increases by 5 feet, and you gain 2D8 Temporary Magic Dice.

When you use this feature, you gain the Dying condition. You may not use *Eldritch Intervention* again until you spend a week without casting *Eldritch Conduit*, as a show of respect to your Patron, such that they grant you the power once more.

A creature may be aware of Gods' meddling, and may have taken necessary precautions (*Such as the Divine Aegis spell*) to guard against it, preventing the Intervention from having the desired effect.

Specialisation: Aspirant

One day, you will be a God. You have no intentions of following your Patron forever. Killing your Patron is never an easy task though.

2: Big Dreams

You are able to channel your aspirations into your spells. Whenever you cast a spell, increase [M] by your Will.

4: Quiet Machinations

Whenever you finish a Safe Rest, you may increase your Devotion by your Will.

Additionally, you can no longer become Distressed from missing Affirmations.

8: Ascendancy

You may replace the effects of *Eldritch Conduit* with the effects of any non-Unleash spell you know.

You gain two additional Temporary Magic Dice from *Eldritch Patronage*.

Whenever you affirm your motivations, replenish a spent Magic Die.

Increase your Devotion by 20. Whilst your Devotion is above certain thresholds, you gain the respective benefits:

- **60:** You are resistant to all damage except Arcane. Increase your Maximum Hit Points by 2 for each 10 Devotion.
- **70:** You may plausibly attempt to convince others to worship you. Each that does increases your Devotion by 1.
- **90:** Whenever you cast *Eldritch Invocation*, maximise and then double [M].
- **200:** You become a Rogue God. Your GM will tell you how this affects your character.

Specialisation: Devoted Servant

You don't need to be at the top. You're perfectly content to be the right hand of your Patron. And if you used your position to suggest some ideas of your own, well...

2: Right Hand

Whenever you target a friendly creature with a spell, or a friendly creature targets you with a spell, one friendly target of that spell may make an attack.

4: Prophet

When talking about your Patron, you are Trained and Confident in Elocution and Intimidate Checks. Whenever you successfully

persuade someone to worship your Patron, you gain 1 Devotion.

8: Avatar

Whenever you or another makes an attack from Right Hand, that creature always hits.

Your Knowledge and Will increase by 2.

Whenever you cast Eldritch Conduit, you may assume your Avatar form. Whilst in your Avatar form:

- Your appearance changes to suit your Patron's visage.
- You grow one size.
- Your current equipment becomes Bells and a Sceptre. If your equipment had any properties beyond their basic ones, they retain those.
- You gain maximum Ward Points, and your Patron casts Divine Aegis on you.
- Reduce all your Social Skill Checks and Attack rolls by your Knowledge.

Your Avatar form lasts for up to 1 hour, but can be ended early by either you or your Patron.

Your Avatar form only occurs once between Safe Rests.

Specialisation: Opportunist

You don't really buy into your Patron's dogma, but you needed power, and you needed it fast. Now you're bound to a powerful being, and you need a way out.

2: Meaningless Pledges

You are able to throw away your Devotion to achieve your short term goals. Whenever you make an Attack or Skill Check, you may lose up to 3 Devotion. If you do, reduce your roll result by that much. You may go into negative Devotion with this ability.

4: Contemptuous Desperation

Whenever you cast Eldritch Conduit, make a Perseverance Check. On a failure, you gain 2 Devotion. On a success, maximise [M].

8: Renunciation

When you use Meaningless Pledges, the roll result is instead increased by twice the Devotion spent.

Whenever you gain Devotion, gain an additional 2 Devotion.

At any time, you may spend 50 Devotion to do one of the following:

- Your next attack deals 200 damage.
- You may cast any non-Unleash spell, even if you don't know it. [M] is 50. The spell ends after 1 hour, even if it would normally last longer.
- Another creature within 30ft that died within the last week returns to life on 1 Hit Point. Your current Hit Points become 1.

Paladin

Paladins are renowned across their lands as champions of justice, judgement, and as bringers of divine action.

Paladins inspire those around them, healing them when they are wounded, and protecting them in their times of need.

Some take on a front line role, emboldening others to strike at opportune moments. Others embrace their holy magic, surging in times of faith. The wrathful few take judgement into their own hands, punishing the sinful before any god even has a chance.

Paladin Creation

Hit Points: 10 + 12 per level.

Skills: You are trained in Athletics and Culture.

Armour Value: 2 + 3 per level above 1.

Weapon Dice: 1D10 Physical per level.

Grit Dice: 1D8 per level.

Social Dice: 1D6 per level.

Magic Dice: 1D4 per level.

1: Spells

Choose 1 *Warding* spell. At each level after the 1st, choose an additional *Warding* or *Combat* spell.

1: Healing Hands

As an Action you can heal a creature by touching them. That creature Heals Hit Points equal to twice your level. You can do this a number of times equal to your Will between Safe Rests.

1: Holy Imposition

You are Trained in Culture and Intimidation Checks related to, or utilising, religion.

2: Paladin Specialisation

Choose a Specialisation from *Champion*, *Paragon*, and *Vengeant*. These choices will be listed at the end of the class description.

3: Faithful Dedication

Choose a god (page 85) to worship. Your damage type changes to one of your god's damage types. You gain the associated Invoke Divinity ability.

5: Aura of Faith

You radiate divinity and faith. Friendly creatures (*including you*) within 120ft gain the following:

- Increase their Grit Limits by your Will
- Increase their AV by 5.

6: Combat Mastery

You can take an additional Action on your turn (*This can be the same as a prior Action*).

7: Harbinger of Divinity

You have become renowned as the harbinger of your god's judgement.

You gain the following benefits:

- Your Healing Hands also Heals half the target's maximum Hit Points.
- Your speed increases by 10.
- Every non-Hostile creature you meet will be Friendly to you, either from fear or respect.
- Other non-clergy followers of your God are Charmed by you.

Specialisation: Champion

2: Frontline Leader

Your AV increases by 2, and your speed increases by 10ft.

4: Invoke Demonstration

When you use your Invoke Divinity, you may have a friendly creature within 30ft immediately

make an attack. That attack always hits. The damage of the attack is your chosen damage type.

8: Aura of Awe

Your AV bonus from Frontline increases to 3, and the speed bonus increases to 20ft.

You gain an additional use of your Invoke Divinity. When you use Invoke Demonstration, that creature instead uses your Weapon Dice.

Each enemy creature within 120ft of you has its AV decreased by 5. When those creatures are hit by an attack, after rolling damage, the attacker may maximise one Weapon Die.

Specialisation: Paragon

2: Divine Work

You may choose to become Trained in a Skill Check as you make it. You may do this once between rests.

4: Strengthened Magic

Your Magic Die size increases to D6.

4: Templar Exemplar

Whenever you roll the maximum value on a Grit, Social, or Magic Die, you immediately replenish that die. Temporary Dice cannot be replenished this way.

8: Aura of Worship

Divine Work increases your Limit by twice the bonus it normally would.

Your Magic Die size increases to D8.

You and friendly creatures within 120ft of you also benefit from Templar Exemplar.

You and friendly creatures within 120ft of you are always Confident.

Specialisation: Vengeant

2: Smite

When you hit with an attack, you may spend a Magic or Grit die. If you spent a Magic Die, maximise the die roll. Your target takes additional Holy damage equal to twice the result.

4: Invoke Destitution

When you use your Invoke Divinity, you may immediately make an attack. If you hit, you may Smite by rolling the Grit or Magic Die instead of spending it.

8: Aura of Terror

Your Smites deal quadruple the rolled amount, instead of double.

You gain an additional use of your Invoke Divinity, and attacks made with Invoke Destitution always hit, and always deal the maximum damage (*for Weapon Dice and the Smite damage*).

Each enemy creature within 120ft is Weakened, and is weak to your chosen damage type.

Priest

The devout amongst the world worship gods, and in return gain access to magic.

Priests are able to provide comfort in rests, even when conditions are most harsh. Paired with their preference for defensive magic, and Priests are always a welcome addition to a group.

Each Priest seeks to protect their group in their own way. Some look into the future, forewarning them of danger. Some tap into Santryl's magic, ensuring enough rations to survive on. The last majority take a heavy investment in warding magic, ensuring that no harm ever makes its mark.

Priest Creation

Hit Points: 10 + 8 per level.

Skills: You are trained in Recover and one Social Skill of your choice.

Armour Value: 2 + 1 per level above 1.

Weapon Dice: 1D4 per level. Choose a damage type from your god's profile. Your weapon dice deal that damage type.

Grit Dice: 1D4 per level.

Social Dice: 1D6 per level.

Magic Dice: 1D6 per level.

Choosing a God

Each Priest has a god that they worship and from which they rely on to channel their magic from the Veil. Choose a god (*page 85*) to worship. This decision will affect the damage you deal and the type of spells you can channel. You gain the associated Invoke Divinity ability.

1: Spells

Choose 1 spell from your god's spell school.

At each level after the 1st, choose an additional spell from that school.

1: Comfort of the Devout

Whenever you use a Magic Die to Recover, increase the size of that Die by one stage.

2: Priest Specialisation

Choose a Specialisation. This choice will give you additional choices for spells, and additional abilities. These choices will be listed at the end of the class description.

3: Sermon

Whenever you take a rest, you can give a sermon to others resting with you. Each creature attending the sermon regains an additional Grit or Social Die after that rest is complete.

You must be able to communicate clearly, and not in hushed tones, in order to give a sermon.

You can give a Sermon a number of times equal to your Will between each Safe Rest.

5: Divine Plea

Your magic grows to a strength capable of reaching the gods themselves.

As an Action, you may call out to your God. When you do, choose one:

→ Target creature that died in the last 6 hours is brought back to life with 1 Hit Point.

→ Each other creature within 60ft of you must make a Dodge Check. Spend all your Magic Dice. Each creature takes **[M]** damage on a failed check, and half as much on a success. The damage type is the type not chosen when you selected your God.

You may use Divine Plea once per Safe Rest.

6: Magical Mastery

Whenever you cast a spell, you may cast a second spell immediately afterwards. When you

do, use the same Magic Dice as were spent for the first spell, where applicable.

7: Divine Intervention

You have impressed your God enough for a single favour.

As an Action, choose a creature that you know of. You do not need to see, be near, or otherwise sense the creature, merely know it exists.

Choose one:

- The creature dies.
- The creature is brought back to life if dead, and Healed to full Hit Points.
- The creature gains any number of Conditions.
- All records, memories, and similar traces of the creature are removed from the world. The creature remains.

When you use this feature, you gain the Dying condition. You may not use Divine Intervention again until you spend a month of daily worship in your God's temple.

A creature may be aware of Gods' meddling, and may have taken necessary precautions (*Such as the Divine Aegis spell*) to guard against it, preventing the Intervention from having the desired effect.

Specialisation: Divining

You dedicate your magic to prediction, sourcing information, and identifying the unknown.

2: Divining Spells

When you choose your spells, you may also choose from any *Divining* spell.

2: Glimpse

You gain the ability to see the future, albeit in short glimpses.

Whenever you cast a Divining Spell, you may spend an additional Magic Die. If you do, an ally of your choice increases their AV by [M] until they next takes damage, or if either you or they take a rest.

4: Portent

Your predictive skills allow you to become acutely aware of a future event.

As an Action, choose a part of the day (*Dawn, Day, Dusk, Dark*). Any time you would roll a D10 or D20 during that part of the day, you may roll that die twice, and choose which result to take.

Once you use this feature, you must finish a Safe Rest before using it again.

8: Witness of the World

Your Divination magic becomes much more potent.

Glimpse's effect no longer ends when the target takes damage.

When you use Portent, it applies for the whole day, instead of just one part of it.

For one hour, you may choose the result of every Die you roll. You may do this once between safe rests.

Specialisation: Plant

You dedicate your magic to nature, invigorating yourself with its power, keeping you refreshed.

2: Plant Spells

When you choose your spells, you may also choose from any *Plant* spell.

2: Natural Connection

Your studies into nature allow you to find strength from the world around you.

Increase **[M]** for all your *Plant* spells by your Knowledge.

When casting a *Plant* spell, each time you roll an unmodified 6 or higher on a Magic Die, a surge of plant life erupts around you. If that Magic Die was not Temporary, replenish it.

4: Power of the Land

You can pull what you need directly from the ground itself.

As an Action, you can choose one or more:

- Replenish a Grit or Magic Die.
- Create a shelter out of the environment. This shelter can be used for a Safe Rest by any creatures for one day.
- Create a path that leads to the nearest major road or route. The path is limited to 3 miles, if the nearest road is further than that.

Once you use this action, you must finish a Safe Rest in an area not created by this feature before using it again.

8: One with the World

You are connected deeply to the world.

Your Natural Connection activates once on all spells, not just *Plant* spells.

Your Power of the Land can be used three times, and the path's range limit is removed.

You can choose to ignore the effects of any *Plant* spells.

You always ignore the movement restrictions of Difficult Terrain.

Specialisation: Warding

You dedicate your magic to protection, warding off danger and preventing harm before it happens.

2: Warding Spells

When you choose your spells, you may also choose from any *Warding* spell.

2: Constant Ward

You gain a perpetual ward whilst you have magic to feed it.

For as long as you have unspent Magic Dice, you gain a Constant Ward. After each rest, and at the beginning of your turn in Danger, if you have fewer Ward Points than twice your level, your Ward Points becomes that value.

As soon as you no longer have any unspent Magic Dice, you lose Ward Points equal to twice your level (*to a minimum of 0*).

4: Shared Ward

You are able to share your ward with others.

After each rest, choose a number of other creatures up to your Focus. Those creatures gain the effect of your Constant Ward. If they would gain Ward Points from it, they instead gain half as many.

8: Ward of Perpetuality

Your ward no longer requires you to funnel magic into it.

The ward persists even when you have no unspent Magic Dice.

Any creatures affected by your Shared Ward now gains the full amount of Ward Points instead of half. Additionally, whenever a creature casts a spell within 60ft, any creatures affected by the Constant or Shared Ward gain 8 Ward Points.

Scholar

Studious followers of magic, many were left significantly weakened following the Veil's arrival.

Masters of magic, yet pursuers of novelty, Scholars take magic from every school in Santryl. Having trained for many years in classical magic, before the Veil appeared, they are able to cast much more powerful spells than their peers.

A common choice for Scholars is to embrace the elements, eventually wielding the major three in symphony. Others revere the classical teachings, and seek out lost scrolls. Lastly, a malign few throw out curses and hatred on those that have wronged them, usually other Scholars that were dismissive of their work.

Scholar Creation

Hit Points: 10 + 6 per level.

Skills: You are trained in Observe and Elocution

Armour Value: 0 + 1 per level above 1.

Weapon Dice: 1D4. Choose a damage type from *Fire*, *Ice*, or *Lightning*.

Grit Dice: 1D4 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D10 per level.

1: Spells

Choose 1 spell from any school. At each level thereafter, choose an additional spell from a school you have not chosen before.

1: Endless Pursuit of Knowledge

When you cast a spell, you may choose to spend a Grit or Social Die. If you do, you become Trained in a Skill matching the die's type for 6 hours. You can only be Trained in one skill this way at once.

2: Scholar Specialisation

Choose a Specialisation from *Elementalist*, *Lorekeeper*, or *Malefict*. These choices will be listed at the end of the class description.

3: Heightened Magic

Your spells are enhanced. Checks made against your spells are Difficult (*the target uses a D20*).

5: Crossing the Veil

You find a way to the source of your magic itself.

You learn three additional spells. These are not restricted by your other choices, and do not restrict further choices.

Whenever you rest, you replenish an additional Magic Die.

6: Magical Mastery

Whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as were spent for the first spell, where applicable.

7: Magnum Opus

Your magic is unparalleled.

Your Magic Dice increase to D12s.

You may learn an additional **Unleash** spell.

You may cast an **Unleash** spell by rolling all your Magic Dice, instead of spending them. Once you do, you must finish a Safe Rest before doing so again.

Specialisation: Elementalist

You bend the elements themselves to your whims. Destruction is what you want, and the elements are all too useful in giving you that.

3: Elemental Adept

You focus your studies on the control of an element.

Choose *Fire*, *Ice*, or *Lightning*. If not already, your Weapon Dice become that type.

Whenever you deal the chosen type of damage, increase it by your Knowledge.

Whenever you cast a spell that deals damage other than *Arcane*, you may change that damage to be your chosen type.

4: Elemental Self

Your body begins to become one with your element.

Depending on your chosen element, you gain a bonus:

Fire: Whenever you are attacked, the attacker takes Fire damage equal to your Power (*even if they miss*). This damage cannot be reduced.

Ice: Your AV increases by 1 per character level.

Lightning: Whenever you cast a spell, you may teleport 10ft.

8: Elemental Dominion

The elements themselves are under your dominion.

You can swap between *Fire*, *Ice*, and *Lightning* at any time, gaining the equivalent bonuses from Elemental Adept and Elemental Self as you do.

Whenever you deal *Fire*, *Ice*, or *Lightning* damage, you may deal the damage again as the other two types to up to two other creatures within 60ft. You cannot target the same creature twice. This ability does not trigger itself.

Specialisation: Lorekeeper

A scholar of the ancient secrets, your interest lies in artefacts and knowledge.

2: Chasing Stories

You hear tales of artefacts spread across the land, and resolve to learn their secrets.

You are Trained in Arcanery.

At the end of a Safe Rest, you may make an Arcanery Check. On a success, you find a random spell scroll. This spell scroll's effects is influenced by the area you rest in.

4: Deciphered Secrets

You come to understand magical properties with even the slightest glance.

You can correctly determine the effects of a spell scroll before it is cast.

You may cast *Inspect* (*even if you do not know it*) by rolling a Magic Die, instead of spending it. Once you do, you must finish a Safe Rest before doing so again.

8: Omniscience

You approach a near-omniscient level of knowledge.

You automatically succeed Arcanery Checks.

You are trained in Scry.

You may cast *Inspect* via Deciphered Secrets as often as you want.

You can choose to succeed any Discern, Observe, or Scry check without rolling. You may do this once per Skill. You regain uses at the end of a Safe Rest.

Specialisation: Malefict

Bitter from your loss of power from the Veil's arrival, you focus on diminishing those who oppose you.

2: Curses

You begin to dive into the curses of the world.

You are Trained in Curse.

4: Bitterness

You pour your bitterness into your magic.

Whenever you successfully apply a condition to a creature, that creature must make an additional Perseverance Check. On a failure, that creature is Distressed until your next turn. This ability does not trigger itself.

8: Master of Curses

Your curses become unavoidable and enduring.

Conditions you apply via the Curse Skill last forever (*they can still be removed by effects that remove curses*).

You may curse creatures with Strong Conditions.

You can choose to succeed any Curse check without rolling. You may do this three times, regaining uses on a Safe Rest.

Soldier

Masters of fighting and inflicting damage, soldiers use magic to enhance their combat capabilities.

Soldiers use their combat prowess to excel in fights. Paired with their innate grittiness, they are rarely caught off guard in the wild.

Soldiers vary in their methods, with some training in ranged combat, and others taking up great shields of protection for their allies. There are a few, either scarred or otherwise twisted, that begin to revel in the deaths they cause, using that mirth to take them through combat.

Soldier Creation

Hit Points: 10 + 12 per level.

Skills: You are trained in Athletics and one Social Skill of your choice.

Armour Value: 4 + 2 per level above 1.

Weapon Dice: 1D10 *Physical* per level.

Grit Dice: 1D8 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D4 per level.

1: Spells

Choose 1 *Enhancement* spell. At each odd numbered level thereafter, choose an additional *Combat* or *Enhancement* spell.

1: True Grit

Whenever you finish a Risky Rest, you replenish an additional Grit Die.

1: Critical Strikes

Whenever you roll a 1 or 2 on your Attack Roll, you deal the maximum possible damage instead of rolling your weapon dice.

2: Soldier Specialisation

Choose a Specialisation from *Archer*, *Shield-bearer*, or *Brute*. These choices will be listed at the end of the class description.

3: Martial Manoeuvrability

Your prowess in combat allows you to move around the battle with ease.

On your turn, the Full Move Action can be taken for free (*Even if you took another Action that turn*).

5: Peak Performance

You are able to perform at the highest level in combat.

As an Action, choose one or more:

- Cast any Enhancement spell, or spell you know.
- Move up to 60ft. You cannot be attacked during this movement.
- Make two attacks. These attacks always hit.
- Heal all your missing Hit Points.

Once you use Peak Performance, you may not use it again until you finish a Risky Rest.

Once you use Peak Performance twice, you may not use it again until you finish a Safe Rest.

6: Combat Mastery

You can take an additional Action on your turn (*This can be the same as a prior Action*).

7: Lord of War

Your ability to command the battlefield is unparalleled.

As an Action, you may choose any number of creatures you are aware of within 60ft. For each of those creatures, choose one or more:

- They move up to 15ft.
- They make an attack (*You choose the target*).
- You attack them.

Once you use Lord of War, you may not use it again until you finish a Safe Rest.

Specialisation: Archer

You practice deadly strikes with ranged weaponry.

2: Incredible Shot

Your magic flows to ensure your strikes land true. For you, all Weapons have the **Ranged** property. When attacking with a **Ranged** weapon, you also Critical Strike on a roll of 3.

In addition, your ranged attacks deal additional damage equal to your Focus.

4: Trick Shot

You develop a set of trick shots, ammunition that applies special effects.

When you hit with a ranged attack, you may choose to do minimum damage. If you do, choose one:

→ **Debilitator:** Your target must make a Dodge Check or be affected by a Weak Condition of your choice until your next turn.

→ **Tracer:** Your target's AV is reduced by 5 until the end of your next turn.

You may use Trick Shot a number of times equal to your Power (*Minimum 1*). You regain all uses when you finish a Safe Rest.

8: Bullseye

Your use of ranged weapons cannot be matched.

When making a ranged attack, whenever you would add your Power, Dexterity, and Focus to a roll, you instead add it twice.

You no longer have a limit on Trick Shot uses.

Each time you make a ranged attack, you may make an additional ranged attack at the same target.

Specialisation: Shield-bearer

You carry a heavy shield to protect yourself and others. You must be using a shield to use these features.

2: Heavy Shield

You develop techniques with your shield.

When a creature within 5ft of you is attacked, you may choose to take the attack in their stead. If you do, reduce your AV by 2 for that attack.

4: Wall

You are able to effectively wall off areas of the battlefield.

The area 5ft to the left and right of you cannot be crossed by enemy creatures.

When a creature ends its turn within 5ft of you, you may attack it. For that attack, if you would roll a D10 to hit, instead you roll a D20.

8: One Man Vanguard

Your presence is comparable to a whole vanguard of soldiers.

Your AV increases by 10.

The area of Wall increases to 10ft, and you ignore the restriction on attack rolls from that ability.

As an Action, you may slam your shield into the ground. Roll all your Weapon Dice. Any creatures 60ft in front of you take that much damage and are knocked Prone.

Specialisation: Brute

You are a rough brute, and revel in your strength over the weak.

2: Bloody Glee

Whenever you kill a creature, you Heal X, where X is thrice your level.

4: Oppressive Power

Whenever you attack a creature, you add your Power twice to the hit result.

In addition, whenever you land a Critical Strike against a creature, that creature becomes Weakened until your next turn.

8: Slaughtermaster

You consider combat more of a demonstration than a battle.

Your Bloody Glee now also applies whenever you hit a creature for half healing.

The first hit you make against a creature each turn is considered a Critical Strike.

At the beginning of Danger, each enemy creature that can see you becomes Frenzied until the end of their turn.

Veiled

Veiled are those that either came too close to the raw magic of the veil, or were otherwise corrupted by some mysterious creature or entity from inside. Now possessing massive power, they lack the desire of self-preservation they once had, only wishing to acquire more and more power, even if it kills them.

For some, the power manifests outside as it does inside: as a sickly illness that corrupts those it touches. Others find themselves quickly overwhelmed, unable to control their bursts of magic due to their magnitude. A select few are able to concentrate and master their focus and control over the magic, but at what cost?

Veiled Creation

Hit Points: 10 + 6 per level.

Skills: You are trained in Persevere

Armour Value: 1 + 1 per odd level above 1.

Weapon Dice: 1D1 *Physical* per level. (*A D1 always rolls a 1*).

Grit Dice: 1D4 per level.

Social Dice: 1D4 per level.

Magic Dice: 2D4 per level.

1: Spells

Choose 1 *Destruction* spell. At each level after the 1st, choose an additional *Destruction* spell.

1: Magical Flow

Whenever you spend a Magic Die, you may deal [M] Arcane damage to a creature within 30ft. If you spend the die on a spell that targets one or more creatures, instead deal [M] Arcane damage to one target of that spell.

2: Veiled Specialisation

Choose a Specialisation from *Corrupted*, *Focused*, or *Unstable*. These choices will be listed at the end of the class description.

3: Touch of the Veil

Part of the Veil flows through you. You become trained in Arcanery.

In addition, any creature affected by your spells increases the next [M] they roll by your Will. This increase expires after 1 minute if not used.

Choose one spell school. When learning spells from Class Levels, you may choose new spells from that school.

5: Font of Magic

Choose two Magic Skills you aren't Trained in. You become Trained in those Skills.

Whenever you make a Magic Skill Check, you may increase the size of any Magic Dice spent by one stage.

6: Magical Mastery

Whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as were spent for the first spell, where applicable.

7: Onsetting Omniscience

You learn two new spells from any school. Your maximum Unleash spells known increases to two.

Additionally, your Magic Dice pool doubles (*4D6 per level*).

Specialisation: Corrupted

2: Poisoned Magic

Whenever you damage a creature with or as a result of casting a spell, that creature takes *Poison* damage equal to your level, then rolls a

D4 and gains the corresponding condition until the end of its next turn:

- 1 → Asleep
- 2 → Frenzied
- 3 → Paralysed
- 4 → Weakened

4: Dizzy Mind

Your mind begins to lose its ability to concentrate on more than one thing at a time as it begins to deteriorate. It comes, however, with bursts of disorienting power.

Your Focus decreases by 1, and your Power increases by 2. Whenever a creature takes damage from your spells, they lose their choice of a Grit, Social, or Magic Die.

8: Locus of Corruption

Double all *Poison* damage you deal. When a creature rolls on your Poisoned Magic condition table, it rolls twice and takes both results (*re-roll duplicate results*).

Your Focus decreases by a further 1, and your Power increases by a further 3.

Whenever you cast a spell, each creature (*including yourself*) within 120ft takes 8 *Poison* damage. When resting, you may protect any number of creatures you rest with from this effect until you next rest. You must pay 2 Devotion for each creature protected this way.

Specialisation: Focused

2: Channelled Magic

You are able to enter a Channel state. As an Action, you can choose to Channel. When you do, cast a spell. For the next minute, the only thing you can do on your turn is cast that spell again. Use the same Magic Die or Dice for each cast, re-rolling [M].

4: Protected Channelling

Your spells produce bursts of force to protect you. Whilst Channelling, your AV becomes 5, and you gain Ward Points equal to your level at the start of your turn.

When you finish channelling, you lose all your Ward Points.

8: Perfect Connection

You have managed to perfect your connection to the Veil, and your control over magic.

Whilst Channelling, you may take an additional Action each turn, which cannot be used to cast a spell or spend Magic Dice.

Whilst Channelling, your AV becomes 10, and you gain Training in all Grit Checks.

Whilst Channelling, you replenish one Magic Die at the beginning of your turn.

Specialisation: Unstable

2: Unstable Magic

You must randomly determine targets of your spells. Double [M] for those spells. Area targets are not randomised, but have their range reduced by 10ft.

4: Incoherent Frenzy

Whenever you cast a spell, you become Frenzied until the end of your next turn.

Whilst Frenzied, you gain a D12 Temporary Magic Die at the beginning of your turn. This die must be spent on casting a spell, or it is lost at the end of your turn, or if you are no longer Frenzied.

8: Apocalyptic Apotheosis

Your Unstable Magic now triples [M] for your spells, and reduces the range of area targeted spells by 20ft. You may choose one target to not be randomly chosen for each spell.

The Temporary Magic Die from your Incoherent Frenzy becomes a 2D12.

You learn *Implosion*. If you already know *Implosion*, you may learn another *Destruction* or *Planar* spell that isn't *Manifestation*.

Whenever you cast *Implosion*, if you centre it on yourself, maximise **[M]**.

Warden

Wardens are self prescribed guardians of Santryl. They take the longevity of the world as their responsibility, and often see others as careless when traversing the wilderness, both for their safety and the environment's. Because of this, they endeavour to help those others as best they can.

Some Wardens use martial prowess to effectively fight off miscreants that threaten the area. Magical prowess, however is favoured, be that through protective rites of Druidic seals, or the more shadowed magic of the Witch's coven.

Warden Creation

Hit Points: 10 + 10 per level.

Skills: You are trained in Recover, and one other Grit Skill of your choice.

Armour Value: 2 + 2 per level above 1.

Weapon Dice: 1D8 *Physical* per level.

Grit Dice: 1D10 per level.

Social Dice: 1D4 per level.

Magic Dice: 1D4 per level.

1: Spells

Choose 1 *Animal* or *Plant* spell. At each level after the 1st, choose an additional *Animal* or *Plant* spell.

1: Natural Connection

Your knowledge of the wilds allows you to travel unhindered across the world. You may ignore movement penalties from natural sources. The presence of enemies prevents this benefit.

1: One Eye Open

You are alert to the dangers of the wilds, especially at night. When resting in the wilderness, you can keep watch without penalty.

2: Warden Specialisation

Choose a Specialisation from *Druid*, *Ranger*, or *Witch*. These choices will be listed at the end of the class description.

3: Shared Knowledge

When you Help another creature, maximise the Die used to Help them.

Whenever a creature within 30ft, including yourself, succeeds in a Skill Check, you become Confident. You cannot benefit from this again until you Help a creature.

5: Nature's Boons

You become trained in Disenchant and Imbue.

When you make a Disenchant or Imbue Check, reduce your result by 5 if the related enchantment or spell effect is of the *Animal* or *Plant* school, or is similarly natural in its nature.

6: Expertise

You gain 3 additional Weapon Dice, 3 additional Grit Dice, and increase the size of your Magic Dice by one stage.

Increase an Attribute of your choice by 2.

7: One With the World

You may choose to automatically roll a 1 for each Skill Check you take regarding natural hazards, points of interest, or natural phenomena.

All rests in the wilderness count as Safe Rests for you.

Specialisation: Druid

2: Secrets of Fauna

You learn the *Borrow Form* spell. If you already know *Borrow Form*, you learn a different *Animal* spell.

When you cast *Borrow Form*, you can choose which of your Attributes to swap with those of the animal you become, and continue to use your normal Hit Points. You can revert your form as an Action during the spell's duration, and vice-versa. You must always swap the same Attributes as originally chosen when changing form this way. When you attack in the animal form, you use your Weapon Dice.

4: Nature's Protector

You dedicate your time to preserving the cycle of nature and all within.

You are able to talk with animals as though you had *All-Speak*.

Animals, unless affected by some magic, will never initially consider you Hostile.

Increase the size of your Magic Dice to D6. Whenever you cast your first *Animal* or *Plant* spell between rests, you may do so without spending one of the Magic Dice rolled.

8: Archdruid

You ascend to the rank of Archdruid.

When you cast *Borrow Form*, increase each of the base Attributes of the chosen animal by your Knowledge. You are also able to swap freely between forms at will, no longer requiring an Action.

Increase the size of your Magic Dice by one stage (*to D10 when combined with Expertise*). Whenever you rest, you may choose a non-Unleash *Animal* or *Plant* spell. The chosen spell may be cast without spending the rolled Magic Dice twice until your next rest.

You learn *Archdruid's Gift*, a spell unique to Archdruids.

You may cast *Archdruid's Gift* once between each full moon.

Archdruid's Gift

Requirements: Level 8, Archdruid

Use: Action

Target: An animal or plant that you can touch.

Duration: Permanent

Spend all your Magic Dice.

The target becomes sentient, sapient, and aligned with your immediate cause. It also gains *All-Speak*. Plants affected this way gain a movement speed of 15 feet.

The Attributes and Abilities of the target are that of the Chimera (*see Animal Spells, page 114*).

Specialisation: Ranger

2: Prepared

You choose an additional armament to prepare and use after each rest. Choose a new basic Armament to gain.

You may ignore the restrictions regarding **Ranged** armaments when doing so.

4: Civil Protector

You take on the role of defender in the settlements you visit.

Your AV is increased by 5 when taking damage from outlaws and criminals. In addition, whenever you instigate violence, local citizens will assume you are on their side.

You also learn how to quickly administer potions to the needy. If a potion or similar item requires an Action for its full effect, you may ignore that requirement.

8: Pursuit of Justice

Your reputation precedes you in your attempts to maintain civil stability.

You gain an additional armament to prepare and use. During situations where you would only be able to use a single armament, such as Danger, you may instead use two.

You gain Resistance to any damage dealt by outlaws or criminals, except Arcane damage. You are immediately welcomed and considered an honorary member of law enforcement in each town you visit.

Choose two Skills you aren't Trained in. You are Trained in those Skills. Whenever you make a Difficult, non-Magic Skill Check, may choose to succeed instead of rolling. If friendly creatures within 30ft are also making this roll, they may use your success. You may do this once between rests.

Specialisation: Witch

2: Shadowy Roots

Choose *Poison* or *Umbral*. Your Weapon Dice become that type.

In addition, when choosing spells to learn, you may learn *Mysticism* spells.

2: Weal and Woe

Whenever you cast a spell, choose one:

- Each affected creature takes half **[M]** Umbral damage.
- Each affected creature Heals half **[M]** Hit Points.

4: Sacred Protector

You embrace your role as a protector of the sacred, fending off wrongdoers with threats of curses and bad luck.

You are Trained in Curse. When you attempt to curse a creature, if it has acted directly against you or your home (*at any point in its life*), the Curse Check can never be Difficult.

You may attempt to Curse creatures with Strong Conditions.

8: Coven

Your prestige amongst the world's witches reaches such that you are elevated in status within their Covens.

Your Weal and Woe effects are tripled.

Whenever you make a Curse Check affected by Sacred Protector, you automatically succeed when attempting to apply Weak Conditions or minor curses.

After each rest, choose a witch you know of. You may telepathically communicate with that witch until your next rest, and automatically succeed on Scry Checks on them. The witch does not need to be awake, conscious, or even still alive. Alternatively, you may communicate for up to 6 hours with a Civil Pantheon God, or Rogue God, that you have met or worship. If you do, you must Safe Rest before choosing another witch or god with this feature.

The Gods

These gods are available for religious classes to worship. Each character that is prompted to choose a god by their class gains their respective features.

There are many gods in Santryl and the wider world, but those listed here are the most prevalent and widely known. Some characters might choose to worship an unlisted god, either by working with their GM to create a new profile for that god, or by using the profile of a listed god and replacing the relevant parts.

Sometimes, a character may wish to change their god, either for narrative or gameplay reasons. For the former, the GM should endeavour to provide meaningful steps to let the character reach a point of conversion. For the latter, the GM should allow a swap almost immediately to allow a player to better enjoy their character.

Damage Types

Each god will grant access to a new damage type for a character to use.

Magic School

Each god will grant access to an additional magic school.

Invoke Divinity

Each god will grant one or more Invoke Divinity abilities. Once one is used, no more can be used until the character finishes a Safe Rest.

Each Invoke Divinity is an Action unless stated otherwise.

Natural Pantheon

The Natural Pantheon are the original creators of the world. For reasons known only to them, they created the world in which Santryl resides, and then, after designating the Giants as caretakers, slowly began to distance themselves from the goings on within.

Because of this distance, the Natural Pantheon are rarely worshipped with much devotion, instead being slipped into prayers with a subtle respect. Evidence of their existence is rare, but definite and easy to observe, as the sun keeps rising and the night keeps falling. In even rarer cases, the Natural Pantheon do intervene in mortal life, although these are usually for extreme cases of devotion or risk to the greater world. In fact, some in Santryl say that many have endangered the world to a point where Tual'ven Himself has erased them and their memory from existence.

From where these original deities came from is, too, a mystery that scholars and priests try to solve. There are wonders about their creating the other planes, or if they originated from them, and merely connected each together. These latter theories have been mostly abandoned with the arrival of the Veil, but some claim that it is proof, as the gods connect another destination for mortals to visit.

Other, perhaps more heathen, individuals consider the Veil to be a lost god of the Natural Pantheon, or at least the territory of one. With the turmoil that the Veil brought, these theories have become quite popular, to the point that cults and new orders of worship have begun to spring up around the continent, most without communication with each other.

God of Day – Crol'rim

Crol'rim is perhaps the most trusted of the Natural Gods. His domain that of the Day, where most denizens spend their waking hours. He rarely interacts with mortals, but has been known to monitor those that worship and preach for His cause, making sure any disbelievers are punished for their lack of piety.

Amongst Santryl, and in particular in the Empire, there exists an organisation known as The Bright, devout worshippers of Crol'rim. Eschewing their former lives, members of The Bright claim to have been reborn as part of Crol'rim, the God of Day. They are permitted a presence in many Empire settlements, as despite their claims being unnerving, and their behaviour even more so, they perform actions that mostly benefit the communities around them.

From maintaining lanterns and torches, to guiding those lost in darkness to brighter places, The Bright have a dedication to making the most of each day, and making the day last as long as it can, believing that the day is not over til the last light is extinguished. In this sense, a Bright member believes it is almost impossible for the day to end, and that Crol'rim thus holds his full power continually.

Not all worshippers of Crol'rim are part of The Bright, but usually share their beliefs and empathise with their cause.

Features

Damage Types: Holy, Fire.

Magic School: Divining.

Invoke Divinity: Light

You fill the world with light. A 120ft sphere of bright light emits from you for 1 hour.

God of Night – Den'wyt

The God of Night, Den'wyt, is the most absent of Her Pantheon. The night comes with Her darkness, and She cares not to govern those that work beneath it, instead considering it a fitting challenge for mortals. Any who try, try on their own fortune, alone.

Worship of Den'wyt was wide spread in the Dark Age of Santryl and the wider world. Slowly though, as institutions took a stronger foothold in societies and night-time activity grew a stronger connection to criminals and scoundrels, this worship got stamped out, and followers were scattered, forced to worship alone and separate from like-minded individuals.

With the arrival of the Veil, this worship has seen a revival, as the New Dark Age takes a foothold and old ways are revisited in the hopes of a slight return to normalcy. Old rituals that were previously discarded from shame and prohibition are now seeing use, sometimes for crime, but more often just by those trying to get by after losing their roles in society.

Den'wyt, too is said to be more forgiving in this new era, and whilst reports may be exaggerated, many have claimed to have been visited by something in the night, protecting them from dangers they hadn't even seen. Who else, than Den'wyt, would stake such a claim as a protector of Her realm?

Features

Damage Types: Holy, Umbral.

Magic School: Shadow.

Invoke Divinity: Night

For the next hour, it is considered the Dark portion of the day. For that hour, you can turn Invisible whenever you cast a Shadow spell.

God of Death – Ish'per

Ish'Per is the God of Death. Unlike Its counterpart, Spri'eeek, Ish'per waits watching, curiously stalking those It will soon claim, and will regularly check up upon those who have passed through to another plane. Though It holds no domain in the physical plane, It is believed to influence events and delay deaths It deems unjust.

In Santryl, The Memorial Circle dedicates their time and service to ensuring the deceased are remembered and cherished, or in the case of those more villainous in life, used as warnings. With a priest in most churches, they maintain a heavy presence across the Empire. Their main temple is located in the centre of Last Thoughts Lake, covering the entrance to its catacombs in order to keep its peace. Due to the lake's inaccessible nature, the nearby town of Eastern Flowers is used for sermons, ceremonies, and other outreach activities.

The Memorial Circle holds Ish'Per in high regard, using his visage as an idol for prayer. Ish'Per so far has failed to correct their actions, which they take as blessings to continue. Those that practice the divine arts for the Circle claim to feel Ish'Per's power in their magic, strengthening further their conviction.

Features

Damage Types: Holy, Umbral.

Magic School: Necromancy.

Invoke Divinity: Death

Choose a target creature within 30ft, then choose one:

- That creature loses the Dying condition. If they have 0 Hit Points, they gain 1 Hit Point.
- For 1 minute, that creature is considered Weak to the next damage type that hits it.

God of Life – Spri'eeek

Held in the highest regard by the denizens of Santryl, the God of Life Spri'eeek oversees the bloom of life across the world. They tend to each new life with the utmost care, but then let it fend for itself once born. Life, the giving of it, is Their responsibility, and anything after does not concern Them. Occasionally, They will step in to ensure a safe recovery from a deadly illness, for disease and plague is affront to Their great design for life, but such is Their detest for entitlement, that Spri'eeek will not step in should any mortal pray too presumptuously.

The highest point of worship for Spri'eeek comes not in the form of a traditional religion, but instead from the reverence of the Rana, led by Olgrath in the north east. Their practices aren't directly in the name of Spri'eeek, but incorporate Their name in many of the prayers, blessings, and teachings that occur. Celebrating life but not They who ignores it, the Rana nonetheless welcome Spri'eeek's boons each spring. Whether due to their humility, or Olgrath's connection to the gods, the Rana are oft rewarded with vigour.

Also amongst Their followers are the various druids, wardens, and witches of the world, who respect Them the same way they respect a bear, or a daunting cliffside. Almighty in Their power, and sometimes of use in magical endeavours, They are ultimately best revered from a distance.

Features

Damage Types: Holy, Fire.

Magic School: Plant.

Invoke Divinity: Life

For the next minute, whenever you or a creature within 30ft Heals, you can choose to increase that healing by your Will in addition to their own.

God of Entropy – Tual'ven

All things come to a slow end, and Tual'ven is waiting there ready. Whilst Ish'per governs those whose physical form dies, Tual'ven watches for the moment that a concept, a memory, an ideal stops existing, the impetus removed from the world. It is said He collects these that fade away, but is loathe to share.

Whilst there is no significant group of Tual'ven's followers, The Thaumic Tithe comes closest to being as such. They are a movement of magic users that believe with each spell cast, there is a cost to pay unto the gods. With no deity held in chief regard, they consider each in the pantheons to take a portion of magical power from their activities.

Though they have scholars that seek to explore the boundaries of magical use, most in the Thaumic Tithe do not fully push their magical capabilities, believing that to use all their power for themselves would be to deny it from the gods – blasphemy. The Thaumic Tithe has a majority of its following located in Thaum Academy, or high up in Thaumia's administration.

It is common for worshippers of Tual'ven to be vagabonds and wanderers – chancers who know that only by taking from others can they truly gain what they need to continue. Despite being a twist of His tenets, He watches over them still.

Features

Damage Types: Holy, Ice.

Magic School: Mysticism.

Invoke Divinity: Entropy

You gain twice your character level as Ward Points. For the next 6 hours, when another creature within 30ft takes Ice damage, you gain twice your level as Ward Points.

God of Planes – Zak'zar

Zak'zar is the most present of the Natural Gods, for Their power is required each time planar travel is achieved. They are revered by the Gnomes of Gnome Island, and those wise enough to ask Their blessing when travelling through. Zak'zar cares not, really, who travels, unless they intend on travelling to Their palace, but those are few who know or try such a feat.

Followers of Zak'zar consider themselves guardians of the planes, ensuring nothing is where it doesn't belong. As such, they tend not to gather and form major groups, but it's not uncommon for protectors of nearby areas to collaborate and conspire in order to protect or expand their domains.

Before the arrival of the Veil, planar travel was oft overseen by such followers, with many using their knowledge and skill to facilitate simple travels from Santryl to the other planes. Now, they have either retreated to their minor homes, cautious of the Veil, or providing high-skill escorts to rulers and champions as they attempt to contact their equivalents in the Heavenly Plane or Hellscape.

Some have even started work on piercing the Veil, either by research in knowledge centres such as the Library of Vrei, or hands-on expeditions into the dangerous realm itself. Few make it back.

Features

Damage Types: Holy, Physical.

Magic School: Planar.

Invoke Divinity: Planes

You teleport to an empty space you can see within 30ft. You may bring one other creature you can touch with you, if there is room at the destination.

Civil Pantheon

The gods of the Civil pantheon were not made alongside Santryl, instead emerging as representations of the most important aspects of civilised life. As each sapient species developed their culture, so too did these gods gain strength, eventually becoming commonplace and near all-powerful when dealing with matters of their domain.

Whilst each culture in Santryl had their own names for these gods, such were the populations of Toron that their names stuck as their core identity, and are the names they call themselves.

The Civil Pantheon receives the majority of the worship in Santryl, and as such have many temples and places of worship. It is even not uncommon to see small shrines on the road, usually next to cairns and milestones.

Divine Intervention from these gods is common, though usually limited to signs and symbols and vague answers to questions. On rarer cases, they will chase and champion those who are deemed deserving. These interventions are not only fun for the Pantheon, but also served to reinforce the belief that sustains them.

Across the realms from Santryl, over the great seas, other worlds with other civilisations rest. In these lands, other gods are worshipped in the place of Santryl's Civil pantheon. Names such as Rha, Vortus, and Croilduom are commonplace, and each boasts their own domain over the area. Each of these gods is aware that their reach is not universal, though it is not unheard of for the pantheons to intermix slightly, with shared customs and traditions bridging the cultural gap.

God of War – Agres

Since creatures have had thoughts of self, they have had thoughts of war. Agres watches over, regulates, and often incites violence between factions on Santryl. Masters of inciting violence, those under Agres can encourage others into a dangerous frenzy.

Devotees of Agres are those either responsible for waging wars, or responsible for trying to lead as many through to the other side of such wars. In Santryl, most wars are a thing of the past, but Agres still dominates the faith of the Goblin Warrens to the east. Each warren claims almost the entirety of the eastern lands as their own, justifying such stances with invariably false tales of how their fathers once hid their family treasure past a certain hill, or that a rival chieftain had stolen livestock, or even just that Agres himself had deemed them worthy of laying waste where they wished.

In Santryl, the mere mention of Agres is enough to get you kicked out of most taverns, with only the more tolerant establishments letting you stay. But amongst each town, beneath each echelon of society, lies the primal desire to really test the might of another. Brawling clubs are widespread, with the premier amongst them being the Cataclysm Combat Circuit. Of course publicly, such a club does not exist, but those seeking to make a name for themselves, or pay off a quick debt, often have a way of finding it.

Features

Damage Types: Holy, Physical.

Magic School: Destruction.

Invoke Divinity: War

Target creature within 60ft becomes Frenzied for 1 minute. They will know you caused their frenzy after it ends.

God of Seas – Bow'Tee

Upon the waves, sailors find little respite, as Bow'Tee cares more for the monsters than they do the more civilised creatures. Large beasts roam the oceans, feeding on those unfortunate enough to fall in. Luckily for sailors, Pave ensures that Bow'Tee does not go too far in sinking ships.

Followers of Bow'Tee don't receive his blessing so much as a forewarning of the terrors that lurk in the depths. These vague forewarnings are much celebrated, and those that see them are generally grateful that a glimpse is all they saw. However, some more passionate worshippers devote their lives to Bow'Tee, in the hopes of meeting, talking to, being eaten by, or becoming one of these great monsters, all in the name of Bow'Tee's majesty.

Bow'Tee is, despite His connection with the sea, well renowned across the entire continent. Each great beast that roam the lakes, that lurk in dark underground caverns, and even – if the legends are true – that rule the skies. As such, shrines and symbols are relatively common amongst not just fishermen, but miners and cartographers too. The closest thing Bow'Tee has to a true organised following is the informal union of sailors across Santryl, each with their own tale to tell – with varying degrees of truth.

Features

Damage Types: Holy, Ice.

Magic School: Animal.

Invoke Divinity: Seas

For the next 6 hours, you know when a Monstrous creature is within 3 miles. Additionally, when attacked by an enemy native to water or cave, halve any damage taken (*after Armour is accounted for*).

God of Shelter – Chelt

No matter the size of the abode, if someone cares for it, Chelt makes it a home. Certain protections are afforded those in their homes, such as a minor defence against vampiric beings, a calm and restful sleep, and a quiet trust that the storms won't break through in the night.

Chelt's followers are masters at making locations safe for resting and recovering, with each having their own dedicated survival kit. Sometimes this is as simple as bringing a fire-starting kit, but for others a whole caravan of tents is needed. Chelt makes no judgement on the needs of the individual, merely blessing those that make the necessary preparations.

In Toron, there are a group of devout with an excessive empathy for those in need. Wreathed in petalled, blossoming ivy scarfs, the Petalan Prophets are individuals that travel across the nation, seeking out the needy. Most Prophets are of limited skill, simple wanderers with nothing to prove. Others have joined the movement to repent for previous wrongdoings, or as a humbling experience. In each case, they seek the blessing of Chelt, asking that each of their temporary abodes be home, not just for them, but to anyone else in needs. And in return, they are often visited by those in need, guided by Chelt to the ones He trusts to take good care of them.

Features

Damage Types: Holy, Fire.

Magic School: Warding.

Invoke Divinity: Hearth

You create a healing campfire. Risky Rests taken by it restore all of a resters' Hit Points.

God of Bargains – Deel

With his name almost becoming synonymous with trades and – of course – deals, Deel watches over every bargain and agreement made between mortals. From gambling agreements to wedding vows, Deel ensures either side pays up or serves the consequences. For obvious reasons he can't actually attend every follow up, but he appears often enough to hold respect in the mortals' minds.

Deel holds no domain of devoted followers, and is instead a patron of the travelling class; merchants, nomads, and even treasure hunters revere his name and oft pray not just for better bargains, but for the trust of onlookers to allow them a place on a market square.

Shrines to Deel are commonly found on the road, at popular trading hubs, and in tavern rooms. They tend to feature symbols of hands shaking, or with palms out and empty. There is an unspoken honesty in Deel, and many use his name to reassure those they trade with that there is no ill intent. Of course, many do lie, and so too do those that wrongly abuse Deel's name get punished by him, ranging from finding their wares rotten, to the ultimate punishment of gaining a brand upon their forehead, cursing not just their appearance, but preventing them from ever committing such misdeeds again.

Features

Damage Types: Holy, Psychic.

Magic School: Mysticism.

Invoke Divinity: Bargain

The next time you make a Social Skill Check, you gain a Temporary D10 Magic Die. You must use it on that check, or it is lost. This effect lasts for one hour.

God of Disaster – Ohn

Ohn oversees the prevention and allowance of natural disasters. Storms, eruptions, quakes, all must be given a chance to occur, and whilst Ohn does not hold malice for those afflicted, there may be a bias as to which are more deserving of the ensuing chaos. Prepared for anything, Ohn's devout can forage and scrounge for life saving resources in even the most desolate landscape.

Ohn has several groups of followers across Santryl, from awareness groups such as The Ohnly Way in Toron, founded by the guilds to raise preparation across the nation, to Ohn of Us, a cult of doomsday heralds that predict the downfall of civilisation to a myriad of natural disasters, as the world pays for its sins in the eyes of Ohn.

But even without organisation, Ohn sits in the minds of the common Santryl household. It takes just one wildfire, earthquake, or flood to level a building, and ruin a family. To this end, daily rituals are done in honour of Ohn, although each takes a different form, depending on which disaster may worry the performer the most. From lighted candles to prevent fires, to buckets of water to prevent floods, there is a general understanding that having a smaller, harmless version of a disaster appeases Ohn such that He will not send the real thing.

Features

Damage Types: Holy, Lightning.

Magic School: Plant.

Invoke Divinity: Disaster

Target ruined structure is restored to a liveable condition for one night, providing protection from environmental dangers. A structure cannot be affected by this ability more than once a week.

God of Roads – Pave

Pave is the god of travel, roads, and in-betweens. Any passage is his domain, as are straits, fords, bridges, and tunnels. He makes sure no monsters lurk too near to the major routes, and aids those accosted upon them.

Travel for followers of Pave is rarely an issue, as they are able to steer themselves back on track. Even amongst the non-devout, there have been numerous tales of once-sealed rock caverns or thick forestry opening up and allowing people to make progress. For this reason, Pave is a widely respected and popular god, earning many a place in homes, temples, and travel bags.

Because of Pave's popularity, many groups have been set up in His name, invariably with the same intent and purpose: to encourage people to keep going and push forward on their paths. Each carries a name such as One Step Away, or The Open Road, and are often made up of people who travel for business, have relocated, or just have dreams they haven't yet realised. As this metaphorical interpretation of pathways becomes more popular, so too does Pave's domain slowly expand, which of course means He supports these new horizons, the same way any literal horizons would be.

Features

Damage Types: Holy, Physical.

Magic School: Planar.

Invoke Divinity: Roads

For the next day, you can travel unimpeded by any slowing effects from natural terrain you pass through. Other dangers or features of the area are unaffected.

God of Justice – Scayl

Where Deel ensures bargains are upheld, Scayl looks to make sure they are fair, or justified in being unfair. From reparations, to punishment, Scayl sees prisoner and warmonger alike. The coldest, harshest, and most distant of the Civil Pantheon, Scayl nonetheless maintains Their domain by sheer ubiquity, for there are few in Santryl that don't have a sense of justice, or at the very least, revenge.

Balancing the scales of justice is an ever present tenant in the minds of Scayl's disciples. To push too far the side of the law, ignoring the humanity of its criminals, is just as bad as to let empathy cloud the need for fast punishment. Scayl watches on, but does not fix the mistakes of mortals, instead letting them suffer the fate of their mistakes as they deserve – it is only fair, after all.

There are several individuals or small groups that see themselves as deliverers of Scayl's justice, but by far the largest network of followers are those in the law enforcement of Santryl's nations. Both official and unofficial guardsmen, judges, and executioners give Scayl His strongest showing, and inspire the fear and respect He deserves. The other gods in the Civil Pantheon question how He manages His domain, but the results are clear, and those questions stand answered.

Features

Damage Types: Holy, Ice.

Magic School: Divining.

Invoke Divinity: Justice

For one hour, the next time you ask a question, you can tell if a creature replies with dishonest intent.

The Rogue Gods

The Rogue Gods are god in name alone, and are commonly once-mortals that have ascended into such power that they eclipse most others. Not born from some otherworldly ether, nor from the shared beliefs of a civilisation, but instead born entirely from a lust for power. Power to survive, to destroy, and to rule. Each Rogue God took their own unique path to god-hood, which influences their attitude to both mortals and the higher divines.

But with god-hood comes a price; The Rogue Gods in their semi-divine state find themselves unable to influence the world as they once could, instead limited in what areas they can directly touch. Instead, they must rely on champions, cultists, or temporary alliances to succeed in their ambitions.

As such, these beings often provide power to lesser mortals in exchange for services rendered, such as obtaining forbidden scriptures, or assassinating an enemy. These exchanges often come with the implicit servitude of the mortal, and such pacts are difficult to escape.

The Rogue Gods of Santryl are numerous, with the most infamous listed below. Other areas of the world, and even the hidden depths of Santryl, have many other power hungry ascendants.

Eldritch Conduit

Each Rogue God offers its followers an essence of its power. Each god provides a Spell named *Eldritch Conduit*, but each with differing effects.

A character can only know one Spell named *Eldritch Conduit*. If it would learn another, it instead doesn't.

Gorktooth, God-Gob

An ascended hobgoblin, Gorktooth is the most recent addition to the Rogue Gods. Once a war-chief in east Santryl, Gorktooth's warren was overcome by a strange magic. As violet power seeped into him and his soldiers, they started to develop strange powers, and mushroom-like growths about their bodies. These powers manifested in the form of rapid regeneration, and telepathic communications, which made Gorktooth's warband exceptionally strong. With unprecedented speed, they quickly began taking ground in the east.

Eventually having conquered his former rivals, Gorktooth now uses his prowess and power in attempts to unite all goblin kind under one great warren. The nature of goblin kind, however, makes this rather difficult. And so the wars rage on, each brief resolution providing Gorktooth another small grab of power over the warrens,

Whilst his main pursuits are combative and based in conquest, Gorktooth maintains a small interest in other champions, especially those that fight for their family and kin. Gorktooth is quick and generous when offering deals to those that may not wish for lifelong servitude, and often allows many a way out of the contract – should his champion ask, that is.

Eldritch Conduit

Use: Action

Target: Any willing creature within 30ft.

Duration: 1 day

Spend a Magic Dice.

The target creature Heals **[M]** Hit Points. You can communicate telepathically with that creature. This effect is signified by a glowing fungus layer that spreads across parts of the target's skin.

In warren there is peace.

Hell's Envoy

Hell's Envoy has no mortal name, instead taking his title as such. A great demon of unknown power, he channels a part of each Daearch in the Infernal plane. He is not allowed to directly impact the Physical plane – beyond killing a few mortals, that is – instead having to trick, convince, or welcome others to do his devilish bidding.

Hell's Envoy changes their form, but remains constant in their appearance: an unnaturally large and strong Fiendblooded, with a deep red spiked tail. With fire in their eyes, and flames dancing between their teeth, they roam Santryl, often appearing just as a group might make camp, to offer them "help" in their exhaustion.

Unbeknownst to his Daearch benefactors, Hell's Envoy seeks his own seat in the Hellscape, not amongst them, but as his own, independent seat of power. As such, not all of his bargains to mortals are woven with lies or desperation, instead tempting with real offers of power, dominion, and infamy. For to have his own dominion would require his own champions, and a happy, *powerful*, champion makes for a much easier servant to control.

Eldritch Conduit

Use: Action

Target: Any willing creature within 5ft.

Duration: 1 minute.

Spend a Magic Dice.

Target creature is infused with the power of Hell. Increase its Power by 2, and its speed by 10. Its Weapon Dice become Fire. At the end of each of its turns, it takes **[M]** Fire damage.

A moment of unbridled power; a pile of smouldering ash.

Kinnos, Machine God

Manifested by fanatical belief in Toron, Kinnos is the source of any and all autonomous mechanical marvels. From robotic underlings to vehicles of war, Kinnos is theirs. Despite claims from their followers, it is unclear if Kinnos supports the aggressive use of machines, their signs being mostly apathetic if asked.

Self proclaimed Machine God, Kinnos blesses those that create their own machines, and pushes them to further the industrialisation of Santryl, strengthen his power.

Eldritch Conduit

Use: Action

Target: Any object within 5ft.

Duration: Instantaneous

Spend a Magic Dice.

The target object becomes a Homunculus, and retains any other properties it had before. If the object could explode, it may choose to do so as an Action.

The Homunculus follows your orders.

Metal legs sprout from an otherwise wooden barrel.

Homunculus

HP: 3 **[M]**, **AV:** **[M]**

Resistance: Umbral, **Weakness:** N/A

P: 3, **D:** 0, **K:** -2, **F:** -2, **W:** -2

Weapon Dice: 3D4 Physical.

Skills: Dodge

Ability: Clumsy

Homunculi aren't renowned for their control. Homunculi always roll a D20 to attack.

Legacy's Lost Voice

Legacy's Lost Voice is a collective of souls that escaped the usual trappings and coalesced into a Rogue God. They each have unfinished business, be that vengeance, or simply remembrance. As one is appeased, so too another joins the host, and with this cyclical nature Legacy's Lost Voice persists.

The Memorial Circle in the Unvariant Empire regards Legacy's Lost Voice as a guiding deity in their teachings. They try their best to remember those that have passed, and under Last Thoughts Lake have a series of catacombs in which contacting Legacy's Lost Voice is made easier.

Follower's of the Lost Voice find themselves able to channel its power – or more accurately, the power of the spirits contained within. With a quick touch, the emotions of the past are able to fill a living soul, overwhelming them with a sense of pride, confidence, fear, or frenzy. As such, it is wise never to anger a memorial priest, lest they release a spirit upon you.

Eldritch Conduit

Use: Action

Target: 1 creature within 5ft.

Duration: 1 minute

Spend a Magic Dice.

Choose one effect for the target to gain:

- Confident
- Conflicted
- Distressed
- Frenzied
- Loses each of the above.

A non-willing creature must make a Perseverance Check to resist this effect.

Each memory, though fleeting, impassions those that see it.

Mister Owl

Also referred to as "The Owl", Mister Owl is an all-knowing owl, and very particular about his name.. He is of ordinary size, and shifts his coat to remain hidden. By managing to acquire omniscience, he has been forbidden by Tual'ven to grant direct knowledge. As such, he speaks in long winded prose, after which he asks if the listener understood. Repeat explanations remain identical to his first.

Occasionally he is able to speak concisely, though ambiguously, in riddles. Prospective listeners tend to find this even more tedious. Despite this frustrating manner, Mister Owl commands the respect of scholars across the continent, each desperate for a drawn out lecture from the great bird. So much so is he revered, that owls have become a commonplace familiar and emblem of knowledge, leaving the previously champion raven behind. This has led to a schism amongst the scholarly communities, resulting in deadly disputes that Mister Owl does nought to prevent – the arguments over his or a raven's iconography only bolsters the faith in his domain.

Mister Owl has no real objective, other than to know everything, though he has a soft spot for those who care about the world, and will champion any protector of nature.

Eldritch Conduit

Use: Action

Target: Any willing creature within 5ft.

Duration: up to 1 hour.

Spend one or more Magic Dice.

The next time the target makes a Knowledge based Skill Check, it automatically rolls 10 - **[M]** for that Check. This effect is lost if not used within an hour.

It'll be Owl right.

Rat Master Onchus

Born from the festering filth of Toron's underground sewage systems, Onchus was a Rat King that transcended mortality after reaching a size too large to sustain. His favourite blessings include toxic deluges and hordes of vermin. His offspring, the ratfolk, lay in wait in the shadows, committing acts of violence and watching the blame get placed on the Goblins.

Onchus strives to turn all into part of his Rat swarm. Either as ratfolk, rats, or carrion to feed them. His followers are usually desperate, stupid, or lied to. In the darkest cases, new blood is kidnapped, and taken in to the ritual circles to be converted against their will. These converts are often then used in twisted experiments in Onchus's name, becoming monstrous, hulking ratfolk with broken minds.

Of all the Rogue Gods, Santryl has the greatest collective distaste for Onchus, as he directly attacks and destroys communities, not in the same selfish way a goblin warren does, but in the destructive way that only a being of evil could conceive. As such, most children, be they dwarf, human, or elf, have their earliest tales be that of Onchus, instilling his fear as a warning. Of course, with fear comes belief, and with belief, Onchus' domain grows ever greater...

Eldritch Conduit

Use: Action

Target: Self

Duration: [M] hours.

Spend one or more Magic Dice.

You can talk to rats, and you can cast *Borrow Form* once (using [M]) to become a Rat. You can choose to end the form early. If this spell would end, so does your *Borrow Form*.

The hunger for cheese never quite fades.

Shadowrider

Shadowrider was once a Shade Creeper, cursed to wander Santryl by night, living only on the suffering of others. By chance, Shadowrider stumbled upon a Giant's trove. Seeing no malice in their otherwise twisted heart, the resident Giant bestowed on Shadowrider an immortal steed, that they could live forever without ever harming another again.

Now immortal, and growing in strength each day, Shadowrider roams Santryl in the darkness, aiming to help bring others who suffer to better places, or peaceful ends. Unable to last long without their steed, Shadowrider acts mostly as a guide or occasional guide to their followers, helping to smooth their path when possible.

Even to those who show him no worship, Shadowrider provides protection in the night. His actions have created many rumours about mysterious guardians in the dark, each of which he ignores and lets run its course.

Eldritch Conduit

Use: Action

Target: Any number of target willing creatures within 30ft.

Duration: [M] hours.

Spend one or more Magic Dice.

Each target receives a shadowy steed that mimics Shadowrider's own. The steed is invulnerable, and has a speed of 90ft. This speed is doubled during Dark.

The steed cannot go underground, nor will it enter settlements. It will wait outside such places whilst the spell lasts.

Creatures other than the caster of the spell may not attack or cast spells whilst riding the steed.

Wisps of shadow form a gentle facsimile of a powerful warhorse.

The Platinum Lady

Progenitor of the Drakkonkin, the Platinum Lady came from the stars, landing aeons ago in a comet. Now she wields power nearing that of higher gods, she seeks mainly to maintain whatever order she finds upon her lands, for as an outsider to the world, she is conscious of not appearing as a contender for the upper echelons of divinity.

A true ruler of a distant continent overseas, the Lady was a brief but influential visitor to Santryl, her domain there sustained barely by a rare drakkon and kobold group. As relative queen in her physical home, she instills a great sense of respect in her followers for the law, and champions any paragons that deliver justice – preferably via the official channels.

Mother of all drakkons in the world, The plane The Platinum Lady arrived from imploded shortly after she left. This otherworldly form led her and her progeny to have an uncanny affinity to certain elements of world, absorbing and exhaling all sorts of magic. A form of this magic is passed on to her champions in Santryl, as she entrusts them to uphold the order in their own manner.

Eldritch Conduit

Use: Action

Target: 5ft wide, 15ft long line in front of you.

Duration: Instantaneous

Spend one or more Magic Dice.

Any creatures in the area take **[M]** Fire damage.

You breathe fire of the first drakkon out upon your foes.

Devotions

When a character chooses a Devotion, they must pick one of the seven tenets, or one of the seven temptations. Each one will give them benefits based on their initial morale.

Devotion Track

The Devotion track shows a character's Devotion to their chosen goals. As it increases, they gain benefits, and if it decreases, they lose them.

Characters start at 0 Devotion.

Tenets

The Tenets are the seven holy principles, embodied by the Virtuosos on the Heavenly Plane. They focus on the betterment of self and of those around them.

Temptations

The Temptations are the seven selfish sins of the Hellscape, the infernal plane where demons and devils reside. Each embodied by a Daearch, those following temptations can expect power – at a price.

Charity

Charity is the virtuous Tenet of the giving. Be it from those with too much, or those with too much thought for others, the charity of individuals can often times be the difference between life and death.

In Santryl, there are few organisations dedicated to pure charity; those that perform such acts usually do so in the name of a divine inspiration. The Bright, in the name of Crol'rim, and the Rana, in the name of Olgrath, are notably generous with their resources to those in need of them.

In the Heavenly Plane, seven Visages of Charity roam. These seven are rotated, as each sees fit to pass on their duty to another. They watch down upon the Physical Plane, and if they see a deserving soul, offer unto them a gift.

Devotion: Charity is a Tenet.

Gift of Giving

Whilst you have 0 or more Devotion, giving things of significant value away counts as Affirming for you.

Tales of Wisdom

Whilst you have 5 or more Devotion, you are able to impart your wisdom upon others. When resting, you may choose to lose 1 Devotion. If you do, another resting creature gains 1 Devotion

Giving of Gifts

Whilst you have 10 or more Devotion, you gain the ability to grant another a touch of magic from the Heavenly Plane. As an Action you may grant another creature that you touch a D4 Temporary Magic Die. This die must be used

within 1 hour. You may only do this once between rests.

Charitable Presence

Whilst you have 15 or more Devotion, your spirit and virtue is evident to those around you. When you first encounter a Sentient creature, they will never be less than Indifferent to you.

Consultations

Whilst you have 20 or more Devotion, you are esteemed enough to ask via prayer for an audience with a Visage of Charity from the Heavenly Plane. As long as you provide at least a day's notice, they will grant you such an audience.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Diligence

Diligence is the virtue of keeping watch, maintaining rituals, and remaining steadfast in the face of change.

In the recent wake of the Veil's appearance, those who can remain diligent are more respected than ever, as the chaos overwhelmed those who could not. The Memorial Circle continued to observe the rituals of passing souls, and the scattered guardians of the Giants know now more than ever the import of their duty.

Upon the Heavenly Plane, four Visages of Diligence keep watch; one resides in each corner of the plane. The oldest Visages to have their roles, they have sworn to never waver.

Devotion: Diligence is a Tenet.

Stoic Eyes

Whilst you have 0 or more Devotion, successfully Observing or Discerning counts as Affirming for you.

Tales of Resolve

Whilst you have 5 or more Devotion, you are able to bolster the courage of your companions. When resting, you may choose to lose 1 Devotion. If you do, another creature becomes Trained in checks against being Frightened.

Eyes of Stoicism

Whilst you have 10 or more Devotion, your ever watchful attitude keeps you calm, even in the harshest situations. You cannot become Distressed.

Diligent Presence

Whilst you have 15 or more Devotion, your spirit and virtue is evident to those around you. Your presence is considered a safety for others,

even if they dislike you or have conflicting goals. Others will likely come to you first for help.

Indomitable Courage

Whilst you have 20 or more Devotion, you are able to soothe the spirits of your allies just with your presence alone. You and other friendly creatures within 30ft cannot be Distressed or Frightened.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Inspiration

To inspire is often to lead, and those that embody the tenet of inspiration are seldom found holding back. Be it at the front of a fight, or the forefront of research, inspirational figures motivate not just those around them, but all those who hear their name and deeds.

Magical, academical and technological research centres, such as the Thaum Academy or the various archives of Vreil, are hubs for the driven and inspired, each learning from one another.

Blessings of Inspiration are often given in groups, as batches of hopefuls are tested by the six Visages of Inspiration in trials of leadership and development, both of themselves and those around them.

Devotion: Inspiration is a Tenet

Inspiring Ideas

Whilst you have 0 or more Devotion, you are able to voice part of not just your dreams, but the goals of others, even if they haven't yet realised them yet themselves. Succeeding Elocution checks counts as Affirming for you.

Tales of Success

Whilst you have 5 or more Devotion, you are able to inspire your companions with stories of success against all odds. When resting, you may choose to lose 1 Devotion. If you do, another resting creature becomes Confident.

Ideas of Inspiration

Whilst you have 10 or more Devotion, you are able to rally your allies with a word, shout, or similar call to arms. As an Action, each creature you choose that can hear you becomes Confident until the end of its next turn. You may only do this once between rests.

Inspiring Presence

Whilst you have 15 or more Devotion, you become an icon, an ideal, and a true inspiration to all those that see you. Your presence is reassuring to others, and their performance on tasks is unaffected by nerves or anxiety whilst you are nearby.

Unwavering Aspirations

Whilst you have 20 or more devotion, nothing can shake you or your allies from achieving your goals. You may use Ideas of Inspiration thrice between rests, and whilst you or an ally within 5ft of you is Confident, you are considered Trained in all rolls.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Humility

To be humble is to allow yourself defeat, in the face of arrogance, strength, or pain that you could contest but choose not to, knowing that forgiveness will lead to betterment of all involved. In the aftermath of the Veil, humility is rapidly becoming a practiced art by all those who lost their livelihoods.

Across Santryl, humility is best displayed by groups such as the Petalan Prophets, who forsook their lives to travel in search of others to assist in, or the Human settlements to the east, who deny themselves lavish towns in return for a tranquil life on the coast.

The most willing to imbue their Blessing, the five Visages of Humility roam the Heavenly Plane on their own, meandering without major intent, other than to find those to impart their teachings or Blessing upon, or even just to aid in menial tasks.

Devotion: Humility is a Tenet.

Humble Hero

Whilst you have 0 or more Devotion, you are able to put aside your own importance, and find value in the small tasks of others. Helping in menial, small, or otherwise humbling tasks counts as Affirming for you.

Tales of Weakness

Whilst you have 5 or more Devotion, you are able to talk freely about the trials you've been through, no matter how difficult or painful they were for you. When resting, you may choose to lose 1 Devotion. If you do, another resting creature gains a 1D4 Temporary Grit or Social Die. This Die must be used before that creature rests again or it will be lost.

Heroic Humility

Whilst you have 10 or more Devotion, you are able to put yourself in harms way, proffering yourself in another's stead. As an Action, you may have a Hostile creature attack you. That creature cannot attack until the end of your next turn. You may only do this once between rests.

Humbling Presence

Whilst you have 15 or more Devotion, your presence is able to encourage others to act as you do, and forgo their shame. Others feel relaxed around you, and they are more open to discussing their shortcomings and failures with you.

Symbol of Shame

Whilst you have 20 or more Devotion, your burdens show clearly to those who look upon you, dissuading them from harming you out of shame. Whenever a creature you haven't damaged attacks you, it always deals 1 damage instead of rolling. Whenever a creature you have damaged attacks you, it may not attack you on its next turn.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Patience

To those who wait comes opportunity. The perfect moment, inescapable if one is calm and prepared enough to wait for it to arrive. Patience is the virtue of the ready, of those who act by waiting for their plans to unfold.

The patient in Santryl range from the farmers, fishers, and foragers, to aspiring scholars, waiting for their next breakthrough. In the wake of the Veil, patience is all that many have. For them, each day is an accepting anticipation of when a solution is found and their worlds will change once more.

The only Visages not able to be sought out, those wishing to speak with the Patient Three must wait. If they are fortunate, and if they are worthy, they may find themselves an audience and chance to prove themselves.

Devotion: Patience is a Tenet

Patient Planner

Whilst you have 0 or more Devotion, you are able to take meaningful caution before acting. Intentionally opting not to immediately act or involve yourself counts as Affirming for you.

Tales of Caution

Whilst you have 5 or more Devotion, you manage to instil in others the importance of caution. When resting, you may choose to lose 1 Devotion. If you do, another resting creature increases its AV by 2 until its next rest.

Plans of Patience

Whilst you have 10 or more Devotion, you are able to anticipate the enemy's actions, and twist them in your favour. As an Action, you may adopt a retaliatory stance. Your AV increases by 3 until your next turn. If you are hurt by another

creature before then, you immediately damage the attacker as though you hit with an attack. You may do this once between rests.

Patient Presence

Whilst you have 15 or more Devotion, your cautionary attitude spreads to those around you. Sensing your reservation to rash commitments, other sentient creatures will not try to haggle or swindle you, and they will be unlikely to undertake their own rash actions.

Elaborate Plan

Whilst you have 20 or more Devotion, you are consistently several steps ahead of not just other creatures, but the rhythm of the world itself. Whenever you roll each of your last Grit, Social, and Magic Dice, their roll becomes 0.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Purity

To be pure is to be without conflict. Internal harmony comes from accepting what is and what cannot be. As this wisdom is developed, so too is the impact of injury lessened. Change, positive or negative, is welcomed as a new part of oneself.

In Santryl, the virtue of Purity is upheld in limited ways, often achieved not by those seeking to become paragons, but by those with singular focus who eschew relatively meaningless troubles in pursuit of their goals. The Shipwraught Guild in Toron reached a pinnacle of Purity several years before the Veil arrived as the completion of their “Feyheart” project won them continent wide attention. However, in the time since the Veil, such unity and singleness in purpose has been much harder to replicate.

The only virtue upheld by a single Visage, Purity is the consolidation of self. Those that practice Purity show restraint in the face of inner conflict, and strive to perfect themselves further.

Devotion: Purity is a Tenet.

Pure Perseverance

Whilst you have 0 or more Devotion, you are able to react to how you respond to physical or emotional dangers. Succeeding Will based Checks counts as Affirming for you.

Tales of Acceptance

Whilst you have 5 or more Devotion, you can turn tales of trauma into points of growth, not just for yourself, but for your companions too. When resting, you may choose to lose 1 Devotion. If you do, another resting creature becomes resistant to a damage type of your

choice except *Arcane*, *Physical*, or *Umbral*, until its next rest.

Persevere the Pure

Whilst you have 10 or more Devotion, you recognise that sometimes it is better to turn your strengths inward to heal. As an Action you may spend a Grit, Social, or Magic Die to Heal that amount.

Pure Presence

Whilst you have 15 or more Devotion, you exhibit such inner peace that others feel at ease with their own insecurities. Other creatures are more easily reassured whilst with you, and those suffering from insecurities will seek your advice.

Mind Over Matter

Whilst you have 20 or more Devotion, you are able to regulate your emotions and physical form with near perfection. You cannot be Frightened or Distressed. Once between resting, you may immediately end all buffs and conditions affecting you.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Temperance

Temperance in a person is often mistaken for Patience, for they closely align in action, despite their motivation differing. To withhold in self restraint, knowing that now is not the time, or that a delay could enhance their next move, defines the primary notion of Temperance.

Santryl has historically seen little of this virtue, with hot-headedness running amok through the leaderships of Toron, and near-inaction in their equivalents in the Unvariant Empire. But tucked away in the far north east, the Rana of Olgrath ensure that every action counts. Every life nurtured, every envoy to the other cultures sent, is done with careful intent to spread knowledge and good will.

Temperance's two Visages are very rarely seen giving out their blessing. Like them, earthly observers are reserved, quiet, and non judgemental. On the rare occasion an individual is able to impress them, that individual will find themselves imbued with one of the strongest magics available.

Devotion: Temperance is a Tenet.

Tempered Talent

Whilst you have 0 or more Devotion, your vices become small ways to practice restraint – whilst partaking is not a loss, abstaining is a clear win. Not indulging in vices or pleasures counts as Affirming for you.

Tales of Restraint

Whilst you have 5 or more Devotion, you are able to relay your experiences with withholding from acting too impulsively, and the positive effects of doing so. When resting, you may choose to lose 1 Devotion. If you do, another resting creature becomes Trained in each of

either Knowledge, Focus, or Will Checks until its next rest.

Talent of Temper

Whilst you have 10 or more Devotion, you are able to syncopate your actions in order to protect yourself from the chaos. As an Action, you may choose to do nothing. On your next turn, your AV increases by 10 until the end of your next turn thereafter.

Tempered Presence

Whilst you have 15 or more Devotion, your clear restraint and attitude to indulgence affects those around you. Other creatures will not judge you for withholding information or items, nor from refraining from partaking in offered customs. Those who abuse vice may even come to you for help and assistance.

Choosing the Moment

Whilst you have 20 or more Devotion, you are able to identify exactly what you need to do – no more, no less. Instead of Risky Resting, you may fully restore one of: Hit Points, or one Dice pool. You may do this once between Safe Rests.

Divine Aegis

Whilst you have 50 or more Devotion, you are considered to be a Holy Person by those on the Heavenly Plane. You always have the *Divine Aegis* spell affecting you, at no cost to your own resources.

Avarice

The need for more, to see it all, to know it all, those chasing Avarice seek riches in all its varieties, never satisfied. For them, to have is to have not enough.

In Santryl, Avarice runs amok amongst thieves, bandits, and even the more reputable businesses. In particular the religious group The Glitz, which is comprised mostly of wealthy dwarves from the halls of High Mount, seek to amass wealth for no reason other than to amass wealth.

In the Hellscape, Avarice is presided over by the fallen Gnome, Clunk. Driven by a curiosity that is only amplified by her position as Daearch. She, having been mortal once, is more kind to those seeking her power, though it will of course, come with a steep price

Devotion: Avarice is a Temptation.

Avaricious Actions

Whilst you have 0 or more Devotion, your greed starts to become a defining motivator for your actions. Acquiring new significant items or knowledge counts as Affirming for you.

Boasts of Riches

Whilst you have 5 or more Devotion, you find yourself habitually boasting of your power, your riches, your newfound knowledge. When resting, you may choose to lose 1 Devotion. If you do, you gain a Temporary 1D4 Magic Die.

Actions of Avarice

Whilst you have 10 or more Devotion, you are able to take more than your share in not just objects, but slices of time. You may do two different Actions on your turn. If you do, roll a Weapon Die after each of those actions, and take that much *Arcane* damage.

Demeanour of Greed

Whilst you have 15 or more Devotion, you are unable to hide the greed in your eyes, which wander so desperately over anything of value. Other creatures will be unnerved by your presence, and reluctant to discuss items of value. Merchants will always charge higher prices for you.

Overflowing Wealth

Whilst you have 20 or more Devotion, loose change seems to almost throw itself into your pockets. After each rest, you gain 20g and 2 Devotion.

Infernal Boon of Avarice

Whilst you have 50 or more Devotion, Clunk considers you an extension of her domain, and bestows on you the Infernal Boon of Avarice.

For each 50g in your possession, increase each of your Limits by 1.

Each time you succeed on a roll, you take 2 *Arcane* damage for each 50g in your possession.

(Gold dropped on the floor is still yours).

Envy

Devotees of Envy cannot stand to see another with something they themselves lack. Be it material, or a quality of personality, they *will* try to obtain it.

After the Veil appeared, numerous former prodigies found themselves without their magic, and as their lives fell apart, had to watch as others continued relatively unaffected. Ever since, these unfortunates have been consumed by Envy, of what they consider rightfully theirs. Some go on to kill their rivals, foolishly hoping to absorb some of their power, whereas others lose themselves in research, often to the point of neglecting their health to near fatality.

The Daearch of Envy, Thy Purity, demands all of his subjects in the Hellscape share their minds with him, such that he can be omnipresent about the plane. Despite their lack of empathy, Thy Purity has an astonishing regard for formal procedure, and will not harm those who have yet to act against him, preferring instead to entice new subject willingly to his flock.

Devotion: Envy is a Temptation.

Envious Endeavours

Whilst you have 0 or more Devotion, your nature begins to twist your actions towards thievery of possessions, style, and actions. Stealing significant items or mimicking others' novel behaviour counts as Affirming for you.

Boasts of Imitation

Whilst you have 5 or more Devotion, you develop an inability to stop presenting others' accomplishments as your own, recounting stories of success as boasts of your prowess. When resting, you may choose to lose 1 Devotion. If you do, you become Trained in a

Skill that another resting creature is Trained in until your next rest.

Endeavours of Envy

Whilst you have 10 or more Devotion, you feel Thy Purity's influence, allowing you to temporarily mimic the strikes of another. On your turn, you may perform any Action an enemy creature affected you with since your last turn. You must still spend any costs (*such as spending Magic Dice*) to perform that Action. The GM will tell you the cost before you decide to use the Action.

Demeanour of Coveting

Whilst you have 15 or more Devotion, others start to see through you, identifying you as someone who would steal in a heartbeat, should it benefit you. Other creatures will be unnerved by your presence, and refuse to discuss items of value. Anyone Indifferent or less friendly will refuse your entry to their business.

Facetious Face Stealer

Whilst you have 20 or more Devotion, Envy's magic warps the way others see you. You may take on the appearance of anyone you've seen for up to 1 day. Any checks to see through this illusion are Difficult. You must Safe Rest before doing so again.

Infernal Boon of Envy

Whilst you have 50 or more Devotion, Thy Purity claims you as his own, and as he does so, it feels like you are no longer fully yourself. You do, however, gain the Infernal Boon of Envy.

Each time you use Endeavours of Envy, record that Action down. You may use that Action as often as you like. Each time you do damage, Heal, or determine **[M]** with an Action this way, you take half of that value as *Arcane* damage.

Gluttony

Consume. That is all that Gluttony and its devotees feel. The need to consume, any and all. Unyielding, unrelenting, unfettered consumption is the only thing that can give meaning to such a life, even as it destroys both them and their surroundings.

In Santryl, gluttony is often seen in mortal culinary pursuits, as the unfortunate few gorge themselves on meals and feasts too large. But there is another, more sinister outlet of Gluttony in Santryl, the ratfolk Order of Onchus cult scrambles to take over the continent, converting any they can to their type, and killing those they cannot. Invariably their endeavours collapse as the size of the horde presents organisational challenges, but with The Veil reducing civil defences, Gluttony's power sees itself strengthened on the Physical Plane.

Gluttony itself is unrepresented by a Daearch, instead taking hold of unfortunate souls that come across its essence, taking them as a temporary champion. As such, Gluttony's gifts are indifferent and meaningless, nearly random in their function.

Devotion: Gluttony is a Temptation.

Gorging Glutton

Whilst you have 0 or more Devotion, your appetite begins to become insatiable. Overconsumption to the detriment of yourself or others is Affirming for you.

Boasts of Consumption

Whilst you have 5 or more Devotion, you start to revel in showing off your lavish feasts, and of how much it strengthens you. When resting, you may choose to lose 1 Devotion. If you do, you acquire a Potion of Healing.

Gluttonous Gorging

Whilst you have 10 or more Devotion, you are able to consume even as you perform other actions. You may consume potions, food, and other similar items without using an Action.

Demeanour of Waste

Whilst you have 15 or more Devotion, your appearance begins to match the rate at which you consume. As your body swells and deforms, Other creatures will be unnerved by your presence. They will be hesitant to lend you things, and gifts will seldom be given. Your stench and size may also dissuade them from interacting with you.

Overconsume

Whilst you have 20 or more Devotion, your body's response to that which it intakes is enhanced. Any effect you gain from imbibing something gives you double its normal effects.

Infernal Boon of Gluttony

Whilst you have 50 or more Devotion, Gluttony begins to favour you, eyeing you as a potential next champion. To test you, it bestows on you the Infernal Boon of Gluttony.

Your size increases by one stage. Your speed decreases by 10ft. Whenever you finish a rest, or after you are damaged by *Physical* by something further than 10ft from you, you gain 10 Ward Points.

Lust

Passion drives those devoted to Lust. Be it physical, artistic, or emotional passion, pursuing it is a thrill in itself. For some, this passion overwhelms their way of life, and they devote their time to seeking out the next thrill.

Across Santryl, thrill seekers are commonplace. But none exhibit such drive as the hobgoblin war chiefs in the goblin warrens to the east. Driven by the exhilaration that comes with conquest, their wars are almost non-stop, throwing goblin after goblin to achieve victory.

Within their palace in the Hellscape, the Daearch of Lust, Amordeus, sits. Surrounded by his concubine of succubi and familiars, he plots not dastardly plans of conquest, but ever more excessive parties that drive deep into the soul of those that attend. Amordeus was never mortal, though is intimately familiar with their ways, and has a fond liking of them, never turning one away from their door.

Devotion: Lust is a Temptation.

Lust for Life

Whilst you have 0 or more Devotion, you begin to seek out new, exciting experiences to raise your heart rate. Dangerous or thrill seeking activities count as Affirming for you.

Boasts of Excess

Whilst you have 5 or more Devotion, your excitement and passion for your actions drives you to share it all, even if those around you care not to listen. When resting, you may choose to lose 1 Devotion. If you do, you gain Ward Points equal to twice your level.

Life of Lust

Whilst you have 10 or more Devotion, your excitement to act invigorates you. Whenever you take an action for the first time during Danger or similarly exciting situation, you Heal equal to your level.

Demeanour of Excess

Whilst you have 15 or more Devotion, your daring, risk-taking attitude is clear to all around. Other creatures will be unnerved by your presence. They will try to lie to you to exploit you, offering excitement and passion, before taking what they can.

Invigorating Passion

Whilst you have 20 or more Devotion, whenever your passion sparks, you are driven to take risks on feats you may otherwise be untrained in. Whenever you Heal, you become Confident, and you gain a Temporary D4 Magic Die. You may only have one of these Dice at a time, and you cannot cast spells with this Die.

Infernal Boon of Lust

Whilst you have 50 or more Devotion, your lust and passion for excitement starts to become infectious. As Amordeus looks down on you, they prepare you for your eventual encounter with them, granting you the Infernal Boon of Lust.

Increase your Elocution Limit by 4. Whenever you successfully persuade one or more creatures to join in an action with you, all involved Heal 20 Hit Points, become Confident, and cannot change their minds for the duration of the activity. You may stop partaking in the action, but if you do, the rest involved may also do so.

Pride

Confidence and power courses through the followers of Pride, as they know with all their heart that their actions are correct. When failure strikes, it is down to chance, that would have felled anyone, or it is a test of faith by a God.

In Toron, the rejects of a collapsed guild, Domachin, strive to perfect their craft. Such Pride do they have in their machines and work, that even forced underground, they completely believe in the superiority of Domachin over the other guilds. Though they work in secret, they openly declare their strength, often in attacks on towns for resources, or in "official" parades through unprotected settlements, insisting on their legitimacy.

In the Hellscape, the Daearch of Pride could not be further from the Domachin cult. A huge toad creature sits in the centre of his lands, surveying all he claims. He sits atop a hoard of treasure, and only those bold enough to challenge for it get even the chance to prove themselves worthy.

Devotion: Pride is a Temptation.

Prideful Power

Whilst you have 0 or more Devotion, you know that your actions are necessary, important, vital. And others need to know as well. Lengthy boasting and spreading your reputation counts as Affirming for you.

Boasts of Boasting

Whilst you have 5 or more Devotion, you get so well versed in boasting that soon your boasts become self aggrandising of themselves. When resting, you may choose to lose 1 Devotion. If you do, you become Confident until your next rest.

Power in Pride

Whilst you have 10 or more Devotion, you can feel the satisfaction physically in a job well done, no matter how macabre. Whenever you kill an enemy, or clear a significant obstacle for friendly creatures, you replenish one Grit or Social Die.

Demeanour of Arrogance

Whilst you have 15 or more Devotion, the true nature of your claims to fame begin to drive others away. Other creatures will be unnerved by your presence. They will say what they think you want to hear, even if untrue, just to get you out of the way.

Boundless Ego

Whilst you have 20 or more Devotion, your ego reaches such a height that you never doubt yourself. You are always Confident. After each rest, gain 1 Devotion.

Infernal Boon of Pride

Whilst you have 50 or more Devotion, The Toad finally notices you. Whilst not afraid of competition, he gifts you the Infernal Boon of Pride to keep you occupied and away from his hoard.

Increase each of your Limits by 2. Whenever you miss an Attack or fail a Skill Check, you take *Arcane* damage equal to your highest Limit.

Sloth

Those who follow Sloth admire the way in which life and rewards come to them, not the other way around. Putting in minimal effort is the ultimate goal. But the true secret of the devotees of Sloth is in the give and take of the world. Each failure sets up their success, but each success sets up their failure, as potential is wasted anew.

For perhaps obvious reasons, there are no major factions or icons in Santryl that champion the methods of Sloth. That being said, individuals can be often seen or heard about, doing nothing apparent to deserve their strange successes, rumoured to be doing so through some infernal means.

In the Hellscape, the Daearch of Sloth is a previously mortal human. He came not from Santryl, but another region, yet does not explain where. He provides the minimum in his realm, and the same to his followers, not out of malice, but out of lack of care.

Devotion: Sloth is a Temptation.

Slothful Strikes

Whilst you have 0 or more Devotion, you become a big supporter of impromptu strikes from action. Taking unneeded rests or letting enemies succeed counts as Affirming for you.

Boasts of Rest

Whilst you have 5 or more Devotion, you can't help but remind others around you of the benefits of resting thoroughly. When resting, you may choose to lose 1 Devotion. If you do, double any Devotion you gain until your next rest.

Strikes of Sloth

Whilst you have 10 or more Devotion, you are able to find the balance in the world, confident that your failure is just a sign of success to come. Whenever you miss an attack or fail a Skill Check, you become Confident.

Demeanour of Laziness

Whilst you have 15 or more Devotion, your attitude begins to put others off, as they clearly see your lack of drive and ambition. Other creatures will be unnerved by your presence, and they will be reluctant to commission your service, and will intentionally underpay you.

Well Rested

Whilst you have 20 or more Devotion, your focus on proper resting starts to pay off. After each rest, you gain 2 Devotion, and you gain Ward Points equal to twice your level.

Infernal Boon of Sloth

Whilst you have 50 or more Devotion, the Daearch of Sloth takes notice of you. Despite not caring, he is bound by infernal rules to give unto you the Infernal Boon of Sloth.

Whenever you hit an Attack, or succeed a Check you didn't initiate, you can choose to instead fail. If you do, you replenish two Dice of your choice, then roll them. You take *Arcane* damage equal to the total result.

Wrath

Wrath and their devotees don't see it as letting their emotions get the better of them. Instead, they see it as letting them get the better of their emotions, and using that as a weapon. Those who wrong a devotee of Wrath never do so again, one way or another.

The military institutions across Santryl, such as House Kiin in the Unvariant Empire, use Wrath with calculated efficiency. Whilst those at the top are able to contain their emotions, there are those within the rank and file, or used as special soldier teams, that are allowed to let loose when needed.

The Daearch of Wrath is an ascended Fiendblooded name Zarola. The most recent Daearch to take the title, she was wronged in her mortal life, and has no patience for mortals who come to her domain without good reason. What once was a tenuous peace between Daearchs is now a bubbling war of attrition as Zarola slowly reclaims the Hellscape for what she considers the strongest Temptation.

Devotion: Wrath is a Temptation.

Wrathful Warrior

Whilst you have 0 or more Devotion, you find meaning in destroying your enemies, and righting wrongs through violence. Killing sentient creatures or getting revenge counts as Affirming for you.

Boasts of Death

Whilst you have 5 or more Devotion, you recount your past conquests and kills with such detail that you almost relive the moment, to your joy and others' disgust. When resting, you may choose to lose 1 Devotion. If you do, increase your Weapon Dice by one size until your next rest.

Warrior of Wrath

Whilst you have 10 or more Devotion, your anger begins to manifest itself as real harm to those that have wronged you. Any attack against a creature that has ever physically hurt you gains an additional Weapon Die.

Demeanour of Anger

Whilst you have 15 or more Devotion, your levels of anger and frustration permeate your every action. Other creatures will be unnerved by your presence, and they will try to leave your presence as fast as they can. If confronted without a major reason, most creatures will attempt to de-escalate.

Weapons of Vengeance

Whilst you have 20 or more Devotion, your familiarity with inflicting pain and vengeance allows you to destroy those you choose with ease. Your Weapon Dice increase one size. Your Weapon Dice are able to increase to 2D10. (2D8 ↔ 2D10).

Infernal Boon of Wrath

Whilst you have 50 or more Devotion, your fury extends beyond the Physical Plane, and far into the Hellscape. As Zarola recognises a kindred spirit, so does she bestow on you the Infernal Boon of Wrath.

After each rest, you may choose a creature who has wronged you. You always know where that creature is, and if they are on the Physical Plane or the Hellscape, you can Scry on them, automatically succeeding the Skill Check.

Whenever you damage or kill that creature, you gain 10 Devotion. You may not choose a new creature until the previous is forgiven, killed, or otherwise defeated. Increase the damage of your Attacks by 1 for each 20 Devotion you have.

Spells

Spells each belong to a school of magic. These schools distinguish the types of effects that each spell creates.

Most classes are restricted to spells from one or two types of magic.

Many spells will be ambiguous about certain circumstance. If an effect of a spell is not listed, but seems intuitive (*or intended*), the GM should rule as appropriate.

Verbal Invocations

Most spells require verbal invocations to cast, meaning they cannot be whispered or half-spoken to avoid detection.

Targets

Unless otherwise stated, targets must be visible to the caster.

Duration

A spell lasts as long as the listed duration. If they choose, the caster of the spell can end the spell early, at any time they like.

Spells always end when the caster dies.

Unleash Spells

Some spells are tagged as **Unleash**. These spells cannot be learned until Level 5, and a character cannot learn more than one **Unleash** spell.

Casting Spells

To cast a spell, a character must abide by its timing restrictions. Usually this is as a character's turn action, but some spells can only be used out of Danger, or in response to certain events.

Any spell that can be cast as an Action may always be cast out of Danger.

Animal

Animal spells focus on interacting with beasts, natural or supernatural, and either pacifying and communicating them, or using them in battle.

Animal Affinity

Whenever you cast an Animal spell, you become Trained in Discern, Culture, and Scry checks regarding any species of animal involved in the spell.

Animal Speech

Target: A number of non-humanoid animals within 30ft.

Duration: 1 hour.

Spend a Magic Die.

Up to **[M]** animals gain the ability to speak All-Tongue.

"There's someone trapped down a well! You've got to save them!"

Animal Messenger

Target: A non-humanoid animal you are familiar with within 30ft.

Duration: 1 hour.

Spend a Magic Die.

You reach out and call to the target animal. It hears you, and alerts any nearby humanoids in any way it can. If **[M]** is 4 or more, it can speak a short message in a language you know.

"Hey dog, I'm stuck down a well. Go tell someone would you?"

Borrow Form

Target: None

Duration: **[M]** hours.

Spend a Magic Die.

Choose an animal that naturally lives in the environment you're in. For **[M]** hours, you become that animal (including Hit Points, AV and similar attributes). You cannot do anything

as that animal that the animal wouldn't be able to do naturally, although you keep your mental capacities, and can understand language as normal. You cannot end this spell early nor choose to revert back to your normal form before the spell ends. If you lose all your Hit Points in the animal form, you revert to your normal form with **[M]** Hit Points.

Alive, but bear-ly.

Briarhog

Target: A 5ft unoccupied space within 30ft.

Duration: 1hr, or until the Briarhog dies.

Spend a Magic Die.

You summon a Briarhog. It understands what you want and will act in accordance without cues.

A pig from the bush is worth two from the farm.

Briarhog

HP: 3x **[M]**, **AV:** **[M]**

Resistance: N/A, **Weakness:** N/A

P: 1, **D:** 3, **K:** -2, **F:** -2, **W:** -2

Weapon Dice: 2D4 Physical.

Skills: Discern

Ability: Hog Hog Hog

A Briarhog can choose to Hog Hog Hog when Initiative is rolled. If it does, it regains all its Hit Points and appears next to its summoner.

Call Steed

Target: Self

Duration: 1 day, or until the steed dies.

Spend a Magic Die.

An animal native to the environment that is big enough for you to ride is summoned. The GM decides what animal. This animal will allow you

to ride it. Its Hit Points are increased by 2x [M], and its speed is increased by 10. You may instead have it pull a cart, plough, or similar construct.

"Need a ride?"

Chimera

Requirements: Level 5

Target: A willing creature within 5ft.

Duration: 1 hour.

Unleash. Spend all your Magic Dice. The target becomes a fierce Chimera. It retains its mental capabilities, and knows All-Speak. When the spell ends, the target becomes Distressed and Weakened until their next rest.

<p>Chimera HP: 5x [M], AV: [M] Resistance: Physical, Weakness: Holy</p>
<p>P: 10, D: 5, K: -3, F: -3, W: -3</p>
<p>Weapon Dice: [M]D10 Physical, [M]D4 Poison. Magic Dice: 2x[M]D4 Skills: All Grit Skills, Intimidate. Speed: 50ft, flight 50ft, swim 50ft.</p>
<p>Ability: Fire Breath</p> <p>Spend any number of Magic Dice. Each creature in front of the Chimera within 60ft takes [M] Fire Damage.</p>
<p>Ability: Magic Resistance</p> <p>Chimera are resistant to all damage types except Arcane from spells or other magical sources. Chimera are Trained in all Checks against spells or other magical sources.</p>

They said the idea of such a spell would eat away at you. Now the spell eats away at them.

Eggs

Target: A bush or similarly thick foliage within 15ft.

Duration: Instantaneous. Eggs rot after 1 day. Spend a Magic Die.

You find [M] eggs in the bush. The eggs are edible food. Additionally, any creature can break an egg to summon a hostile animal native to the area. The animal must be Small, and one that lays eggs. That animal has its Hit Points increased by your Knowledge, and will attack everything it sees, starting with the creature closest to the broken egg. Eggs may be thrown to break them.

A practical means to survive in the wild.

Summon Livestock

Target: None

Duration: 1 hour.

Spend a Magic Die. Any livestock within [M] miles of you begins to make its way toward you. If they are blocked by fences or similar, they will not attempt to pass it, instead just gathering at the edge of their pens and staring in your direction.

Any livestock that reaches you will allow you to eat or domesticate it.

There's usually one lost sheep prime for eating.

Combat

Combat spells focus on amplifying the damage dealt by your attacks, and inflicting conditions on the target.

Attack!

After you cast a combat spell, if you haven't attacked this turn, you may immediately make an attack.

Arm of Agres

Requirements: Level 5

Target: Self

Duration: Until target ends its turn.

Unleash. Spend all of your Magic Dice.

When you attack, you instead attack 5 times. You may attack different targets with each attack.

Increase your Power and Dexterity by [M].

His anger flows through you.

Boomerang

Target: Self

Duration: Until target hits with a ranged attack. Spend a Magic Die.

The next time you make a ranged attack, treat your weapon as though it had the **Ranged** property. In addition, reduce your attack roll and increase your damage roll by [M].

Just remember to catch it again.

Challenging Cry

Target: Self

Duration: [M] turns.

Spend a Magic Die.

Enemy creatures that start their turn or move within 5ft of you must attack you on their turn. If they can make multiple attacks, only one must be at you.

A challenge that cannot be ignored.

Expose

Target: Self

Duration: Until target hits with an attack.

Spend a Magic Die.

The next time you hit with an attack but before rolling damage, until the end of your next turn, reduce the target's AV by [M] and it becomes weak to Physical damage for that attack.

A single slice, and the armour slips away.

Manoeuvre

Target: Self

Duration: Until target hits with an attack

Spend a Magic Die.

The next time you make an attack, reduce the attack roll by 2 [M]. Your AV increases by 2 [M] until the end of your next turn.

Sometimes taking a moment to adjust your stance can make all the difference.

Ricochet

Target: Self

Duration: Until target hits with an attack

Spend a Magic Die.

The next time you hit with an attack, it ricochets and strikes another creature of your choice within 30ft of your target for half damage. If [M] is 4 or more, it instead deals full damage.

An errant bolt, lucky shrapnel, or calculated strike?

Spiked Shell

Target: Self

Duration: Until target is hit by [M] attacks

Spend a Magic Die.

Whenever you are hit by an attack, spikes fly at your attacker. When they do, roll a Weapon Die and increase the result by [M]. The attacker takes that much Physical damage.

"Hah! Your spiked armour won't sto-aghck"

Staggering Blow

Target: Self

Duration: Until target hits with an attack

Spend a Magic Die.

You channel all your might into your attack. The next time you hit with an attack, the following occurs:

→ Your target takes an additional **[M]** Physical damage.

→ Your target must make an Athletics Check.

On a failure, the target cannot move on its next turn. If the target succeeds its Check, it instead takes damage equal to your Power.

Your enemies crumble under your blows.

Destruction

Destruction spells focus on dealing damage and scaling that damage based on the magic invested.

Calculated Risk

If you would take damage from your own Destruction spell, you instead take half that damage (*after other reductions*).

Acid Rain

Target: 100ft area centred on you.

Duration: 1 minute.

Spend one or more Magic Dice.

For the duration, a cloud of acid rain follows you. Each creature under the cloud takes **[M]** Poison damage at the start of its turn. Each creature under the cloud also has its AV reduced by 2.

You get used to it.

Bone Chill

Target: A creature within 60ft.

Duration: Instantaneous.

Spend one or more Magic Dice.

Target creature takes **[M]** Ice damage. They must make a Athletics Check. On a failure, they become Weakened until your next turn.

Freezing blood around bone grinds most to a halt.

Chain Lightning

Target: A creature within 60ft.

Duration: Instantaneous

Spend one or more Magic Dice.

The target takes **[M]** Lightning damage. Target three other creatures in a chain, starting with the one closest to the original target, and so on. They each take half of **[M]** Lightning damage.

Uncontrollable lightning has a tendency to find its way home.

Eruption

Target: A 20ft area centred within 30ft.

Duration: 1 minute.

Spend one or more Magic Dice.

The target area erupts with magma. It becomes Difficult Terrain. Any creature in the area at the start of its turn takes **[M]** Fire damage. If a creature starts its turn within 10ft of the area, or moves through the area, it takes half **[M]** Fire damage.

Said to have been invented by a very imaginative scholar, who'd never even seen a volcano.

Glimpse of Mortality

Target: All creatures within 60ft of you (*including you*).

Duration: Instantaneous.

Spend one or more Magic Dice.

You release a burst of radiance, causing any creature nearby to be overwhelmed by reminders of their mortality. Each creature takes half **[M]** Holy damage, and half **[M]** Umbral damage.

Two flashes, one of their life, and one of their demise.

Hurl Boulder

Target: A creature within 60ft.

Duration: Instantaneous.

Spend one or more Magic Dice.

You rip sediment from around you and hurl a small boulder. The target makes a Dodge Check. If there are any other creatures up to 20ft behind the target, they each make a Dodge Check afterward, in distance order.

The first creature to fail the check takes **[M]** Physical damage. Any other creature that fails the check takes half as much damage.

If a creature succeeds its check, it takes Physical damage equal to your Power.

Oldest trick in the book.

Implosion

Requirements: Level 5

Target: A point within 50ft.

Duration: Instantaneous

Unleash. Spend All your Magic Dice.

Each creature within 60ft of the target area takes 3 **[M]** Arcane damage. Any creatures reduced to 0 Hit Points are vaporised. Any creatures not vaporised are hurled to the outside edge of the radius. All other matter in the area is vaporised and ceases to exist.

A single word and the world folds in on itself.

Sorcerous Spikes

Target: Up to **[M]** creatures within 60ft.

Duration: Instantaneous

Spend one or more Magic Dice.

You create **[M]** Sorcerous Spikes. For each Spike, choose a target. The same creature may be targeted multiple times. Each Spike deals 2 Arcane damage to its target.

Many mages like to make a pattern with their Spikes, even if it's wasteful.

Divining

Divining spells focus on the gathering of information, and detection of enemy spells.

Mind's Portent

Whenever you cast a Divining spell, reduce your next Discern, Culture, or Arcanery Check by half **[M]**. This bonus is lost after 1 minute.

Clues

Target: One room or 40 x 40ft area within 30ft.

Duration: 1 hour.

Spend a Magic Die.

You may create an illusion of the past up to **[M]** days or hours ago. The illusion displays the events of the chosen time frame over the next hour. The illusion only includes objects or creatures which have physical clues remaining in the area.

The good – or lucky – detectives always arrive within the hour.

Detect Magic

Target: Self

Duration: 1 hour.

Spend a Magic Die.

For the duration, you are aware of the presence any magic that surrounds creatures or objects within 60ft. You don't gain any information about the magic, only that it is present.

If **[M]** is 4 or more, you can determine the school of magic.

For each magic presence detected, you may make an Arcanery Check, subtracting **[M]**, in order to determine the nature of the magic.

Magic always leaves a certain taste in the mind.

Inspect

Target: An object or feature of the environment within 60ft.

Duration: Instantaneous

Spend a Magic Die.

If **[M]** is 3 or less, you ascertain basic information about the target. Otherwise, you gain knowledge that an appropriate Skill Check roll of 20 would grant you. You know if there are curses upon it, but not what those curses are.

"Yeah, that's cursed."

Locate

Target: Any object, creature or feature of the environment. (*no range limit*)

Duration: Instantaneous

Spend a Magic Die.

For **[M]** hours, you know the direction of a creature or object, to a precision of 30ft. Once within the estimated 30ft area of the target's location, the spell ends.

Getting a rough 30ft area of where something is can be useful, though not if that something is a small key.

Omniscience

Requirements: Level 5

Target: Self

Duration: Varied

Unleash. Spend all your Magic Dice.

For five **[M]** minutes, you are able to learn everything about anything you touch. This includes memories, secrets, knowledge, and similarly non-physical things when focusing on a creature. You can bypass language and encryption barriers with this spell.

I have gazed into the Veil, and now its knowledge gazes out through me.

Predict

Target: Self, up to one other creature within 30ft.

Duration: Until one or both of the affected

creatures make a Grit Skill check.

Spend a Magic Die.

The next time the affected creatures make a Grit Skill check, subtract **[M]** from that roll.

A quick glimpse of failure can be self-preventing

Translation

Target: Self

Duration: Instantaneous

Spend a Magic Die.

For **[M]** hours, you know all languages. This does not include encrypted or encoded information.

Since this spell was discovered, cross-language learning has decreased significantly.

Transpose

Target: Object within 60ft.

Duration: 8 hours

Spend a Magic Die

You analyse the structure of the target. For the duration, you can recreate the object. Any information shown on the exterior of the target is also recreated. The interior and any information inside is not recreated.

You conjure from the veil EXACTLY what you saw – nothing else.

Enhancement

Enhancement spells focus on modifying the user to suit their situation, such as providing elemental damage, resistance to conditions, or improving speed.

Enhance!

When a creature would roll Initiative, they may cast an Enhancement Spell, then roll Initiative.

Clarity

Target: Self

Duration: [M] minutes.

Spend a Magic Die.

Whenever you spend a Magic Die, increase the result by [M].

Centre the soul, centre the flow.

Elemental Weapon

Target: Self

Duration: [M] successful attacks.

Spend a Magic Die.

You empower your next strikes with elemental damage. Choose a damage type from *Fire*, *Ice*, *Lightning*, and *Poison*. Until the spell ends, add a Temporary Weapon Die of that damage to your attacks. This Die is the same size as your Magic Dice.

A blade for all occasions – Derek, Sell-Sword

Energy Surge

Target: Self

Duration: Until the start of your next turn.

Spend a Magic Die.

You heal 2 [M].

Until the start of your next turn, your speed increases by 10ft and your AV increases by [M].

A second, third, or even fourth wind.

Flight

Target: Self

Duration: 2[M] minutes.

Spend a Magic Die.

You are able to fly for the duration. Your flight speed is the same as your normal speed.

You may instead target another creature within 30ft for this spell. If you do, the duration of the spell is halved.

Many scholars find themselves close to the sun, then close to the ground.

Instant Imbuement

Target: A piece of Equipment you are wearing or holding.

Duration: [M] uses of the imbued effect.

Spend a Magic Die.

You Imbue one of your spells into the target.

Whenever you attack, or as an Action, you may cast that spell using [M]. Each time you do, you take [M] Arcane damage.

An imperfect form of Imbuement, but it gets the job done.

Perfect Form

Requirements: Level 5

Target: Self

Duration: 1 hour.

Unleash. Spend all your Magic Dice.

Increase [M] by 2 per Die spent. You gain the following benefits:

- You gain [M] Ward Points
- You heal [M] Hit Points
- Your speed increases by 20
- Increase your Initiative rolls by 20.
- You may choose any Damage type as you attack. That attack deals that type of damage, and you increase the damage of that attack by ¼ [M].
- Your AV becomes [M].

Living after witnessing perfection is hard even for those that don't perish.

Resistance

Target: Self

Duration: [M] attacks hit you.

Spend a Magic Die.

Until the spell ends, you are Resistant to all damage.

Fearless for all of 30 seconds.

Speed

Target: Self

Duration: 6 hours

Spend a magic die.

If [M] 3 or less, your speed increases by 10.

Otherwise, increase your speed by 20 instead.

Increase your Initiative rolls by 20.

One must hasten themselves.

Haematic

Haematic spells draw power from the blood and body of the user.

Haemic Toll

When you cast a Haematic spell, you take **[M]** x **[M]** Arcane damage.

Adaptability

Target: Self.

Duration: 1 day.

Spend a Magic Die.

Choose a Grit Skill. You are Trained in that skill.

Experience can offer ad hoc intuition.

Bloodstains

Target: Any creature within 15ft.

Duration: 1 day.

Spend a Magic Die.

You always know exactly where the target is. A magic sense also shows you how to reach them.

Activated blood calls back to its source.

Corpus Singulus

Target: Any creature within 15ft.

Duration: 1 day.

Spend a Magic Die.

The target loses all weaknesses, cannot be Weakened, and gains resistance to Holy and Umbral damage.

Resist the call of the outer planes.

Fasting

Target: Self.

Duration: 1 day.

Spend a Magic Die.

You ignore any penalties from not resting.

Each time you cast this spell, increase **[M]** by 2 for each cast since your last rest.

By focusing, one can overcome base needs such as hunger.

Hound

Target: Self.

Duration: 1 day.

Spend a Magic Die, doubling **[M]**.

As part of your movement, you may teleport within 5ft of the last creature that hurt you. That creature must be within 60ft of you as you do so. Do not consider damage you deal to yourself.

A dogged pursuit.

Purity of Self

Requirements: Level 5

Target: Self.

Duration: 1 day, or when **[M]** reaches 0.

Unleash. Spend all your Magic Dice.

Increase or decrease the result of your dice rolls by **[M]** for each die rolled. After each set of rolls, reduce **[M]** by 1.

In self, there is strength.

Transfusion

Target: Any creature within 15ft.

Duration: 1 day.

Spend a Magic Die.

Whenever you take damage, the target heals half that amount.

It can take a while, but restoration is well within a mortal's innate magic.

Violence

Target: Any creature within 5ft.

Duration: 1 day.

Spend a Magic Die.

You and the target are Frenzied.

You may not choose to end this spell until the target is unconscious or dead.

A primal challenge.

Hexes

Hexes focus on lowering the abilities of enemies.

Jinx Jumping

When a target of a Hex spell dies, you may immediately move the Hex to another valid target. Duration and other aspects of the spell are not affected.

Confuddle

Target: Any creature within 60ft

Duration: [M] turns

Spend a Magic Die.

For [M] turns, the target cannot spend Magic Dice. It makes a Discern Check at the end of its turn. On a success, the spell ends early.

Since the Veil appeared, all it takes is a slight slur of an incantation to fail a spell.

Curse

Target: Any creature within 60ft

Duration: Varied

Choose one, then spend a Magic Die:

→ Make a Curse Skill Check, subtracting 2[M] from the result.

→ The target becomes Weakened for [M] turns.

Somewhere on the other side of the Veil lies the Hellscape, full of malice.

Debilitate

Target: Any creature within 60ft

Duration: 1 minute, or until you take damage.

You twist your magic into a malignant force.

Spend a Magic Die.

Choose one:

→ The target makes an Athletics Check. On a failure, it becomes Weakened.

→ The target makes a Dodge Check. On a failure, it becomes Slowed.

If the target succeeds its Check, it instead takes half [M] psychic damage.

Don't deliberate too long on their debilitation.

Disparage

Target: Any creature within 60ft.

Duration: [M] turns.

Spend a Magic Die.

The target makes a Perseverance Check. On a failure, it becomes Distressed.

Regardless of the Check result, any time the target would spend one or more Magic Dice, it loses an additional Die.

As they concentrate on parts of their magic, they miss what slips away.

Frenzy

Target: Any creature within 60ft.

Duration: [M] turns

Spend a Magic Die.

The target is Frenzied. It makes a Recover Check at the end of its turns. On a success, the spell ends early.

Reported as one of the most traumatic events a person can experience, Frenzy is banned in most towns.

Jelly Legs

Target: Any creature within 60ft

Duration: [M] turns

Spend a Magic Die.

For [M] turns, the target cannot move more than 5ft on its turn.

Laughing at sailors has never been so karmic.

Self Hatred

Target: Any creature within 60ft

Duration: [M] turns

Spend a Magic Die.

Each time the target deals damage to another creature, it hits itself for half as much Arcane

damage. It makes a Perseverance Check at the end of its turns. On a success, the spell ends early.

In brief moments of doubt, creatures mistake themselves for their foes.

Turn to Frog

Requirements: Level 5

Target: Any creature within 60ft

Duration: Varied

Unleash. Spend all your Magic Dice.

The target makes a Difficult Perseverance Check. Increase the result of the Check by 1 per Magic Die spent. On a failure the target becomes a Frog. Whilst a frog, the target cannot die, and can escape any confinement. It remembers only that it was cursed to be a frog, and remains hostile to its enemies, but nothing else. The frog knows and can speak every language.

The frog can be returned to its normal form by someone who does not know of their original form. To do so, they must throw the frog over running water. The frog does not know this, but can learn it.

Ribbit

Mysticism

Mysticism spells focuses on illusions, dispelling magical effects, and utility effects.

Mystic Rituals

Mysticism spells may be cast as a ritual. This takes 10 minutes instead of its regular cast time. If the caster is interrupted during this time, the spell fails.

When a Mysticism spell is cast as a ritual, roll each Magic Die twice as you spend them, and take the combined total.

Base Form

Target: Any creature within 60ft

Duration: Instantaneous

Spend a Magic Die.

You attempt to return a character to its original form. The character, willing or not, must make a Perseverance Check. On a failure, it loses all Ward Points, all Temporary Dice, and all of its active spells end. It also loses all Buffs and Weak Conditions.

"Let's get a clearer look at what you really are."

Cleanse Spirit

Target: Any creature within 5ft

Duration: Instantaneous

Spend a Magic Die.

Choose one:

- The target loses one Strong Condition.
- The target loses all Weak Conditions.

In addition, the target heals [M] Hit points.

Winds of magic wash away the weariness.

Dispel Magic

Target: Any creature or object within 60ft

Duration: Instantaneous

Spend a Magic Die.

Make a Disenchant Skill Check as though you were Trained, subtracting 2[M] from the result.

You use the Veil as a sort of exhaust for any push-backs.

Dream

Target: Any creature, either willing or Asleep, within 5ft

Duration: For [M] hours, or until the target wakes.

Spend a Magic Die.

You and up to [M] others can enter the target's dream. A willing target may choose their dream setting, otherwise the caster chooses a location known to the target.

Whilst in the dream, creatures can lose Hit Points, but are ejected safely from the dream upon reaching 0 Hit Points. They exit with the same Hit Points that they entered.

If the target has visited the dream's location, they can recall with perfect clarity non-written information about the location that they reasonably would have noticed, even fleetingly. Written information is blurry and would require investigation.

Non-Magic Skill checks made within the dream are reduced by half [M].

The dream may feature creatures or environmental hazards that shouldn't normally be in the location, depending on the target's mood and opinion of the location.

The dream otherwise functions as a normal environment.

A nightmare for legal experts and poets alike.

False Face

Target: Self

Duration: [M] hours

Spend a Magic Die.

Your face and general features become that of another. You can choose to mimic someone you know the appearance of, or create a new visage

to adopt. Anyone within 10ft that has reason to doubt you must make a Recover Check to see through your illusion.

Who? Me? I'm Him? I'm not sure what you mean, my good chap.

Fog

Target: A creature or 30ft radius area centred within 30ft

Duration: 1 minute

Spend a Magic Die.

Choose one:

→ A foggy mist 30ft in radius descends upon a point you choose. Anyone in the Fog is blinded.

→ Target creature must make a Discern Check.

On a failure, they cannot remember any events or details that happened either more than 1 hour ago, or within the last hour. On a success, they take psychic damage equal to half [M].

Cold, chilly, and confounding.

Minor Illusion

Target: 5ft area within 60ft

Duration: [M] minutes.

Spend a Magic Die.

You create a magical mimicry of something you have seen or imagined. It is obvious to any within 15ft that it is an illusion.

Perfect for a short distraction.

Phantasmagoria

Requirements: Level 5

Target: Any creature or object within 60ft

Duration: Instantaneous

Unleash. Spend all your Magic Dice.

Up to [M] creatures fall Asleep. At the start of their turn, they must make a Perseverance Check. On a failure, they remain sleeping.

On a success, they become Phantaslept and have the following effects:

→ They are still Asleep

→ They may act as though they were awake.

→ They are Frenzied.

→ They may not cast Spells.

If a Phantaslept creature would die, instead it becomes unaffected by this spell and falls into a natural sleep with 1 Hit Point. This sleep lasts at least 10 minutes, after which the creature can be woken as normal.

If at any time all affected creatures are in the Phantaslept state, they immediately take [M] psychic damage. This only happens once.

Walking nightmares.

Necromancy

Necromancy spells focus on using the dead as a resource, either for minor damage or for knowledge.

Cannibalise

When you cast a *Necromancy* spell, you can choose to halve **[M]**. If you do, you consume part of the target and heal **[M]** hit points

Corpse Crank

Target: Any corpse within 5ft

Duration: Instantaneous

Spend a Magic Die.

Choose one:

→ You rig the corpse to explode on a condition of your choice. Any creature within 10ft when it does so takes 2 **[M]** Umbral damage.

→ You learn when, where, and how the corpse died.

You can only use this spell on a corpse once.

The smell is offal.

Essence Theft

Target: Any creature within 15 ft

Duration: Instantaneous, until trigger

Spend a Magic Die.

The next time the target creature would spend or roll a Magic Die, reduce the die's size a number of times equal to your Knowledge. If **[M]** is 4 or more, you gain a Temporary Magic Die of that size.

Taking another's magic is not a pleasant experience, but it's better than them taking yours.

Raise Skeletons

Requirements: Level 5

Target: Self

Duration: 1hr, or until user drops unconscious or dies.

Unleash. Spend all your Magic Dice.

Create up to half **[M]** Skeletons. The skeletons will follow your commands, and will animate if slain. The skeletons are made out of nearby corpses, bones, and rocks.

When this spell would end and you are not dead or unconscious, you may spend a Magic Die. If you do, the spell lasts another 1hr.

"Rise, my servants! Rise, and rise, and rise again!"

Skeleton Servant

Target: Any skeleton or corpse within 5ft

Duration: 10min

Spend a Magic Die.

You create a skeletal servant from the target. For the duration, you can have the skeleton perform non-aggressive actions for you. It understands you, but cannot communicate vocally.

For whatever reason, every apprentice necromancer calls their first servant Mr Bones.

Soul Trap

Target: Any creature within 15ft

Duration: **[M]** hours.

Spend a Magic Die.

The next time the target creature would die, you gain all of its unspent Magic Dice as Temporary Magic Dice, which disappear when the spell ends.

If the creature had no Magic Dice, you instead replenish one of your Grit Dice.

"Bah, just another peasant who couldn't cast spells..." - Gark "Tooth Gritter" Wolna

Morbid Interrogation

Target: A creature or corpse within 5 ft

Duration: Instantaneous

Spend a Magic Die.

Choose one:

→ You call the memory of a creature known to both you and the target.

→ You call the memory of the target.

You may ask the memory **[M]** questions. It can answer only "Yes", "No", or "Not Known". You cannot use this spell on the same target more than once per day. An unwilling creature can make a Recover Check to prevent the spell. If they succeed, the spell fails.

Make a list of questions before casting.

Thrall

Target: A creature or corpse within 15 ft

Duration: **[M]** hours

Spend a Magic Die.

If a creature, the target must make a Perseverance Check. On a failure, it becomes Enthralled by you. On a successful check, the creature takes psychic damage equal to your Will.

Corpses automatically fail the Perseverance Check and become Enthralled. They have the capabilities they did whilst they were alive, with the following restrictions:

→ Their Dexterity is -1.

→ They cannot have or use Magic Dice.

A creature or corpse cannot be targeted by this spell again until 12 hours have passed.

Mr Bones has seen better days.

Vampiric Touch

Target: A creature within 5 ft

Duration: Instantaneous

Spend a Magic Die.

You infuse your attack with vampiric magic. Make a melee attack. If you hit, increase the damage by **[M]** damage, and it becomes Umbral. You heal equal to half the damage dealt.

A touch of magic so abhorrent that even necromancers are hesitant to use it.

Planar

Planar spells focus on restricting or improving creatures' movement and interactions with the world.

Warp

When you cast a *Planar* spell, your speed increases by 5ft until the end of your turn. If **[M]** is 10 or more, your speed increases by 10ft instead.

Fold Space

Target: Two creatures within 60ft

Duration: **[M]** turns

Spend a Magic dice.

Choose two creatures. Those creatures are always considered within 5ft of each other.

Helpful for keeping an eye on children.

Manifestation

Requirements: Level 5

Target: Self

Duration: Instantaneous

Unleash. Spend all your Magic Dice.

Choose any point, on any plane. You and up to 5 other creatures within 30ft are immediately teleported there. If you are not familiar with the location, each creature takes psychic damage equal to 40 – **[M]** (*minimum 0*).

Lots of scholars find themselves on one way expeditions to instant death.

Open Portal

Target: Self

Duration: 20 minutes

Spend any number of Magic Dice.

You may re-roll a number of them up to your Focus. If **[M]** is 19 or lower, the spell fails. If **[M]** is 20 or higher, you create a stable portal to another plane. If **[M]** is 26 or higher, you choose

where the portal opens to, otherwise the GM decides. The portal lasts for one hour.

If you cast this spell again at the same location (*on either side*) once the portal has closed, reduce the required roll values by 5 (*to 14, 15, and 21*).

A common trick to impress others is to spend a week trying to cast this to make it easier on the big day.

Planar Pocket

Target: Self

Duration: 10 minutes

Spend a Magic Die.

You open a pocket dimension in which you can safely store things. The dimension is otherwise empty. No one else can access this pocket dimension unless you allow them. The same pocket dimension is opened each time you cast this spell. Any creature in the dimension when the spell ends will immediately die.

"Voila!"

Shape World

Target: Target area within 60ft.

Duration: 1 hour

Spend a Magic Die.

You may create a ledge, block, pillar, or similarly inert piece of matter at the target point. The object can be up to 20x20x20 feet large. The matter will wrap around any existing objects or creatures, and will not harm, break, or restrict them. Once created, the matter exists as any other rock, wall, or structure would for the duration of the spell, whereupon it gradually shrinks into nothingness.

A spell rapidly standardised to prevent unwanted structural damage.

Tear Space

Target: 30ft by 15ft area within 60ft.

Duration: 1min.

Spend a Magic Dice.

The target area becomes Difficult Terrain. Any creature that moves through or ends its turn in the area takes **[M]** Arcane damage.

Any in the area find the ground shifting and rocking, cracking and flickering, as though not all there.

Teleport

Target: Target location within five **[M]** feet.

Duration: Instantaneous

Spend a Magic dice.

Teleport to a target location five **[M]** feet away.

The concept of "Here" quickly becomes relative.

Thoughtcast

Target: Self

Duration: Instantaneous

Spend a Magic Die.

If **[M]** is 4 or lower, you may Scry on an object.

Otherwise, you may Scry on an object or creature. In either case, you automatically succeed the Scry Skill Check.

You may spend an additional Magic Die when casting this spell. If you do, you may Scry on a target on another Plane.

"Looks like I put out the oven after all."

Plant

Plant spells focus on using the natural world as a resource for sustenance and travel.

Natural Attunement

Whenever you cast a *Plant* spell, choose one:

- You discover the next day's weather or environmental effects for the area you are in.
- Reduce your next Skill Check against environmental hazards by half **[M]**

Berries

Target: Self

Duration: Instantaneous

Spend a Magic Dice.

You create **[M]** magic berries. For each berry, decide if it is a Dawnberry, or a Duskberry.

Any creature that eats a Dawnberry regains 1 + your Knowledge Hit Points.

Any creature that eats a Duskberry becomes Asleep for 1 hour. Only magical methods, or damage, can wake the sleeping creature.

Berries expire after 6 hours.

Both are a very similar shade of blue.

Entangle

Target: Up to 1 mile radius area, at least part of which must be within 5ft of you.

Duration: Variable

Spend a Magic Die.

For **[M]** hours, the target area becomes Difficult Terrain. Your movement is not affected by this spell.

From earth, come roots. From stone, come roots. From sea, come roots.

Grove

Requirements: Level 5

Target: an area of land, at least 1000 square feet

large, and at least 5 miles from a settlement.

Duration: **[M]** days

Unleash. Spend all your Magic Dice.

A magical rejuvenating grove forms. In this grove, any non-hostile creatures gain the following benefits:

- All rests are considered Safe.
- Any healing heals the maximum possible amount.

Weather has no effect within the grove. In addition, hostile creatures cannot enter the grove (*but those inside may still become hostile*).

Each morning, a full day of food for each creature currently within the grove grows in the form of fruit, berries, and mushrooms. The food decays at the end of each day, or if the spell ends.

Casting this spell again will cause the old grove to lose its power, and slowly decay over the next day.

The druids in such groves are usually crazy enough that they're left alone.

Plant Growth

Target: 5ft area of foliage

Duration: **[M]** days

Spend a Magic Die.

You cause the target area to experience rapid magical growth. Each day, plants in the area are flush with ripe fruit. Each creature that eats one such fruit within 10minutes of it being picked replenishes a Magic Die. Creatures may only gain this effect once per day.

After the Veil, farming became a lot harder.

Purify

Target: Self

Duration: 1 hour.

Spend a Magic Dice.

For the next hour, any food or drink you touch becomes safe to consume. For each time you purify something this way, you take 1 Poison damage.

As this spell was introduced, court tasters breathed a collective sigh of relief.

Shelter

Target: 20ft radius area

Duration: 7 hours

Spend a Magic Die.

You bind together the foliage into a habitable shelter. Any Recover Checks taken inside ignore weather modifiers. In addition, any rests taken inside restore an additional **[M]** Hit Points.

Start with an A frame.

Spores

Target: **[M]** creatures within 60ft

Duration: 1 minute or until you cast another spell.

Spend a Magic Die.

Up to **[M]** creatures must make a Recover Check. For each creature that fails, roll a D4. The creature gains the effect based on that result:

- 1 → Asleep
- 2 → Frenzied
- 3 → Paralysed
- 4 → Weakened

Each creature that succeeds its check takes half **[M]** poison damage.

Some people even cast this on themselves, just for fun.

Trail of Vines

Target: Self

Duration: 6 hours

Spend a Magic Die.

For the next 6 hours, a vine traces your steps, showing you the way you came. When the spell

ends, or if you choose to end the spell early, the vine stops growing, and lies dead, no longer moving.

If **[M]** is 4 or higher, the vine is invisible to hostile creatures.

The vine, dead or alive, lasts the full 6 hours before disappearing.

Losing track of time can leave you lost a mere hour away from home.

Shadow

Shadow spells focus on hiding creatures and information.

Subtle Shadow

Casting *Shadow* Spells requires no verbal invocation.

Cover of Darkness

Target: Self

Duration: 1 hour

Spend a Magic Die. If it is Dark, **[M]** is 6.

Each creature within 10ft of you reduces any Sneak Checks they make by **[M]**.

To pass without a trace. Much easier at night.

Deluminate

Target: Self

Duration: Varied

Spend a Magic Die.

For **[M]** minutes, each unnatural source of light that would cast light within 30ft of you is extinguished. They are re-lit when the spell ends or if no longer in range.

This spell caused The Bright to re-brand.

Den'Wyt's Kiss

Target: Target creature within 30ft

Duration: **[M]** turns

Spend a Magic Die.

The target must make a Recover Check. On a failure, they fall Asleep. On a Success, they fall Prone.

A kiss that feels more like a dark, smothering grip.

Invisibility

Target: Target creature within 30ft

Duration: **[M]** minutes, or until the target takes damage or performs an Action.

Spend one or more Magic Dice.

You warp the shadows to hide a creature from sight. The target becomes Invisible.

"Odd patch of darkness on the left staircase today."

Lurk

Target: One character.

Duration: **[M]** minutes

Spend a Magic Die.

For that many minutes, you disappear from view and become Invisible. You cannot move until the spell ends, or until another creature is within 5ft of you. Whilst the latter is true, you may immediately make an attack. This attack always hits and deals **[M]** additional Umbral damage. The spell then ends.

A favourite of action-shy youths, "Lurkers" commonly find themselves covered in cleaning water.

Nightfall

Requirements: Level 5

Target: Self

Duration: Varied

Unleash. Spend all your Magic Dice.

For **[M]** hours, it becomes Dark. Each other creature within 60ft of you must make a Recover Check. On a failure, they are blinded whilst you are within 60ft of them.

Night so often creeps up on us.

Obfuscate

Target: An object within 15ft

Duration: Until dispelled.

Spend a Magic Die.

Any written (or equivalent) information on the target object becomes obfuscated. That information cannot be understood by any means.

Less subtle casters simply spill a pot of ink.

Smokescreen

Target: Self

Duration: Varied

Spend a Magic Die.

For **[M]** minutes, a 15ft radius cloud of smoke appears in the target area. Anyone in the smoke is Blinded and hidden from those outside the smoke.

Comes free with a lasting cough.

Warding

Warding spells focus on preventing creatures from being harmed and restricting access.

Reactive Casting

You may cast *Warding* Spells immediately after a creature is hit by an attack (*even when it's not your turn*), targeting that creature, before damage is rolled. This may change the hit into a miss.

Armour

Target: Target creature within 60ft

Duration: Until user takes damage, max. 8 hours

Spend a Magic Die.

You ward yourself in magical amour. Increase you AV by [M].

"Metal? Leather? Armour for peasants."

Divine Aegis

Requirements: Level 5

Target: Self and other creatures within 60ft.

Duration: Indefinite

Spend three Magic Dice.

You raise a barrier against divine meddling. You can not replenish the spent dice whilst the spell is maintained.

You and up to [M] other creatures are immune to the effects of Divine Intervention or other direct actions from a God.

Affected creatures shine a bright light 5ft around them, and have angelic affects about their appearance. This effect cannot be suppressed, hidden, or otherwise concealed.

Wings of light envelope the group, shielding them from the dark.

Encase

Target: One creature within 60ft

Duration: Varied

Spend a Magic Die.

For [M] turns, the target becomes encased in shielding magic. It cannot do anything until the spell ends, but is also immune to any new magic, and immune to all damage and new conditions. An unwilling target must make a Perseverance Check. On a success, the spell fails.

Good to have this one; Just encase.

Energy Absorption

Target: Target creature within 60ft

Duration: 1 minute

Spend a Magic Die.

Choose up to [M] damage types other than Physical and Arcane. The target is Resistant to those damage types until the spell ends.

Preparation prevents pain.

Invulnerable / Impenetrable

Requirements: Level 5

Target: Any creature, object that can be sealed or locked, or 10ft passage, within 60ft

Duration: Indefinite

Unleash. Spend all your Magic Dice.

If you target a creature, they gain twice [M] Ward Points. This can exceed the normal restrictions on maximum Ward Points.

If you did not target a creature, instead the target is magically sealed. For each Magic Die spent, choose a specific action that will unlock part of the seal. (*for example, dealing frost damage, or shining sunlight on the object*). The target remains sealed until you choose to end the spell, or each action has been performed. Actions to unlock the seal can be performed in any order. Whilst the seal remains, your maximum Magic Dice is reduced by 1.

You or another creature with you must perform each action in the requirements as you cast the spell. Otherwise, the spell fails.

Many thieves make a habit of learning to play every instrument with their feet, just in case.

Lock

Use: Action

Target: An object, door, or similarly lockable device within 60ft

Duration: Until dispelled

Spend a Magic Dice.

The target is magically locked. The lock can be opened and closed at will by the caster.

Otherwise, the lock can be opened in the following ways:

→ A Difficult Athletic Check.

→ A Disenchant Check.

Safe and secure.

Seal

Target: Any number of doorways, windows, or similarly open gaps in a structure or cave, within 100ft.

Duration: Varied

Spend a Magic Die.

For **[M]** minutes, each space you choose is sealed off, and cannot be traversed.

No more leaky boats.

Shield

Target: Any creature within 60ft

Duration: Indefinite

Spend a Magic Die.

You cast your magic to shield yourself or another, blocking any damage they might take.

The target gains Ward Points equal to **[M]** + your Focus.

Part of any adventurer's wishlist.

Spell Scrolls

Scattered throughout the world are spell scrolls, still enchanted with the powerful old magic that used to be so easy to cast.

Spell scrolls require an Arcanery Check to use.

Spell scrolls are written in incantations, which allude to what the spell does. Theses incantations and effects are left to the GM to determine, though some examples are outlined below. Additional spell scrolls are described in the "Artefacts of Santryl" part of the "Santryl" setting guide.

For added fun, make the player recite the full incantation as they cast the spell scroll.

After a Spell Scroll is used, it is destroyed.

Components

Some spells may require components that are mentioned in the incantations. The GM can decide if those components are needed, or if the user is likely to have the components already.

For example, it is likely that a character may carry bird feathers, iron powder, or similar small components, but they may need to seek out expensive gemstones.

Consuming a Scroll

Instead of attempting to cast a spell from a Spell Scroll, a character can consume it to gain a Temporary D8 Magic Die.

Spell Scroll Examples

Hands of Fire

*A burning candle in my palm;
See it burst and do some harm.*

The user creates flames in front of them. Each creature up to 15ft in front (10ft wide) of the user must make a Dodge Check. Gain and spend 3 Temporary D6 Magic Dice. Each creature that

failed the check takes [M] Fire damage. Each creature that passed the check takes half [M] Fire damage.

Door through Dimensions

*You, me, us, them
Gaze upon a wondrous gem
A pair of pairs that gaze upon
Will find their bodies moving on
To somewhere new but not too distant
An area of plane consistent
Could be up, left, down or right
Just so long as it's in sight
So here we go, let's take a breath
As we travel far in just one step*

The user and up to one other creature within 5ft are teleported to another space they can see within 60ft. If the user is not holding a Gemstone, the spell fails.

Not a Very Large Hut at all

I have a marvellous house. It has but one window, yet only one way does its view extend. Its door, too, peculiar; you must observe the way it bends. Admittedly it is a bit small to be called a house, but a tent it is not. You want to see it? I'll find a spot. Once it is up it can hold fast for hours, even in strong winds. It is also private and is only ours, alarmed with clever pins. That is all I can say about my house, but here it is, do check it out.

Creates a small, magical hut. The hut is suitable for up to eight creatures to rest in. Any rest inside is considered a Safe Rest, and as such cannot be interrupted by outside factors such as aggressors or environmental factors. The hut will magically fit the space it is created in, with the inside being larger than the outside if needed.

Ball of Fire

For the dye:

Flower, red

Ink, violet

Rust, spoonful

Egg, rotten

For the seal:

Box, flint

Ants, handful

Leather, trim

Lotus, petalled

For the Incantation:

Flail'bre!

The user chooses a point within 60ft. Each creature within 20ft of that point must make a Dodge Check. Gain and spend 8 Temporary D6 Magic Dice. Each creature that failed the check takes **[M]** Fire damage. Each creature that passed the check takes half **[M]** Fire damage.

Confusion

Red yellow green

Green yellow red

Red red green

Yel led red gred

Grow row yod grod

Grellod reen yeen green

Red yellow yellow red

Green red greel

Say it fast and say it thrice, we'll all know what you feel

Each creature within 20ft must make a Recover Check. On a failure, they become Confused until your next turn.

Equipment

After each rest, each character must choose their equipment for that day. They can choose any two of:

- An armament with the **Ranged** property.
- An armament without the **Ranged** property.
- A shield.

They may choose the same type twice (*i.e. two Ranged weapons*).

Once they have chosen that day's equipment, the character gains their associated bonuses. During Danger, only the Active Armaments bonuses are used.

Armaments

Each armament comes with a minor bonus, and a Temporary Die. These Temporary Dice are always replenished at the end of any Rest.

If an armament grants multiple Temporary Dice, only one can be spent per appropriate opportunity.

Bandages

Bandages are great for fixing up bad wounds.

Temporary Die: D6 Grit.

Bandage Up: Whenever you or another creature within 5ft Perseveres, you may have them gain Ward Points equal to half of the Hit Points they restored. You may use this ability twice between rests.

Banner

Banners are inspiring motifs that, though wieldy, can push allies through desperate situations.

Temporary Die: D6 Social

Wieldy: All your attacks deal half damage.

Inspiring: When you Help another creature, you may help an additional creature with the same Die.

Bells

Bells are good at drawing attention to oneself.

Temporary Die: D6 Social.

Attention Seeker: Creatures prioritise you when talking, suspecting, or addressing your group.

Boomerang

A boomerang is a thrown weapon that comes back to its wielder, either from enchantment or skilled design.

Temporary Die: D6 Physical Weapon

Ranged: You ignore the damage penalty when making a Ranged attack. You deal half damage when making a Melee attack.

Bounce: As you attack with a Boomerang, you can spend its Weapon Die to attack another creature within 10ft of the original target. Increase the damage of both attacks by the result.

Crossbow

Crossbows are only good for one thing, and they do it well.

Temporary Die: 2D6 Physical Weapon

Ranged: You ignore the damage penalty when making a Ranged attack. You deal half damage when making a Melee attack.

Cloak

Simple, yet helpful, cloaks guard against suspicion and weather alike.

Temporary Die: D6 Social

Weatherproofing: Reduce all your Checks against environmental dangers by 1, or by 2 if you are Trained in that Check.

Dagger

Sneaky, stabby, and slicey. No one wants to argue with a knife.

Temporary Die: D6 Social.

Quick: Swapping between this armament and another is free.

Flask

Flasks contain all sorts of wicked concoctions.

Temporary Die: 1D4 Poison Weapon.

Ranged: You ignore the damage penalty when making a Ranged attack. You deal half damage when making a Melee attack.

Concoction: As you attack with a Flask, you may spend its Weapon Die to weaken your target. It must make an Athletics Check. On a failure, it becomes Weakened until the end of your next turn.

Greatsword

A massive sword not only helps slay foes, but to convince others that you mean business.

Temporary Die: D6 Social.

Cleave: When you hit with a Greatsword, you may deal Physical damage equal to your Power to another creature within 5ft.

Holy Symbol

A symbol of a god or other divine icon.

Temporary Dice: D4 Magic.

Turn Unholy: Undead creatures are weak to Holy damage you deal whilst you have this equipped.

Devout: When praying at the appropriate shrine, reduce your Culture Check by 1.

Longbow

Longbows are faster to use, and reward the quick reflexed.

Temporary Die: D6 *Physical* Weapon

Ranged: You ignore the damage penalty when making a Ranged attack. You deal half damage when making a Melee attack.

Volley: As you attack with a Longbow, you can spend its Weapon Die to make that many additional attacks. Each attack must target the same creature. Those attacks deal half damage.

Magic Staff

Harnessing the old magic stored in these staves is a frequent resort in the new era.

Temporary Die: D4 Magic.

Ranged: You ignore the damage penalty when making a Ranged attack. You deal half damage when making a Melee attack.

Net

Nets aren't practical weapons, but assist greatly in disarming opponents, or climbing up cliffs.

Temporary Die: D6 Grit.

Netting: Don't roll Weapon Dice when attacking with a Net. Instead:

- The target takes damage equal to your Power
- The target becomes Entangled until it uses an Action to break free with an Athletics Check.

Orb

A magical orb that hones a user's spells.

Temporary Die: D1 Magic.

Magical Focus: Whenever you cast a spell, increase [M] by 1.

Sceptre

A symbol of office, makes a strong bludgeon in a pinch.

Temporary Die: D6 Social.

Symbol of Office: You are Trained in Elocution Checks to gain authorisation and/or entry.

Scythe

A converted weapon for many farmers, their blades are long and sharp.

Temporary Die: D6 Social

Long Reach: You can make a melee attack with a Scythe on a creature within 10ft.

Unholy Symbol

A symbol of a Daearch or other unholy icon.

Temporary Dice: D4 Magic.

Turn Unholy: Divine creatures are weak to Umbral damage you deal whilst you have this equipped.

Devout: When praying at the appropriate altar, reduce your Culture Check by 1.

Whip

Whips are both a powerful weapon, and a helpful tool in the field.

Temporary Die: D6 Grit.

Quick: Swapping between this armament and another is free.

Shields

Shields (*except a Pavise*) can't be used with any weapon with the **Ranged** property.

Whenever a character has to choose which armament to use, such as during Danger, they may also choose to pair that armament with a shield (*apart from other shields and **Ranged** armaments*).

Buckler

Lightweight but sturdy, bucklers are used to disorient attackers for a counter strike.

Temporary Die: Grit D6

Deflect: When hit by a Melee Attack, your AV is 1 higher.

Heavy Shield

Heavy Shields are for those that like to double down on not getting hurt.

Slow Defence: Your AV is increased by 4.

Heavy Backswing: You cannot attack.

Pavise

A mobile piece of cover for ranged weaponry.

Immobile Defence: You can't move. Your AV is increased by 1.

Attack Penalty: Increase your attack rolls by 1.

Ranged Weapon Mounting: You can use a Pavise with a **Ranged** weapon.

Shield

A shield is great for not getting hurt.

Defence: Your AV is increased by 1.

Attack Penalty: Increase your attack rolls by 1.

Game Master's Guide

This section is intended for GMs to use to help them run the game. There is no issue with non-GM players reading this section, but they may find it less useful. That being said, an informed player will be able to interact better with the world.

Shrines and Altars

Throughout Santryl, adventurers may stumble upon places of worship to the Gods or Lower Powers, in the form of churches, shrines, altars, or ritual circles.

At places such as these, players can choose to Pray to any deity or power, though they will see better results when praying to those the place of worship is dedicated to.

When a player's character prays, they should describe how they do so. The whims of the gods and similar powers are unpredictable, so players should not always expect a response. This helps to make the moments that the gods do respond more impactful. That being said, minor boons or benefits should be provided in accordance with the below guidance.

As a GM, you should encourage the use of prayers to strengthen narrative ties or plots, or help players escape situations they may regret entering. Prayers can also be used to offer new narrative paths for characters, or patch up pacing issues.

As a Player, you should use prayers to help your character stand out against the world. Think about which gods they'd respect, revere, or dislike. Though rewards are available, don't expect pity or reliability from the Gods or the GM – they are as fickle as each other.

Natural Pantheon

Those that pray to the Natural Pantheon should rarely be rewarded. However, repeated prayers may reward characters in their time of need. Consider having a Natural Pantheon God intervene slightly to assist a devoted character, based on their history of prayers. Natural Gods' interference should be considerably stronger than that of Civil or Rogue Gods.

Due to the fickleness of the Natural Pantheon, Santryl does not have many wild Shrines devoted to them. As such, most places of worship will be in the form of churches, chapels, or cathedrals.

Civil Pantheon

The Civil Pantheon enjoy intervening in the affairs of mortals, and will respond to most prayers, though with limited power. Characters that pray to them will likely be rewarded in minor ways, such as seeing fairer weather, finding additional rations or gold, or even minor miracles such as clearing rocks.

Due to the responsiveness of the Civil Pantheon, Shrines to them are common across Santryl, as are churches and other larger buildings.

Rogue Gods

Unlike the Pantheonic Gods, the Rogue Gods are always listening in, though they hear prayers the loudest when at Shrines or Altars.

Also unlike the Pantheonic Gods, the Rogue Gods are loathe to assist any but their own devoted, be those Heretics or otherwise associated, such as The Platinum Lady for drakkonkin, or Gorktooth for goblins. Even on these occasions, there is usually a price, such as valuables, treasure, or an implied penalty or debt later on.

The Lower Powers

Daearchs, demons, or other nefarious patrons are also listening to the prayers and pleas of mortals. At Altars, characters can Pray to such devious things, if they dare.

When praying to the Lower Powers, characters can expect no response unless they give up significant valuables or treasure, or give blood as part of the prayer. Prayers using their own

blood, or that of a trusted ally against their will,
will be strengthened.

Magic Items

Potions and Consumables

Many potions and other consumable items are spread around Santryl. As creating such potions is a gradual process, the difficulty of pulling magic across the Veil is less impactful on the efficacy of the potions, so many adventurers still make sure to stock up before heading out on a dangerous expedition.

The only potion that should routinely be available to players looking to buy such things in settlements is the Potion of Healing, a ubiquitous remedy to most ailments. For other stock, try to tailor the type of potion to specific needs of the area. For instance, coastal towns might stock Potions of Waterbreathing, and dwarven mountain settlements might brew many Potions of Ice Resistance. Potions should sell for around 10-20g each, with higher prices being asked by travelling peddlers.

Using a Potion

Standard potion making practice in Santryl employs the use of an activation ingredient to bolster the strength of the potion. Each potion can be used by spending an Action, and many can be used without, by forgoing the activation ingredient for a lesser effect, detailed in the potion's description.

If a potion can be administered to another, they must be willing or unable to prevent it.

Potion of Healing

A red hued liquid to provide healing, its stopper contains an activation component to strengthen the effect.

As an Action, you can drink, or administer to another, this potion to restore 1d10 Hit Points.

You may use this potion without expending an Action. If you do, you don't have time to mix the activation component. As such, the drinker only gains 1 Hit Point.

Potion of Resistance

When this potion is brewed, choose a damage type other than *Arcane* or *Physical*.

This potion is a glassy silver, that changes colour based on the activation ingredient, which determines its effect. It is used to protect against harm.

As an Action, you can drink, or administer to another, this potion to gain Resistance to the damage type chosen for an hour.

You may use this potion without expending an action. If you do, you gain 4 AV until your next turn.

Potion of Waterbreathing

This potion is a cerulean blue, shimmering in the light as though inhabited by schools of tiny fish.

As an Action, you can drink, or administer to another, this potion to gain the ability to breathe underwater for an hour.

You may use this potion without expending an action. If you do, you gain the ability to breathe underwater for one minute.

Rings

Rings are easily worn, but take a toll on the wearer. A character can wear any number of rings, but each reduces their maximum Hit Points by 2. A character cannot benefit from duplicate ring effects. If two rings give the same effect amongst other effects, the other effects are still gained as normal.

Rings generally offer minor but valuable bonuses.

Common Ring List

Obsidian Ruby Ring

Once between safe rests, when you spend your last magic die, you can halve its result to immediately replenish it.

Ring of Armour

This ring gives the wearer +1 AV.

Ring of Health

This ring gives the wearer +6 Hit Points.

Ring of Speed

This ring increases the wearer's Speed by 5ft.

Rare Ring List

Ring of Magical Affluence

Increase the size of each Magic Die you spend by one stage.

Magical Armaments

These magical armaments are usually only obtainable through adventuring.

Spell Tome

When this Armament is created, choose a non-unleash spell. That spell is contained within the Spell Tome.

Temporary Die: 1D1 Magic.

Spellcasting: You may cast the chosen spell.

Armament Modifiers

Some armaments are exceptional in quality, having been enhanced with minor imbuelements to improve their ability. Below are qualities that all Armaments could have.

When creating a modified magical armament, simply select an armament (*pg. 141*) and select a modifier from the list below.

Towns will sell armaments based on the activity of the area; Hunting towns will sell magical bows, and centres of magic will focus on staves and orbs. Magical Armaments are valuable in post-Veil Santryl, and will rarely sell for below 50-100g.

If an armament asks for a choice, such as choosing a number, the choice is made by the GM. If the armament is a request by a character, for example purchased from an enchanter, they may make the choice, and the GM will price the request appropriately, be that in gold or favours.

Aside from the basic modifiers presented below, the GM may decide to add additional effects, such as chances to negate negative effects, or increases to positive effects.

Modifier List

Imbued Spell

When this armament is created, choose a number X from 1 to 4.

When this armament is created, choose a non-Unleash Spell.

The bearer of this Armament may cast the imbued spell once between rests, using the number X in place of spending a Magic Die. The armament's spell may not be cast any other way.

Magical Improvement +X

Restriction: Non-Shield

When this armament is created, choose a number X from 1 to 3.

Whenever you roll or spend a temporary die provided by this armament, improve the result of that die by X.

Overcharged Imbuelement

When this armament is created, choose a number X from 4 to 8.

When this armament is created, choose a non-Unleash Spell.

The bearer of this Armament may cast the imbued spell once between rests, using the number X in place of spending a Magic Die. The spell may not be cast any other way.

When the imbued spell is cast, the caster takes 3[M] Arcane damage, and must make a Recover Check. On a failure, the armament is destroyed.

Unique Items

Unique items are those that were fashioned by a particular individual or institution, and as such are only available in rare circumstance. These items are likely found on the corpses of powerful enemies, or as part of a giant's collection deep in the mountains.

Haematic Tome of Syphoning

A notebook containing encrypted secrets of exploitation via haematic magic.

To use this book, a creature must first decipher it. Its secrets may be revealed by its previous owner. Without guidance, a creature must succeed on 2 Arcanery, 1 Culture, 1 Dodge, and 1 Disenchant Check. Each check can only be made during a rest, and only one check made be attempted per rest.

The Haematic Tome of Syphoning allows a creature to syphon the power of others to fuel their own spells. The owner of the Tome may brand another creature with its sigil (*unwilling creatures must be subdued*). Thereon, whenever they cast a *Haematic* spell, for each creature they have branded within 1 mile, they may also spend one of that creature's Magic Dice to increase **[M]**. Those creatures take the *Haemic Toll* damage respective to their Magic Die's result in place of the caster.

Non-*Haematic* spells may also be casting this way, doubling **[M]**. When cast this way, those spells also incur the *Haematic Toll*.

Each *Haematic* spell cast whilst in possession of the Tome Heals the caster by **[M]** (*after Haemic Toll is applied*).

The notebook informs that common folk usually have a single D1 Magic Die of power (*even if as NPCs they would not normally have such*).

The Feyheart

A suit of armour with layers of enchantments on it, The Feyheart was created with the intent of mass production for military and combat purposes, despite initial designs referencing exploration of dangerous areas.

The Feyheart requires a gemstone worth at least 300g to operate for 1 hour, after which the suit becomes dormant and heavy.

Whilst wearing the activated Feyheart, a creature gains the following:

- Its speed doubles
- Each of its Limits are increased by 3
- It gains Training in Disenchant and Scry
- Its attacks deal an additional 10 Lightning damage.

The Feyheart cannot forcibly be opened, activated or not, except by critically succeeding an Athletics Check. If a creature is inside the Feyheart when it deactivates, it becomes stuck and must force its way out.

Spells

The schools of magic available to player characters is not a comprehensive list; There exist more powerful sorceries and spells that are unavailable to the widespread masses, either through stigma, lack of knowledge, or lack of power to wield them.

The below schools of magic should be used by non-player characters, such as villains. They are generally too powerful for a player to have normally, but a player may be able to learn a spell from exposure, teachings, or acquiring magical items. Allow such things sparingly.

Death

Death magic is a reversal of the natural flow, instead of the gentle draw from the Veil and further planes, the flow is pushed violently back to its source, killing that around which it swirled.

Deathly Sickness

When you cast a *Death* spell, you take on a the Deathly Sickness. For 24 hours after casting, any creature that touches you or things you wear take **[M]** *Umbral* damage. This effect is cumulative.

Circle of Death

Use: Action

Target: Up to 30ft radius, centred on self.

Duration: Instantaneous

Spend a Magic Dice.

Each creature other than you in range suffers **2[M]** *Umbral* Damage. At the beginning and end of a creature's turn, if it is within range, it takes this damage again.

The spell's area follows your movement, remaining centred on you.

Simulacrum

Use: Action

Target: Self

Duration: Until the Simulacrum's demise.

Spend two Magic Dice.

You create a perfect representation of your self, then enter a comatose state. Whilst in this state, you can control the Simulacrum as though it were yourself. You perceive and feel everything the Simulacrum does. The Simulacrum is immune to *Umbral* damage.

Additionally, whilst in your comatose state, you may choose to maximise **[M]** whenever you cast a spell through the Simulacrum. You also maintain a fuzzy awareness of your body's surroundings.

Demonic

Some twisted individuals seek to bring forth demonic entities from the Hellscape, the infernal plane of the Daearchs.

Rituals of Power

Each *Demonic* spell requires a ritual to cast. Each creature that knows the spell can spend an hour contributing to the ritual by spending a Magic Die for that hour, adding **[M]** to the total spell result. When this result reaches 100, the spell is cast. If at any point no creature contributes to the ritual, it fails, and all spent Magic Dice are lost.

Consultation

Use: Action

Target: 5ft ritual circle adjacent to the caster.

Duration: 10 minutes.

Spend Magic Dice as described in *Rituals of Power* above, tripling any **[M]** contributed.

Summon a vision of a Lesser Demon. It must answer any questions asked of it. Lesser Demons summoned this way know all major

demonic secrets, and most mortal secrets. They have limited knowledge on topics of the Divine or about the Heavenly Plane.

Instead of asking for knowledge, you may ask for power. If you do, each creature that contributed 30 or more **[M]** to the ritual increases their Power by 1 until their next rest.

Lesser Demon

Use: Action

Target: 5ft ritual circle adjacent to the caster.

Duration: 1 hour.

Spend Magic Dice as described in *Rituals of Power* above.

Summon a Lesser Demon. It must obey any of the creatures that were partaking in the ritual for the entirety of the final hour. If all of those creatures die, the demon is banished.

Veil

Magic from the Veil breaks comprehension. From world warping magic to illusionary visions, the power of the Veil is in its mystery.

Unstable Source

The Veil has a mind of its own. When you cast a *Veil* spell, make a Recover Check. On a failure, the spell only lasts until the start of your next turn. On a success, if you are currently in the Veil, the spell lasts indefinitely, and becomes part of the Veil. You no longer control the spell, and may suffer negative effects as a result.

Bizarre Belief

Use: Action

Target: A creature whose head you can touch.

Duration: Forever.

Spend three Magic Die.

Describe a belief. The belief can be as complicated or simple as you want. The target now believes in that belief, and will perceive the world and act in accordance with it.

When you cast this spell, make a Difficult Recover Check. On a failure, you also believe in the same beliefs as the target, and lose control of the spell. On success that wasn't Critical, you take **[M]** *Arcane* damage.

Twisted Scape

Use: Action

Target: 1 square mile area

Duration: **[M]** minutes.

Spend a Magic Die.

Describe a landscape. The affected area shifts to match the description, as foliage and fauna become their equivalent, and weather and terrain shift to match. At the end of each of your turns, the area shifts between its original form and the new form.

Each creature attempting to move through the area must make a Recover Check on each of its turns. On a failure, they may only move 5 feet.

Example Complex Encounter

Crossing Ilvmiot Reserve

Ilvmiot Reserve is a reservoir central to the Unvariant Empire. In its centre sits the Forever Forum, where matters of government are decided. The players have some reason to reach the Forum, and must cross the reservoir to do so.

Scenario

The Forever Forum

In the Forever Forum, the Premieres of the Unvariant Empire used to meet and discuss matters of government. Since most of these meetings resulted in no changes to any plans the Premiers had, the Forum stopped convening, and agreed to just be sensible in their decisions.

The island on which the Forum sits is several hours rowing from any shore of the reservoir.

Groknas, Guardian of the Forum

Trapped in the reservoir years ago, Groknas still harbours resentment for the Elves. Despite this, he has made a deal with them: Any vessel not carrying a Premiere is fair game. This deal generally works for the Elves, since the Forever Forum is rarely in session, and Groknas sleeps for years at a time.

The recent disruption from the Veil's appearance, however, has stirred Groknas from his slumber, and he is hungry.

Threats

Groknas

Groknas uses his tentacles to listen for those above the water. Each turn, any creature rowing, swimming, or otherwise moving across the reservoir must pass a Discern check to avoid the

tentacles. A creature automatically fails this Check if they are not aware of Groknas's presence.

If not dodged, a Groknas Tentacle will attempt to grab nearby creatures, before dragging them down to Groknas.

Locations

The Forever Forum

If successful in crossing, the Forever Forum awaits. A small beach harbour holds a shrine to Bow'Tee, before leading up a rocky slope to a stony henge circle of thrones. In the centre of the Forum is a large brazier, and to the north of the island is a cellar entrance, leading down to the archives of the Forum.

Inside Groknas

Those that get pulled underwater may be lucky enough to find themselves inside one of Groknas's stomachs. These stomachs contain wreckage, flotsam, and other strange creatures. Those inside may be able to escape, and swim towards the centre of the lake, where an underwater air pocket houses a pier, used to counsel with Groknas. Stairs at the back of the cave lead up into the Forum's cellar archives.

Increased Dangers

To increase the dangers of this encounter, simply add complications to the travel. For instance, perhaps a wild storm makes Skill Checks difficult on the lake, or a swarm of horrific flying creatures – anything from gulls to demonic entities – pester the characters.

Weather

Changing weather can present a natural obstacle for certain tasks. For instance, sailing and rock climbing are hindered in stormy weather, and blizzards make everything harder.

In some areas, weather will be substantially different than natural cycles. In the Hellscape, weather is a reflection of the reigning Daearch's mood, perhaps causing fevers of body or mind, whereas the Heavenly Plane might provide its inhabitants with more restful blessings.

Santryl

The Heavenly Plane

On the Heavenly Plane resides some of the Deities of Santryl, but it is mostly devout followers, or Angelic beings that encourage and reward behaviour they deem good.

The Heavenly Plane is not ruled, in the common sense, by any powers, but it is maintained by ideals embodied in groups of individuals known as Virtuosos. These Virtuosos represent the seven great Tenets, an opposing force to the Hellscape's Temptations. Unlike the Daearchs, however, the Virtuosos' best blessings are not merely given to any that pledges fealty, but are instead reserved only for those that demonstrate meaningful and impressive acts of the Virtue they wish to represent.

None have ever replaced a Virtuoso in its role, although few across the centuries have joined their ranks. These few were all Angelic beings themselves, and it is unclear if mortals can – or will be allowed to – become Virtuosos.

Charity

Those in need are readily helped by the seven that represent Charity. Quickly the vulnerable will find themselves back in a position to make their own way in the world.

Diligence

Watching from the four corners of the Heavenly Plane, the four Virtuosos of Diligence sit waiting. What they are waiting for, it is unsure, but their task is unending, and they remain vigilant. Each one has their own personal task as well, arduous and repetitive. Without their ministrations the worlds may fall into disarray, or so it is told.

Humility

The most willing to imbue their Blessing, the five Virtuosos of Humility roam the Heavenly Plane on their own, meandering without major intent, other than to find those to impart their teachings or Blessing upon.

Inspiration

Blessings of Inspiration are often given in groups, as batches of hopefuls are tested by the six Virtuosos in trials of giving and helping others, even if they don't need it.

Patience

The only Virtuosos not able to be sought out, those wishing to speak with the Patient Three must wait. If they are fortunate, and if they are worthy, they may find themselves an audience and chance to prove themselves.

Purity

The only virtue upheld by a single Virtuoso, Purity is the absence of lust, impulsive thinking, and gratification. Instead, those that practice Purity show great restraint when confronted by desire, and forgoing mortal needs for the sake of a greater cause.

Little known, though, is that Purity is also masquerading as Thy Purity, Daearch of Envy, in the Hellscape. For whatever reason, this does not seem to influence his advice and judgement in his role as Purity - at least not overtly...

Temperance

With just two Virtuosos, Temperance is very rarely seen giving out their blessing. Instead, their representatives are reserved, quiet, and non judgemental. On the rare occasion an individual is able to impress them, that individual will find themselves imbued with one of the strongest magics available.

The Hellscape

The Hellscape is the infernal plane, where fiends originate and reside. For most of their time, fiends – at least the ones that can think for themselves – live in settlements spread out across the vast landscape. Lava flows and volcanic geysers litter the Hellscape, and the less socially inclined fiends roam freely between settlements.

In the Hellscape rule seven Daearchs, each one personifying a sin of the sapient. Each Daearch imbues those that congregate around it with their own boon of power, that cannot be removed except by that Daearch. To become a Daearch, one must closely align with the sin it represents, and kill the current Daearch.

Avarice

Daearch: Clunk

Clunk was a gnome who fell a little too far. Landing in Hell, she rapidly assimilated by losing parts of her mortal form, replacing them with obsidian prosthetics. She now almost never sleeps, greedy for more and more time each day with which to tinker and upgrade herself even more.

Her Domain looks much like an extended workshop, as she and like-minded fiends work endlessly at machines, donning electrified suits of armour and wielding lightning to strike their foes.

Envy

Daearch: Thy Purity

Originally from the Heavenly planes, Thy Purity grew envious of those on other planes, especially the raw power found down in Hell. Possessing great strength himself, he managed to split his physical form between both planes,

receiving both blessings and curses of both. He regrets nothing and considers his form one of the most divine.

Though his Domain seems modest, it is lined with subtle collections. Statues, roads, architecture, all taken from other places. In his palace, Thy Purity maintains an incredible museum of all he has vanquished or tricked into giving up their possessions. Visitors should be on their guard not to let him do the same to them.

Gluttony

Daearch: Death Cloud (*presumed dead*)

The death cloud of smog rolls across the Hellscape, feeding on anything foolish enough to be in its path. Inside lurked a secret, a dark furnace spewing the smog as a cloak. The furnace seemed to be its own master, with a mind of its own. Now its secret lies destroyed, as with the coming of the Veil did the furnace implode, and the Death Cloud of Gluttony disperse – but to be replaced with what, none are sure.

Lust

Daearch: Amordeus

Amordeus is a Hell born demon, powerful and filled with lust for life, and most things living it. His harem, a collection of every devilish fiend or mortal that is lured to his palace, spends far too much time together to be worried about conquest.

Pride

Daearch: The Dread Toad, Lick

The Dread Toad hails from the Bilencaus bogs, where he was able to slowly amass his power, luring in strangers with his croaks. Now he has

become all powerful, standing proudly above his empire of obsidian.

His city reflects his pride, with statues and constructs dedicated to his glory. His servants gladly create these for him – as well as their own for themselves. The centre of the city is dedicated to Lick, with a great raised platform adorned in art that pleases him, and in the middle he sits, that he may look upon all he rules as it surrounds him.

Sloth

Daearch: Bobby

Bobby comes from another time, a place beyond veils. Cursed with never ending talent and ease, he also knows exactly how most things go in these situations. His complete apathy to trying to change the world led him to just let things happen, and those in hell were waiting excitedly when he finally arrived. No one greeted him though, that's going a bit far...

Bobby's Domain consists mostly of half built structures, often in a state of just-habitable. He has no palace, although clear foundations have been laid. He usually takes any questions or forum, on the rare occasion its in demand, in the town centre, which is identified by the lack of a fountain.

Wrath

Daearch: Zarola

Zarola rules with an iron fist, and several magical blades. A newcomer to hell, she's quickly cemented her place as one of the most wrathful mortals to claim a Daearchy.

Her city is currently being torn down and rebuilt, replacing that of the Daearch before her. Looming spires have begun to rise, but for the most part scaffolding covers the majority of her city.

The Veil

Created after a great struggle fought off an invader from another world, the Veil now thrives as its own plane of existence. Splintered into Pockets, each representing a part of the fractured mind of the invader, whose magic sustains it. Sometimes a Pocket can be warm and inviting, with almost-normal deer bounding along grass hills that shine slightly too green under the turquoise sky. Other Pockets are much deadlier, either caves that lead only forward, sealing themselves behind, or worlds full of teeth – on the ground, on the beasts inside, even on those unlucky enough to venture through.

The Golden Thread

In each Pocket, there carries through the air The Golden Thread, a thin thread of golden light that guides adventurers forward. Each thread has a clear direction of travel, and by following it, any troubled traveler can find themselves slowly emerging into another Pocket. It is said also that after enough time, The Golden Thread will lead its followers back to the Physical Plane.

Spells in The Veil

When casting spells in the Veil, there is always a risk of the Veil taking control of the spell. In the more dangerous Pockets, or if a Veilstrom is in effect, any who cast a spell must make a Recover Check. On a success, the spell is cast as normal. On a failure, any type of effect, such as target redirection, amplification of **[M]**, or even replacement with a new spell, could take effect. The GM should consider what outcome best suits the Pocket.

Veilstroms

When the subconscious mind of the Veil gets particularly roused, there is a chance of a Veilstrom beginning. During a Veilstrom, spells carry an extreme chance of being taken over, and any Check to maintain control of one is Difficult.

The physical effects of the Veilstrom vary, but always include the following:

- Thunder is heard on the horizon.
- Mild quakes rumble underfoot.
- Intensification of current weather.
- Every noise is louder, by varying degrees.

Any changes the Veilstrom might have on the Pocket could also cause:

- Training in Checks to be ignored.
- **[M]** to be multiplied.
- Physical rearrangement of limbs.
- Additional comprehension of languages.
- Flight.

Veilstroms can last minutes or days, so it is generally considered a good idea to leave as soon as they begin.

Known Pockets

In the brief time since the Veil arrived, there have been a few successful ventures in and out. Listed below are some of the Pockets encountered and survived.

It is said that just entering the Veil can cause a new Pocket to be created. These Pockets are often in the image of the entrant, and often in a manner to torment them, a prison of their own inner self made manifest.

Crossroads

A common place to end up, the crossroads has not one, but six Golden Threads, each leading to

a different Pocket. The other ends of these Threads stem from a central location, known as The Well, which resembles a patch of grass with its threads emerging unceremoniously. Despite its tranquil ambience, the Crossroads Pocket holds no life other than fruitless foliage, so it offers brief respite for adventurers before they have to move on.

Myna's Madness

In this tropical forest Pocket, a range of beautiful wildlife resides, and yet any who enter feel a strange sense of wrongness, as any sound they make is instead made milliseconds after the fact, by a choir of Myna birds just out of sight. Truly perceptive adventurers may even be able to make out there shadows, just above the horizon.

Kharalm

Kharalm, or The Oest as it is known to the Torons, is across the seas from Santryl. With a sparse population, and an unforgiving terrain, Kharalm is a frontier wrought with dangers and ancient mysteries.

Oestern Trading Company

A settlement of Torons, the Oestern Trading Company maintains control over Safe Haven, their major port city, as well as other smaller settlements dotted across Kharalm. Most of their wealth comes from trading with the people of Lodestowne, and mining precious lodestones from the mountain ranges. Several excursions are arranged with Ra-Khel guides into their ancient temples, in search of treasures and knowledge.

Ra-Khel

A mysterious species of bird-like humanoids, the Ra-Khel live in the mountainous region of Kharalm, and it is they who give its name. Practising cultural rituals honouring the sun goddess Ra, the Ra-Khel live mostly secluded lives, seldom leaving to communicate with the other tribes in Kharalm, deeming them inferior heathens. They are a proud species, and despite never mingling with other cultures, maintain a strong military sect, as a display to the goddess that they are worthy of their continued blessings. From time to time, as The Calendar dictates, the Ra-Khel migrate their settlement across the mountains, leaving behind old ruins and ancient temples, and building new ones wherever they settle. For many adventurers, the legends of old temples full of riches and wondrous ancient artefacts serve as a lure to Kharalm and its mountains.

The Calendar

One of the most important aspects of Ra-Khel rituals is respecting The Calendar. An ancient prophecy written by long forgotten seers, The Calendar predates much of Kharalm, and has been eerily correct in its predictions, although those living through the events foretold are often skeptical of its precision, and attribute much of its performance down to luck and vagueness. A Ra-Khel's day of birth holds significant value, and decides the path a new child will walk later in life. For most, this merely pushes or hints towards a future as a farmer or labourer, but for those unfortunate few born on the full moon – or an empty moon – it means a life of exile or sacrifice.

The Lunar Cycle

From The Calendar, the lunar cycle impacts the Ra-Khel culture significantly, with the waxing and waning of the moon being signs of change and growth, allowing for progression for those born under it. However, the full moon and empty moon are regarded as signs of stagnation, or immediate turning of fortune, and those born under them are regarded as the unlucky, and bad omens. These few are allowed to live amongst the Ra-Khel for their maturing years – albeit experiencing lesser lives than their peers, and once they have gained maturity, they are given the choice of exile, or self sacrifice in the hopes of appeasing the great Ra.

The Sooth

An ancient civilisation from the south, the Sooth had a fascination with time magic. Their end goal, which ended up causing a civil war against the Morak faction, was to perfect the loop of reincarnation, such that they could live forever with no new souls, just endless life.

What ensued was a war with the Moraks, who were against the idea, despite being the first to

create the technology and magic required. Whatever they saw in their creation upset them, and after a long war they eventually lost, banishing themselves away from the Sooth as a last resort, in the hopes of recovering themselves in peace.

The Moraks

After their war with the Sooth, the Moraks were bound to metallic skeletal bodies, in a cruel twist of fate becoming immortal and timeless.

Hidden away at the bottom of the ocean, just east of Kharalm, the Moraks slumbered for many years, until devastation in Safe Haven sunk a ship of adventurers, who managed to help restore the Morak city, Morakura, to above the ocean. Led by King Nos Crow, they now work alongside the OTC in case the Sooth start any strange plans.

The Bilencaus

Long ago, the ancient civilisation of the Sooth grew too ambitious, and collapsed in a civil war against the Morak faction. The resultant fallout left the continent south of Kharalm almost uninhabitable, as the radiant magic in the land contaminated the air and made it unbreathable for most mortals.

A few animals and creatures could resist or absorb the magic, and thrive in the now boglands of the Bilencaus. They are inherently dangerous due to their magical adaptations, and those few that trek between settlements take great care to stick to the paths.

Toxic Rana

The Rana in the Bilencaus are uniquely suited to the toxic air, being able to hold their breathe much longer than other species. This led to most settlements being founded by Rana, with them then welcoming others in need inside.

Despite this, some of these Rana consider themselves the rightful rulers and superior species in the Bilencaus. Their natural advantages and cultural dominance in the area emboldens some Rana to turn to banditry or other devious ventures.

Soothian Ruins

The ancient culture of the Sooth once resided in the Bilencaus, and their departure is what led to the collapse and radical transformation of the ecosystem. Scattered throughout the bogs and swamps are pyramids and dungeons, filled with machinery spewing toxic magical energy, but no doubt containing valuable gems and artefacts.

These ruins frequently lead to brave adventurers attempting to recover the treasures within,

though few ever make it out successfully, or even alive.

The Drakkon Realms

North of Kharalm lies the Great Realms, inhabited and ruled by drakkons, drakkonkin, and kobolds. The nation is split into many Realms, each one presided over by a different Drakkon Lord or Lady, and each has its own cultural focus with which to enrich the Great Realms.

Caves of Origin

The cave in which the Platinum Lady was born. Carved from her initial fury, and sculpted by her succeeding calm, these caves extend for miles. Former warrens of ancient kobold cultures run amok through the rocks, with pools of water and errant passages of light breaking the patterns up.

High-Watch Coast

Jagged rocks and stony cliffs guard this realm, deterring any to approach from anywhere but the established ports and harbours. The wrecks of smugglers and curious fools serve as a quick reminder for any thinking of sneaking ashore.

On the shore, the realm is scattered with small war camps and outposts. Each war camp is proudly self-sufficient, but still embraces exchange of goods from other camps, only relying solely on their own produce in times of war.

Small areas of hilltops are guarded and watched closely, for inside lurks those that would threaten the Great Realms. Strange creatures have always crept inside the hill tunnels, ranging from the feral beasts of great stature, to the more horrifying creatures of night, and their unholy thralls.

Great Mines

Up in the Silver Mountains, the Great Mines work their way through ore vein after ore vein. The kobolds of the region exploit these to the benefit of all the Great Realms. Though metals are present across many of the Realms, they are most concentrated and with great diversity in the Great Mines.

The mines are spread out into small processing centres, which lack any identity or culture of their own, with the main focus of the Silver Kobold culture being focused in the large city of Argentum. Kobolds are frequently rotated between processing centres, to encourage knowledge about all the metals in the Realms.

Fields of Change

The Fields of Change are mostly empty. Far stretching fields of grassland, interrupted only by an occasional tree, separate the lonely farmsteads and inns that make up the populated areas of the Fields. This Realm attracts those that are lost, and offers a chance for them to leave their home Realm in order to seek a more comfortable life.

Farmsteads are run by the oldest drakkonkin families, and warmly welcome any lost kobolds into their employ. The steads rarely have more than a few houses on them, encouraging new steads to be built instead of expanding existing ones. Inns are run by any kobold brave enough to build one. Many travellers pass through the Fields of Change on their way to other places – such as the Golden City – and as such these routes attract the bandits and miscreants who prey on the defenceless.

City of Gold

The Golden Realm is restricted to the City of Gold. Forsaking quantity of land, the Golden Drakkon chose instead the quality of the land. The City of Gold houses all sorts of merchant

guilds and artisans, who take the resources sold by those from the outer realms, and turn them into crafted commodities.

Crafted Mountains

Up in the copper Realms lie the mysterious villages of the Crafted Mountains. Each village specialises in their own unique craft, be it music or woodwork or carving, and guards its secrets mostly closely. Whilst kobolds are encouraged to travel when they are young, they are also expected to commit to a craft for their adult profession.

The Storm Islands

Once an archipelago of islands, ruled by pirate lords and a proxy king, the Storm Islands were home to monstrous creatures and terrifying storms. The people of these islands joined together and bound the former, whilst enduring as best they could the latter.

In the New Dark Age, the Storm islands are locked in a perpetual tornado, raising the islands up into a vortex storm. Ships have been repurposed to fly on these new currents, and reinforced with steel to better defend against mid-journey debris. Ancient sea creatures, once locked away, now terrify any prepared to descend to the old lands, in search of ancient wisdom or artefacts of magic.

Darkbeard

Once known by another moniker, Darkbeard used to be more jolly in his pirating. Now he leads what few remain of his crew as pioneers in the new age. Taking on jobs as protectors, negotiators, and mercenaries, Darkbeard's crew are well renowned throughout the Storm Islands as the best in the business.

But for another reason is Darkbeard known by all, as he is the last survivor of the original pirate lords. There are legends of the others each reaching their own demise, through misfortune or greed, as they in turn delved back into the capital island in search of relics. The rumours say that Darkbeard is the only one to have been down and returned, but any treasures or terrors he found down there he is reticent to share.

Tempest Croconids

Long ago, from far overseas, the croconids of the east migrated to the Storm Islands. From their now-ruined land of the restless fields, these

creatures are hardy and tough, able to swim incredible distances and weather the toughest swarms. So it is that in this new era of the Storm Islands, the croconids have found themselves well equipped to endure its challenges. As they take on each storm, though, so too does the Veil's magic slowly touch them, changing and moulding their physiques ever so slightly into even stronger versions. The trade-off, so far, is unknown...

Bestiary

Below are listed some example enemies and monsters, with some guidance on how to utilise them.

Enemies and Monsters Dying

Unless mentioned, enemy monsters immediately die when reduced to 0 Hit Points. The GM may ascribe importance to an enemy or monster, and give them the Dying condition instead.

Speed: All enemies and monsters have 30ft speed unless stated otherwise.

Size: All enemies and monsters are Medium unless stated otherwise.

Making Enemies and Monsters

Each enemy and monster has a description and small guide on their usage. In most cases, these descriptions will not feature Attributes, Armour Value, or Hit Points. Instead, any unique abilities the monster has will be listed.

To determine the missing qualities of a monster, consider its threat towards the player characters

Weak Threats

Weak threats are monsters that players encounter between major encounters, or as supporting enemies under a stronger monster.

Hit Points and Armour

As a general rule, weak monsters should be killable in a single hit from a Soldier. Thus, the Hit Points of a weak monster should be:

5 x Player Character Level

Weak monsters generally have 0 AV, though some monsters, such as those made of tough material like stone, will do so.

Attribute Spread

Weak monsters should have a total of -3 to their total Attributes. This is usually represented as a +1 in a single Attribute, a -1 in two others, and a -2 in a final Attribute.

Weapon Dice

Weak threats should never be able to kill a player character in a single attack. As such, their Weapon Dice should either be 1D6 or 1D8 per player character level.

Magic Dice

Weak threats are still allowed powerful magic. A weak monster should usually have a D6 Magic Die, and its entry in the Bestiary will specify how many it has. If a weak monster has an ability that deals damage via spending Magic Dice, instead it should have D4 Magic Dice.

Medium Threats

Medium threats are often found leading a group of Weak threats, such as a more competent bandit in a troupe, or an older, stronger animal in a pack.

Hit Points and Armour

As a general rule, medium monsters should be rarely killable in a single hit from a Soldier. Thus, the Hit Points of a weak monster should be:

10 x Player Character Level

Medium monsters should have armour to match the average player. This leads to an Armour Value of:

2 x Player Character Level

Attribute Spread

Medium monsters should have a total of 0 to their total Attributes. This is usually represented as a spread of +2, +1, 0, -1, -2.

Weapon Dice

Medium threats should occasionally be able to bring a player character to very low health in a single attack. As such, their Weapon Dice should either be 1D10 or 1D12 per player character level.

Magic Dice

Medium threats are commonly equipped with powerful magic. A medium monster should have at least a D8 Magic Die, and its entry in the Bestiary will specify how many it has.

Strong Threats

Strong threats are rare, and should usually be the final threat or two in a party's chosen adventure.

Hit Points and Armour

As a general rule, strong monsters should be able to take several rounds or a high use of resources from the party. Thus, a guideline for Hit Points is:

30 x Player Character Level

Strong monsters should have armour to match the average player. Despite not being different from medium monsters, this ensures that players can still damage the monster and whittle it down. This leads to an Armour Value of:

2-3 x Player Character Level

Attribute Spread

Strong monsters should have a total of 5 to their total Attributes. This is usually represented as a spread of +3, +2, 0, 0, 0., focusing on giving the monster strengths rather than weaknesses.

Weapon Dice

Strong threats should occasionally be able to bring a player character to very low health in a single attack. This isn't increased from medium

threats, as the extended health and duration of the fight increases the likelihood of this happening. As such, their Weapon Dice should either be 1D10 or 1D12 per player character level.

Magic Dice

Medium threats are commonly equipped with powerful magic. A medium monster should have at least a D8 Magic Die, and its entry in the Bestiary will specify how many it has.

Making a Unique Monster

Sometimes a champion amongst goblins emerges, or a particularly strong undead mage persists in its tomb. Whilst there is no simple way to create a perfect champion enemy, some suggestions are:

- Increase its Attributes by 1-5
- Increase its Hit Points by 10-30
- Give it additional Magic Dice, and/or additional Spells.
- Give it a single piece of a Player Class, such as Soldier's *Lord of War*
- Give it an additional turn during Initiative.

Rival Enemies

For enemies (*or allies*) that play a significant part in the world or story, consider treating them as player characters, with full Class abilities instead of just using monster statistics.

Since it's a lot of investment to create these creatures, it's a good idea for them to not directly engage player characters until climactic moments.

Monstrous Enemies

Monstrous enemies are enemies that represent a serious threat to a party, usually cannot be bargained with outside of exceptional

circumstance, and may even have infamous reputations as individuals.

Monstrous enemies always have at least three turns per round during Initiative, and may even have more.

Monstrous enemies can also take two Actions per turn.

Monster Creation Traps

Sometimes aspects of a monster or threat seem fun, but actually turn out to hinder the player experience. This can be engaging for one-off encounters, such as final fights or confrontations with rivals, but can be tiresome when repeated.

Below are a few examples:

The Big Strong Single Threat

It's common to want to place a single, threateningly large enemy as the final encounter for an adventure. This isn't a problem on its own, but can quickly spiral out of control.

Resource Usage

When a party encounters a single monster, they may be tempted to quickly burst it down with all their resources. When this happens, one of two things happens:

- The party immediately kills the enemy, and the encounter feels too easy
- The party fails to kill the enemy, and the remainder of an encounter feels like an inevitable slog towards the party's demise.

Healing

Sometimes a monster being able to heal makes sense, and should be used accordingly. However, a monster healing can significantly slow down an encounter, as well as demotivate the players regarding their usefulness in the combat. Instead, consider giving the monster more Hit Points to begin with, or decide if that

encounter actually needs the increased durability.

Player Healing is sparse in *Beyond the Veil*, for the same reasons as above. Instead, Armour, Increased Hit Points, and high damage Attacks are used to speed up encounters and make each moment count.

High Armour

High Armour is a relatively obvious issue: too much Armour removes the ability for players to beat the monster. The exceptions that would encourage high armour – such as a monster requiring a specific ward to be lowered or being released from stasis – all have reasons that would discourage a narrative from allowing a combat to occur.

Consider any sufficiently Armoured creature to instead be an object for the purposes of deciding if a combat should occur. If a combat is inevitable, introduce some factor to narratively explain such a creature's lack of impenetrability.

Divine Aegis and Effect Nullification

Most creatures are vulnerable to various effects that instantly kill an enemy. Allowing players to use these effects is important. As such, whilst the spell *Divine Aegis* is in the game for preventing final enemies instantly dying, it should be used sparingly.

Alternatives include:

- Heavily telegraphing that such an enemy has retainers maintaining one or more Divine Aegis spells on him in the run up to a confrontation, allowing these retainers to be removed.
- Using multiple enemies as ringleaders of an operation, allowing instant kill effects to alter but not trivialise the encounter.

The same is true for other minor effects – making enemies resistant to damage types is an important facet of monster creation, but should

an element that players make heavy use of be commonly resisted, the players likely won't enjoy the experience.

A Horde of Rats!

Sometimes there's a horde of rats in a basement, or within one of Onchus's many ratfolk warrens.

When such hordes are used, it can massively slow down gameplay as each creature takes an Action. Instead, use groups of creatures with stronger attributes to represent multiple enemies, and speed up combat. When these enemies are hit by area abilities or spells, consider amplifying the effect against a horde creature, such as by multiplying damage dealt.

The Villain is Super Strong

Villains should be strong. After all, they are usually the ones behind any misdeeds or crimes the players are investigating – or roadblocks in the players' misdeeds themselves. However, villains can be *too* strong:

Too Many Actions

When a single enemy takes too many Actions in a round of Initiative, it can feel to players like their turns are less meaningful. To solve this, whilst keeping hyperactive enemies true to their nature, consider giving enemies turns purely for minor, ineffectual things, such as shouting at the player characters, praying to gods, or extravagantly switching their weapon or stance.

Too Much Damage

Hit Points help bring tension to the game. If an enemy can effectively wipe out all of a player's Hit Points in one blow, it nullifies any forethought the player put into increasing Hit Points, Armour, or Resistances. Instead of simply increasing the damage dealt by a strong enemy, consider attaching a condition to any attacks made – a Poison wielding alchemist

could Blind or Paralyse targets, which still allows for players to resume their Actions later on without fear of instantly dying.

The Creature Needs a Specific Item

Some creatures are presented as untouchable, or overpowered, until a specific condition has been met. This could be an ancient, rediscovered spell being cast, an item being brought near the creature, or allies of the creature being swayed.

In any case, players are prone to either missing, forgetting, or ignoring these requirements. Whilst it can be frustrating to ruin a narrative, there are several ways to lower the cost of a combat with such an overpowered creature.

The Counter is in the Encounter

The simplest solution is to provide a way to remove a creature's power mid-encounter. Perhaps a monster is relying on magic crystals, which can be destroyed – either off of the monster's body, or in its lair.

It Was All Lies

If players somehow miss all of a GM's expertly placed hints, words of advice, and explicit warnings, they can end up fighting a monster with no narrative answer to its power being reduced except one: it was all a lie. The power the monster claimed to have was never there, or has since expired. Perhaps the monster is still strong, just not as strong as the players were led to believe. Be sure to make a point about the deception.

Divine Intervention

If all else fails, and a monster or encounter truly is too strong, the GM can always use a god to save the party. It can feel cheap, but sometimes a narrative continuing is preferred to a sensible, but short-lived, conclusion. It can also lead to further plot hooks, should salvation have a cost.

Beasts

Fauna

Many of the fauna seen in the real world is present in Santryl. Deer, wolves, and snakes roam Toron and the Unvariant Empire. Lions, elephants, and snakes make their homes in the eastern savannah fields of the goblin lands. And in the dwarven mountains, it's not uncommon to find goats, eagles, and snakes.

An exhaustive list of these creatures is not provided, though there is a basic Fauna template below.

Usage

Fauna make great bystanders for various effects. They can be victims of nearby terrors, interesting livestock, or demonstrative of nearby magical effects.

Fauna Small/Medium/Large

Hit Points: 1/2/3 x Base

Resistance: N/A, **Weakness:** N/A

Weapon Dice: 1/2/3 x Base

Nature's Strength

Larger Wild Animals multiply the base Hit Points and Weapon Dice for their threat level.

Wild Animal

Wild animals are Hostile to any creature that isn't another of the same animal.

Veil-Touched Beast

Drakkons

Drakkons themselves are rare in Santryl, with the one true dragon being known to reside inside in the Fire Spire in the south west. However, Drakkonkin and Kobolds are widespread, though small in number.

Drakkonkin

Stoic champions of their kind, Drakkonkin are born protectors, leading their lesser kin into danger. They inherit a resistance to certain damage depending on their lineage, which is represented in their skin colouration.

Usage

Drakkonkin are usually not aggressors, and should at worst be represented as hired muscle, or desperate wardens of the weak. Having one or two trying to corral a gang of Kobolds can be a good way to challenge a party's sympathy.

Drakkonkin

Resistance: One damage type that isn't Physical or Arcane, **Weakness:** N/A

Magic Dice: 1

Drakkon Breath

Spend a Magic Die.
Each creature in a 15ft line from the Drakkonkin takes **[M]** damage. The damage is the same type that the Drakkonkin resists.

Goblins

A crafty group of species that inhabit the eastern part of Santryl, goblins are known for their makeshift weaponry.

Goblin Rascal

Causing mischief wherever they go, Goblin Rascals are usually responsible for illicit activities in fringe villages.

Usage

Rascals should be used as ne'er-do-wells running low-stake schemes, usually as introductory opponents for characters. Alternatively, Rascals can be used as minions for higher rank goblins.

Goblin Ruffian

Resistance: N/A, **Weakness:** N/A

Magic Dice: 1

Grenade

Choose a location within 30ft and spend a Magic Die. Each creature within 5ft of the location must make a Dodge Check or take **[M]** fire damage.

Groknas Guardian of the Forum

Trapped in the reservoir years ago, Groknas still harbours resentment for the Elves. Despite this, he has made a deal with them: Any vessel not carrying a Premiere is fair game. This deal generally works for the Elves, since the Forever Forum is rarely in session, and Groknas sleeps for years at a time.

The recent disruption from the Veil's appearance, however, has stirred Groknas from his slumber, and he is hungry.

Groknas's Tentacles

Used as feelers to search for potential prey, Groknas's Tentacles aim to subdue and submerge.

Groknas Tentacle

HP: 8, **AV:** 3

Resistance: Umbral, **Weakness:** N/A

P: 1, **D:** 3, **K:** -3, **F:** -3, **W:** -3

Weapon Dice: 1D6 Umbral.

Grip

When a Groknas Tentacle hits with an attack, the target must make an Athletics Check. On a failure, that creature becomes Prone until the Groknas Tentacle dies, or if it attacks another creature.

If the target is underwater, it makes the Athletics Check three times, but need only fail once.

Drown

As an Action, the Groknas Tentacle can drag a creature affected by its Grip 15ft down into the

water.

Rana

Rana deal with poisons, knowing well what heals and what is toxic to a body.

Bog Rana

Bandits in the corrupted areas of the world, the Bog Rana loot and steal from travellers that are already struggling through the dangerous landscape.

Usage

Bog Rana should be used to either introduce an area as a poisonous or toxic one, or to harass higher level characters as they face another challenge in such an area.

Bog Rana

HP: 8, **AV:** 7

Resistance: Poison, **Weakness:** N/A

Magic Dice: 2

Poisoned Weapons

When the Bog Rana hits with an attack, it can spend a Magic Die to deal **[M]** poison damage.

ROCKMAN

ROCKMAN lives in cave. ROCKMAN makes sure anyone who comes in gets smacked by ROCKMAN's club. Sometimes ROCKMAN lets others stay, because ROCKMAN cares for the weak.

ROCKMAN was put here by the giants, to make sure some places stay hidden. ROCKMAN takes its job very seriously. Do not mess with ROCKMAN.

Usage

ROCKMAN should be used to deter parties from making too many rests in dangerous caves. ROCKMAN can be bargained with, and may even help those it considers weak or friends. ROCKMAN prefers not to help those that are too powerful, or that it suspects of wanting to uncover the secrets ROCKMAN is protecting.

ROCKMAN

Resistance: Physical, **Weakness:** N/A

Skills: Culture, Intimidate, Observe

Language: Common, Giant

Giant's Guardian

ROCKMAN cannot die. If ROCKMAN dies in its cave, it returns again at sunrise as it reforms from the stones. Otherwise, ROCKMAN reforms at the nearest cave, and makes its way back to its cave.

Undead

Skeleton

Skeletons are the backbones of a necromancer's army. Usually used as a way to slow down those that oppose the necromancer, they are often used as workers on simple machinery too.

Usage

Skeletons should be used to present a violent, ever-present danger in a dungeon or encounter. Keeping combat characters busy can provide good tension in a fight, especially if those characters are needed to take care of more menacing enemies or problems.

Skeleton

HP: 1

Resistance: Umbral, **Weakness:** Holy

Fragile

A Skeleton's maximum Hit Points is always 1.

Reanimate

Whilst the source of the skeleton's animation is still active, any skeleton that is killed will reanimate with 1 HP at the beginning of its next turn. On that turn, it can only take the Action: Full Move.