Beyond The Veil

A d20 based ttrpg rule-set within a low-magic setting.

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 in 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.

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.

To this end, combat, environmental challenges (referred to as "Grit" encounters), and social encounters have been clearly split. Lots of things – such as moving AND attacking on one combat turn – are more limited than in other games, in the hopes that by lowering the average power, those that can do more really feel the effects.

Finally, 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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Basic Rules and Terms

Maths

If an effect ever asks to half a value, always round up.

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.

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.

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.

Focus

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

Will

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

Attribute Values

Each Attribute has a value. This can be negative or positive. Characters start with a set of Attribute Vales, that will increase in as they gain levels.

During gameplay, various things may ask a character to use or add an Attribute Value for an attack, skill, or similar action.

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 10, with later levels being slower to increase from than earlier levels.

Hit Points

Each character has a number of Hit Points, a representation of how much they can endure in combat 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 characters immediately die when reduced to 0 Hit Points.

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

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.

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.

Weapon Dice

Weapon Dice represent the damage dealt with a weapon by a character. They are rolled each time an attack hits. Most characters will have one or two Weapon Dice, that may vary in size or damage type.

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 wildcard dice. When spending a Grit or Social Die, a Magic Die can be used in place or in addition to the normal die. Most Magic Dice are D4, but some characters may be able to increase this. Magic Dice are few in availability for most characters. Magic Dice replenish during rests, but at a slower rate than the other dice.

Temporary Dice

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

Saves

Some effects will ask characters to make a Save. In each case, the relevant Attribute will be listed; for example, a character may need to make a Power Save.

To succeed on the Save, they must roll an equal or higher value than the Challenge of the effect.

Save Training

When making a Save, the listed Attribute Value is added to a die roll. This die is a D10 if a character is not trained in the Skill, and a D20 if the character is trained in the Skill. In addition, a player may choose to simultaneously spend a Magic Die to increase their result.

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, Umbral, Fire, Holy, Ice, Lightning, Physical, 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.

Spell Challenge

When a creature does something that provides its target an opportunity to resist, the default Challenge of the Save is based on the character's Spell Challenge.

A character's Spell Challenge is listed in its class description.

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.

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 restore some Hit Points, and replenish some of their Dice Pools:

If they are below half their maximum Hit Points, they restore enough Hit Points to have half their maximum Hit Points. Otherwise, they may use the Persevere Skill once without spending the rolled Grit Die. *(They must have a Grit Die prior to beginning the rest).*

They then replenish 1 Grit Die or 1 Social Die per class level. Depending on their Focus, they may also choose to replenish additional dice from any pool *(including Magic).*

Focus	Additional Dice
1 or less	1
2-3	2
4 or more	3

Morale Affirmations

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

Morale 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, or demonstrates their Morals, they are considered to have Affirmed their Morale.

When a character acts against their Motivations and Morals, they are considered to have Rejected their Morale.

Affirminations and Rejections do not cancel each other out.

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.

Additionally, consider if a character has Rejected their Morale:

→ If a character has not, there is no effect.

→ If a chracter has, they must make a Will Save (10). On a failure, they spend either a Grit or Social Die, and mark down the failure.

Conflicted Morale

When a character has failed three Will Saves against Rejecting their Morale, they become Conflicted.

That character first clears all the failures marked down.

That character then makes a final Will Save (13).

On a success, the character overcomes their conflict, and becomes Resolute.

On a failure, the character stays Conflicted.

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 an equal or higher value than the Challenge of the Check.

Skill checks will be described in the following format:
Skill Check (Challenge)

For example, a skill check of

Athletic Check (10)

Requires the creature to make an Athletics Check of Challenge 10. To succeed, they would need a total result of 10 or higher.

Skill Training

When making a Skill Check, the listed Attribute Value is added to a die roll. This die is a D10 if a creature is not trained in the Skill, and a D20 if the creature is trained in the Skill. In addition, a player may choose to simultaneously roll a die from the associated die pool for the skill.

Challenge Difficulty

When determining the Skill Challenge, use the table below to estimate the appropriate Challenge. Note that many creatures and characters will overstep the bounds via Magic Dice, but this is encouraged.

Difficulty	Challenge
Anyone should easily succeed	0
Anyone could succeed, but with challenge	4
Hard for most	8
Achievable by those skilled in the task	12
Difficult even when trained in the task	16
Exceptionally hard to succeed	20
Impossible but for great skill, luck, or magic	30

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 asked to make a skill check for that skill, add the Attribute Value to the result.

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.

Athletic (P)

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

Recover (F)

Used to set up camp in harsh environments.

Disarm (D)

Used to disarm traps, secretly lift items from a creature, or open locks.

Persevere (W)

Used to replenish lost Hit Points. Automatically succeeds. On success, roll a Grit Die and add your Will. Restore that many Hit Points. If a creature is not trained in this skill, they restore half as many Hit Points.

Track (K)

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

Social Skills

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

Culture (K)

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

Elocution (W)

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

Intimidate (P)

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

Observe (F)

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

Sneak (D)

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

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 Tier 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.

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

Arcanery (K)

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

Arcanery can be used to cast spells from Spell Scrolls. To do so, a character must make an Arcanery Check and choose to commit a number of Magic Dice. The Challenge is determined by:

10 + Magic Dice Committed.

On a success, the spell is cast, using the committed Magic Dice as the spell requires.

On a failure, the committed Magic Dice are considered spent, and the character takes Arcane Damage equal to the result.

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

Curse (W)

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

Can attempt to place a Weak Condition or a Strong Condition on a target. The Challenge scales with the Condition.

Condition	Challenge
Dying	35
Paralysed	25
Frenzied	20
Weakened	15

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.

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. The Challenge is determined by:

15 + Magic Dice committed *(to the enchantment)*

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 Disarm Check, with a Challenge equal to half the original Disenchant Challenge.

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

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. The Challenge is determined by:

15 + Magic Dice committed.

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 Focus Save to maintain it. This save has Challenge equal to:

Magic Dice Committed + Times Used Since Rest

On a failed save, the Imbuement is lost.

If a character fails the Imbue Check, the committed Magic Dice are considered spent, and the character takes Arcane Damage equal to the result.

Scry (F)

Used to attempt to find out new information by tapping into the Veil's magic. On failure, causes character to lose dice from a dice pool.

Buffs and Conditions

Buffs

Buffs are positive effects that can affect creatures.

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

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 Will Save. 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.

Conflicted

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

A conflicted creature rolls a D6 for all Skill Checks, even if they are Trained in that Skill. 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 Focus Save (10). 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)*.

At the beginning of a dying creature's turn, they may roll a D20. On a 15 or higher, they may use the Persevere Skill *(they must have a Grit Die available)*.

If the creature restores any Hit Points by any means, it is no longer Dying. If in combat, the next action it makes can only be a Full Move Action.

If a creature spends 3 consecutive combat turns Dying, it dies.

Paralysed

A paralysed creature cannot move.

A paralysed creature's AV is reduced by 5.

Any attack against a paralysed creature deals maximum damage. If a creature would normally resist that damage, instead it takes rolled damage as though it neither resisted the damage nor was paralysed.

Weak Conditions

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

Distressed

A distressed creature does not add their Focus or Will to relevant Skill Checks or Saves.

Frenzied

A frenzied creature must attack 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

Whenever a weakened creature would roll a D20, it instead rolls a D10.

Whenever a weakened creature would roll a D10, it instead rolls a D6.

Combat

In combat, each creature rolls a D10 and adds their Dexterity Value. This is each creature's Initiative, and determines the turn order. The aggressors of a combat roll a D20 instead.

In Initiative order, each creature in the combat then takes its turn.

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

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".

Combat Turns

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

Move Action

When in combat, creatures may move based on their Dexterity Value:

Dexterity	Movement *(feet)*
1 or less	10
2-3	20
4 or more	30

When next to an enemy creature, the cost of moving is doubled.

Creatures must have at least the required movement to make a move. This means any creature with only 5 feet of movement may not move if next to an enemy.

Combat Actions

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

Combat Action: Attack

Using their weapon, the creature makes an attack. Roll a D20, then add Dexterity to the result, if the attack is ranged respectively. Additionally, a creature may spend a Magic Die to increase the attack roll.

If the total result is equal or higher to the target's Armour Value (AV), the attack hits. Otherwise, the attack misses.

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.

Ranged Attacks

Ranged attacks, when used correctly, can be much more impactful than melee strikes. However, with distance comes difficulty to hit. If the target is farther than 30 feet from the attacking creature, or if there is an enemy creature within 5 feet of the attacker, that creature rolls a D10 instead of a D20 when rolling to hit.

Many caverns, dungeons, and other locations are smaller than 60 feet across.

Combat Action: Full Move

A creature opts to reposition, using all their time to move. They make a Move Action, with the following bonuses:

They gain an additional 30 feet of movement. They have no penalty for moving due to being next to an enemy.

Combat Action: Change Equipment

A creature spends their time swapping their weapons, armour, or any other equipment they have. They 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 Disarm Check (10 + target's Dexterity)

Combat Action: Use Skill

Sometimes a skill is useful in combat. 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 Combat 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 character is trying to do, or if it is possible at all.

Reactions

Each creature has the opportunity to use its Reaction each combat round. There are no base Reactions, although classes and other features may provide some to creatures.

Only one Reaction may be taken by a creature each round.

Equipment

EQUIPMENT WILL BE EXPANDED ON TO BE MORE INTERESTING.

Each class can use any weapon, with damage dealt determined by class, not the weapon itself. Most player characters will carry a ranged option as well as a melee option. When holding a ranged weapon, shields cannot be used.

The main types of equipment for combat purposes include:

- **Ranged weapons:** these must be used with both hands. Any feature or item that requires a free hand cannot be used whilst holding a ranged weapon.

- **Melee weapon:** can be used whilst holding another item, but may have penalties when used in such a manner.

- **Shield:** provide a bonus to AV, but at a cost to attacks.

- **Armour:** can be removed or worn as part of the Change Equipment action, but usually is changed prior to a combat scenario. Most armour does not provide the base AV of a character *(this is instead based on class),* but may provide alternative benefits or penalties.

Other aspects of weaponry *(such as two hand wielding, blunt/slash divides)* are not codified. Instead, penalties for using off-hand equipment such as shields represent the loss of damage when not using

both hands. Similarly, other features may represent a trade off in this regard.

Armour Value

Armour Value (AV) determines how difficult a creature is to hit. For player characters it is determined by their class. Some classes may increase their armour via different Attributes. Characters can also purchase armour in town to increase their AV.

Shields

When bearing a shield, creatures gain the following effects:

They increase their AV by 2.
They decrease their attack rolls by 2.

Shields give no benefit if attempted to be used whilst holding a ranged weapon.

Keeping Combat Fast

Combats should ideally be kept within 2-4 rounds for most small encounters, with climactic fights breaking this rule. This helps both pacing and keeping players engaged, as well as ensuring non-combat characters don't cower in the corner for too long.

Keeping Combat Interesting

Some encounters, such as climactic finale combats, warrant more interesting actions than the basic attacks.

For such encounters, consider allowing additional actions to affect the area. This could be lighting a ritual fire or candles, hurriedly reading inscriptions, or knocking over barrels of grease. These concepts are explored further in "Complex Encounters".

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.

Rations

Rations determine how far and fast a party can travel before it must stop.

One day of rations provides enough food and water to sustain a creature for one day.

Rations may be scavenged by making a Track (K) Check.

Rests

When taking a Risky Rest whilst travelling, it takes one part (six hours) to complete the rest.

When the players decide to rest – this is usually during Dark, but doesn't have to be – they must choose one character to make a Recover (F) Check. Depending on their environment, and how well they do, this may lead to one time benefits or penalties to the rest, such as additional healing, or fewer dice replenished.

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.

These hazards are mostly split between Combat and Grit types. For Combat, see the Combat rules. For Grit, see below.

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.

Non-Skill Grit Checks

Many proactive actions performed by player characters will use the Grit Skills listed earlier. However, when an environment is dangerous in its own manner, non-skill Grit Checks can be used.

When using Grit Checks, you may or may not choose an Attribute that would help; a swamp of dazzling lights may need characters to maintain their Focus, an area of active geysers may cause characters to rely on their Dexterity to proceed. Some situations may fit multiple Attributes – consider letting characters use differing Attributes if they can justify it. A Grit Check will follow the format:

Grit (**X**, Y) Check

Where **X** is the first letter of the required Attribute, and Y is the Challenge of the Check.

To maintain the relevance of Grit Dice, no characters start Trained in Grit Checks, which means that they use a D10 to try and pass the check. With this in mind, the average "difficult" check should have a Challenge

of 10-12, allowing those with large Grit Dice to have substantially stronger chances at succeeding than those without.

Some classes may allow characters to become Trained in Grit Checks *(meaning they roll a D20)* – this will allow them to confidently navigate difficult situations with ease. In line with the principles of the game, this should be highlighted, not restricted, and provide the player with a feeling of strength. Some classes, spells, or situations may even allow characters that pass the Grit Check by a wide margin to help out those that fail.

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 "easiest" 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 guide on how creatures will react to characters' interactions.

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.

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.

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.

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.

Role-play vs Roll-play

Lots of social encounters can get "trapped" in fun-but-time-consuming conversations. Most of the time this is enjoyable for all players, but when an encounter reaches a certain point, consider having the most engaged character roll a Skill Check to progress the pace of the game.

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 Combat Encounters with regards to Actions, movement, and other character abilities.

For details, see "Combat".

Environmental Hazards

During Initiative, environmental hazards should also get a "turn". Mark a point in the Initiative order for each hazard – this might even vary if the hazard is randomly occurring. 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 Combat Actions

Most Complex Encounters will have additional Combat 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 combat actions, if a player suggests something suitable for the encounter, the GM should consider treating it as an additional combat 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 Combat Actions

In this encounter, several additional Combat Actions can be performed:

Combat Action: Steady the Bridge

A character uses their might (**P**) to steady the bridge. The character must make an Athletic (15) Check. On a failure, they slip and take 1d4 of 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.

Combat 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 (12) 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 (15) 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 a Grit (D,8) 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.

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 to your Attributes:

-1,0,1,2,3

These Attributes reflect 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.

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.
3	Increased Dice Size
4	Increase up to two Attributes
5	Can learn Unleash Spells
6-10	Undefined as yet

Increasing Attributes

At various 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

Species

In Beyond the Veil, each character has a species, which may grant them minor bonuses. The following is true for all species, unless otherwise stated:

Languages: All species know *Common*.
Size: All species are Medium 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.

Languages: You know Dwarven and Giant.

Hardy Folk: Your maximum Hit Points are increased by 1 each level.

Subculture: 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

Mine 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 Track, 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.

Languages: You know Elvish.

Trance: When you take a Risky Rest, your Focus is considered to be 1 higher for the purposes of replenishing dice.

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 Track and Observe

Soft Step: Treat your Dexterity as 1 higher when moving in Combat.

Ambush: When you take the Attack Combat 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.

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: Your size is Small.

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: Your size is Small.

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 Athletic.

Strategic Formation: When within 5ft of a friendly creature, your attack rolls of 9 or 20 deal an additional Weapon Die of your choice *(that you already have)*.

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 weapon 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.

Languages: You know Elvish.

Trance: When you take a Risky Rest, your Focus is considered to be 1 higher for the purposes of 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 4 feet, they find it easy to hide in places that others don't think to look, such as behind other people.

Size: You are Small.

Sneaky: You can move through the space of, or attempt to hide behind, creatures at least one size larger than you.

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 advantage on Perception Checks to detect hidden doors, traps, or treasure.

Ironfoot

The Ironfoot live in Santryl, alongside the Galls. 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 if it is 10 or above.

Forge Prowess: When making a melee attack, you may re-roll one damage 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.

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

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

Gallia

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

Culture of Learning: You are Trained in Arcanery

Fearless: You are Trained in Saves against being Frightened.

Lost Land Wanderer

The Humans from the Lost Lands fight each day to survive amidst the Hobgoblin wars.

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.

Swimmers: You have a swim unhindered, and can hold your breathe for twice as long as normal.
Guardians of Nature: You are Trained in Track.
Faithful Guardians: On completing a Safe Rest, you gain a Temporary Magic Die (D6). This die can only be used to cast *Warding* spells.
Subculture: Croaking Conclave

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.

Uncommon Species

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

Drakkenkin

The Drakkenkin 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.

Languages: You know Draconic.
Draconic 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 Drakkenkin are imposing foes, no matter how they fight their battles. Each has a gift of The Platinum Lady's great breath, the element of which is determined by their alignment.
Breath Weapon: When you take the Attack Combat Action, you may instead breathe an exhalation of destructive magical energy in a 15 ft. cone. Every creature in that area must make a Dexterity (Spell Challenge) Save. Each creature that fails the save counts as having been hit by your breath. They take half your Weapon Dice damage, and an additional 1d10 damage of the type associated with your **Metallic Alignment**. You may use this once per Risky Rest.

Kobold

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

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

Pack Creatures: You can choose to share your Grit Die with another creature for any Grit Check you both make. They use that Die instead of their own, and you cannot benefit from a similar ability. 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.

Size: Your size is Small.
Language: You know an additional language of your choice.
Adaptive: You may use your Knowledge for any Social Skill Checks you are not Trained in.

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.

Language: You know Demonic.
Infernal Ancestry: You have resistance to Fire damage.
Demon Blood: As a Combat 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 *Blood* spell. If you spend one or more Magic Dice in doing so, you replenish a Magic Die.

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.

Religious Culture: You are Trained in Culture.
Stalwart: When Dying, you may Persevere on a roll of 10 or higher *(instead of 15 or higher)*.
Forbidden Knowledge: You are Trained in Arcanery when trying to use Spell Scrolls.

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.

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. Led by their god, Onchus, they plot and scheme to take over villages and towns, and add them to the swarm.

Size: Your size is Small.
Language: You know Deep Speech.
Toxic: You are resistant to Poison damage, and immune to disease. Additionally, whenever you make a melee 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.

Language: You know Deep Speech.
Aquatic: You can breathe, talk, and move normally underwater.
Twisted Song: As a Combat Action, you can sing a captivating song. Each creature within 30ft must make a Will (Spell Challenge) Check. On a failure, that creature is 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.

Language: You know Deep Speech.
Smokey Form: You are Trained in Sneak
The Hunger:
Shady Step:
Shadow Feeder:

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.

Species: Choose another non-*Dark Denizens* Species. You gain the benefits of that Species.
Slow: Treat your Dexterity as 1 lower when moving in combat.
Grisly Appearance: You always roll a D10 on Social Skill Checks *(even if another ability or feature would allow you to roll a D20).*
Undeath: When you are Dying, you don't need to roll to make the Persevere Check *(you still need a Grit Die).*

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>, (combat 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.

Making an Assassin

Hit Points: 10 + 8 per level.
Saves: You are trained in Dexterity and Focus Saves.
Skills: You are trained in Track and Sneak
Spell Challenge: 7 + Focus.
Armour: 7 + Dexterity.
Weapon Dice: 1D6 Physical per level.
Grit Dice: 1D6 per level.
Social Dice: 1D4 per level.
Magic Dice: 1D4 per level.

Spells

At 1st level, choose 1 *Enhancement* spell.

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

Assassinate

At 1st level 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.

Assassin Specialisation

At 2nd level, choose a Specialisation from *Death Harbinger, Mindraker, Spellblade.* These choices will be listed at the end of the class description.

Deft Step

At 3rd level, 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.

Deep Cuts

At 5th level, your ability to strike true increases.

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

Combat Mastery

At 6th level, you can take two Combat Actions on your turn *(They can be the same).*

One Hit Kill

At 7th level, you are able to accurately identify weaknesses in an enemy's defence.

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

You can do this once per combat.

Assassin Specialisations

Specialisation: Death Harbinger

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

Death Magic

At 2nd level, you twist the corpses of those you kill to your whims.

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

Death Contract

At 2nd level, you take on the responsibility of ending the lives of those that the supernatural desire dead.

At the beginning of combat, choose an enemy creature. Each time you use Assassinate against that creature this combat, you add your Knowledge to the damage dealt.

Doom Sight

At 4th level, 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 a Combat 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.

Death Walking

At 8th level you are a master of death.

You learn an additional *Necromancy* spell.

The Hit Point Threshold for Doomed creatures increases to 20.

As a Combat Action, choose one or more:

→ Each enemy creature you can see must make a Will Save. 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 that dies this combat becomes a Skeleton. These Skeletons obey your instruction and last for one hour.

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

Specialisation: Mindraker

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

Mental Strike

At 2nd level. <filler fluff text>

Your Assassinate Weapon Dice become Psychic.

When you use Assassinate, you may have the target make a Focus Save. 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.

Psychic Grip

At 4th level, 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, your must finish a Safe Rest before using it again.

Phantasmal Killer

At 8th level, you become a vessel for your mind between marks.

Creatures no longer get a Focus Save against your Mental Strike, instead always becoming Distressed.

You may use Psychic Grip without limit.

At the beginning of combat, choose a creature. You hijack that creature's mind. Whenever it makes an attack or fails a Save, 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, your 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.

Magical Proficiency

At 2nd level, you utilise magic more adeptly than your peers.

Your Magic Dice increase to D6s.

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

Imbued Power

At 4th level, 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.

Magician's Edge

At 8th level, 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.

Priest

The devout amongst the world worship gods, and in return gain access to magic.

Priests focus on ensuring that characters in the party recover well.

Making a Priest

Hit Points: 10 + 8 per level.
Saves: You are trained in Focus and Will Saves.
Skills: You are trained in Recover and one Social Skill of your choice.
Spell Challenge: 7 + Focus.
Armour Value: 6 + Dexterity.
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 37)* to worship. This decision will affect the damage you deal and the type of spells you can channel.

Spells

At 1st level, choose 1 spell from your god's spell list.

At each level after the 1st, choose an additional spell.

Comfort of the Devout

At 1st level, whenever you use a Magic Die to Recover, you immediately replenish that Die if you are successful.

Priest Specialisation

At 2nd level, 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.

Sermon

At 3rd level, 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.

Divine Plea

At 5th level, your magic grows to a strength capable of reaching the gods themselves.

As a Combat 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 Dexterity Save. Spend all your Magic Dice. Each creature takes that much damage on a failed save, 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.

Magical Mastery

At 6th level, whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as was spent for the first spell, where applicable.

Divine Intervention

At 7th level, you have impressed your God enough for a single favour.

As a Combat 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.

Priest Specialisations

Specialisation: Divining

You dedicate your magic to prediction, sourcing information, and identifying the unknown.

Spells

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

Glimpse

At 2nd level, 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 that much until they next get attacked, or if either you or they take a rest.

Portent

At 4th level, your predictive skills allow you to become acutely aware of a future event.

As a Combat 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.

Improved Portent

At 8th level, your Portent becomes much more potent.

When you use Portent, it applies for the whole day, instead of just one part of it.

Specialisation: Plant

You dedicate your magic to protection, warding off danger and preventing harm before it happens.

Spells

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

Natural Connection

At 2nd level, your studies into nature allow you to find strength from the world around you.

Each time you roll a 6 or higher on a Magic Die, a surge of plant life erupts around you. You gain two days of rations.

Power of the Land

At 4th level, you can pull what you need directly from the ground itself.

As a Combat Action, you can choose one or more:

→ Gain one day of rations for each creature of your choice within 30ft of you.

→ 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.

One with the World

At 8th level, you are connected deeply to the world.

Your Natural Connection activates once on rolls of 1 or more, and twice on rolls of 6 or more.

Your Power of the Land can be used twice between Safe Rests, and the path's range limit is removed.

You can choose to ignore the effects of any Plant spells.

Specialisation: Warding

You dedicate your magic to protection, warding off danger and preventing harm before it happens.

Warding Spells

At 2nd level, when you choose your spells, you may also choose from any *Warding* spell.

Constant Ward

At 2nd level, 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 combat, if you have fewer Ward Points than three times 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 three times your level *(to a minimum of 0)*.

Shared Ward

At 4th level, 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.

Ward of Perpetuality

At 8th level, 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.

Making a Scholar

Hit Points: 10 + 6 per level.
Saves: You are trained in Knowledge and Focus Saves.
Skills: You are trained in Observe and Elocution
Spell Challenge: 9 + Knowledge.
Armour: 3 + Focus.
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.

Spells

At 1st level, choose 1 spell from any school.

At each level thereafter, choose an additional spell from a school you have not chosen before.

Endless Pursuit of Knowledge

At 1st level, 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.

Scholar Specialisation

At 2nd level, choose a Specialisation from *Elementalist, Lorekeeper,* or *Malefict.* These choices will be listed at the end of the class description.

Heightened Magic

At 3rd level, your spells are enhanced. Your Spell Challenge is also increased by your Focus.

Crossing the Veil

At 5th level, 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.

Magical Mastery

At 6th level, whenever you cast a spell, you may cast a second spell immediately afterwards. When you do, use the same Magic Dice as was spent for the first spell, where applicable.

Magnum Opus

At 7th level, 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.

Scholar Specialisations

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.

Elemental Adept

At 2nd level, 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.

Elemental Self

At 4th level, 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).*

Ice: Your AV increases by 2.

Lightning: Whenever your cast a spell, you may move 5ft.

Elemental Dominion

At 8th level, 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.

Chasing Stories

At 2nd level, 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 (10). On a success, you find a random spell scroll.

Deciphered Secrets

At 4th level, 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* using a Temporary Magic Die *(D10, D12 at level 7 onward)*. Once you do, you must finish a Safe Rest before doing so again.

Omniscience

At 8th level, you approach a near-omniscient level of knowledge.

You automatically pass Arcanery Checks.

You are trained in Scry.

You may cast *Inspect* via Deciphered Secrets as often as you want.

You can choose to pass any Track, 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.

Curses

At 2nd level you begin to dive into the curses of the world.

You are Trained in Curse.

Bitterness

At 4th level, you pour your bitterness into your magic.

Whenever you successfully apply a condition to a creature, that creature must make an additional Will Save. On a failure, that creature is Distressed until your next turn. This ability does not trigger itself.

Master of Curses

At 8th level, 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 can choose to pass 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.

Making a Soldier

Hit Points: 10 + 12 per level.
Saves: You are trained in Power and Dexterity Saves.
Skills: You are trained in Athletic
Choose one to be trained in:

→ One Social Skill of your choice

→ One Grit Skill of your choice.
Spell Challenge: 9 + Power.
Armour: 9 + Dexterity.
Weapon Dice: 1D10 Physical per level.
Grit Dice: 1D8 per level.
Social Dice: 1D4 per level.
Magic Dice: 1D4 per level.

Spells

At 1st level, choose 1 *Enhancement* spell.

At each odd numbered level thereafter, choose an additional *Combat* or *Enhancement* spell.

True Grit

At 1st level, whenever you finish a Risky Rest, you replenish an additional Grit Die.

Critical Strikes

At 1st level, whenever you hit an enemy and the attack roll surpasses the target's AC by 10 or more, you deal the maximum possible damage instead of rolling your weapon dice.

Soldier Specialisation

At 2nd level, choose a Specialisation from *Archer, Shield-bearer,* or *Brute.* These choices will be listed at the end of the class description.

Martial Manoeuvrability

At 3rd level, your prowess in combat allows you to move around the battle with ease.

On you turn, the Full Move Combat Action can be taken for free *(Even if you took another Combat Action that turn).*

Peak Performance

At 5th level, you are able to perform at the highest level in combat.

As a Combat 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.

Combat Mastery

At 6th level, you can take two Combat Actions on your turn *(They can be the same).*

Lord of War

At 7th level, your ability to command the battlefield is unparalled.

As a Combat Action, you may choose any number of creatures you are aware of within 60ft. For each of those creatures, choose one or more:

→ They make an attack *(You choose the target).*

→ They move up to 15ft.

→ You attack them.

Once you use Lord of War, you may not use it again until you finish a Safe Rest.

Soldier Specialisations

Specialisation: Archer

You practice deadly strikes with ranged weaponry.

Incredible Shot

At 2nd level, your magic flows to ensure your strikes land true. Whenever you would make a ranged attack from further than 30ft, you roll a D20 to hit instead of a D10.

In addition, your ranged attacks deal additional damage equal to your Focus.

Trick Shot

At 4th level, you develop a set of trick shots, ammunition that applies special effects.

When you hit with a ranged attack, you may choose to do miminum damage. If you do, choose one:

→ Debilitator: Your target must make a Dexterity save or be affected by a Weak Condition of your choice until your next turn.

→ Tracer: Your target's AV is reduced by 5 until your next round.

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.

Bullseye

At 8th level, 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.

Heavy Shield

At 2nd level, 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.

Wall

At 4th level, 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 D20 to hit, instead you roll a D10.

One Man Vanguard

At 8th level, 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 a Combat 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.

Bloody Glee

At 2nd level, whenever you kill a creature, you heal X, where X is thrice your level.

Oppressive Power

At 4th level, 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.

Slaughtermaster

At 8th level, 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 combat, each enemy creature that can see you becomes Frenzied until the end of their turn.

Warden

Warden (ranger equivalent) will have benefits for recovery checks, "predicting" (choosing) next weather, animal, plant, divination spells

Occultist

Occultist (warlock equivalent) will have a god choice similar to priest, each giving an eldritch blast style attack. Class features will amplify that in some way.

Paladin

Paladin will choose a god similar to priests, albeit at level 2 as part of the subclass. Will focus on inspiring others in social situations

Charlatan

Charlatan (bard equivalent) will focus on social ability, and will be less limited by "Moral" frameworks.

Inspiring Performance

Whilst resting, choose a character that has not Affirmed their Motivations and Morals. That character does not suffer the resultant negative effects.

Gods

Choosing a God

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.

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 a Combat Action unless stated otherwise.

Natural Pantheon

God of Day – Crol'rim

Crol'rim's worshippers can invoke an essence of his divinity to spread light where there is none.

Basic Features

Damage Types: Holy, Fire.
Magic School: Divining.

Invoke Divinity: Light

You fill the world with light. A 120ft sphere of light emits from you for 1 hour.

God of Death – Ish'per

Worhsippers of Ish'per are able to prevent or expedite death.

Basic Features

Damage Types: Holy, Umbral.
Magic School: Necromancy.

Invoke Divinity: Death

Choose one:

→ Target creature loses the Dying condtion. If they have 0 Hit Points, they gain 1 Hit Point.

→ For 1 minute, target creature within 30ft is considered Weak to the next damage type that hits it.

God of Entropy – Tual'ven

Those that worship Tual'ven can find strength even as the world decays around them.

Basic 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 is reduced to 0 Ward Points, you gain 2 Ward Points.

God of Life – Spri'eek

Spri'eek delegates the care of the living to the mortals that worship Them.

Basic Features

Damage Types: Holy, Fire.
Magic School: Plant.

Invoke Divinity: Life

For the next minute, whenever you or a creature heals, you can choose to increase that healing by your character level.

God of Night – Den'wyt

Those that worship Den'wyt are left mostly to their own devices, though are given the tools to do so.

Basic 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 Planes – Zak'zar

Followers of Zak'zar consider themselves guardians of the planes, ensuring nothing is where it doesn't belong.

Basic 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

God of Bargains – Deel

Those with Deel can often find themselves at an advantage when striking deals.

Basic Features

Damage Types: Holy, Psychic.
Magic School: Mysticism.

Invoke Divinity: Bargain

You demonstrate your divine connection. 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

Prepared for anything, Ohn's devout can forage and scrounge for life saving resources in even the most desolate landscape.

Basic Features

Damage Types: Holy, Lightning.
Magic School: Plant.

Invoke Divinity: Disaster

Choose one:

→ You find 2 rations.

→ Target ruined structure is restored to a liveable condition for one night. A structure cannot be affected by this ability more than once a week.

God of Shelter – Chelt

Chelt's followers are masters at making locations safe for resting and recovering.

Basic Features

Damage Types: Holy, Fire.
Magic School: Warding.

Invoke Divinity: Hearth

You create a healing campfire. Risky Rests taken by it restore full Hit Points.

God of Justice – Scayl

Balancing the scayls of justice is an ever present tenant in the minds of Scayl's disciples.

Basic 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.

God of Roads – Pave

Travel for followers of Pave is rarely an issue, as they are able to steer themselve back on track.Basic Features

Damage Types: Holy, Physical.
Magic School: Planar.

Invoke Divinity: Roads

For the next day, you can travel unimpeded by any slowing effects from terrarin you pass through. Other dangers or features of the area are unaffected.

God of Seas – Bow'Tee

Followers of Bow'Tee don't receive his blessing so much as a forewarning of the terrors that lurk in the depths.

Basic 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.

God of War – Agres

Masters of inciting violence, those under Agres can encourage others into a dangerous frenzy.

Basic 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.

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.

Spell Challenge

If a spell ever asks for a Save or Skill Check, and the Challenge is not listed, the spell's caster's Spell Challenge is used.

Requirements

Spells also have requirements before you can use them. This is found at the top of the spell description.

It is possible to choose spells that you cannot use, in the hopes of being given the means to cast them as you travel.

Magic Dice Requirements

If a spell requires one or more Magic Dice, it is a minimum. For these purposes, any larger sized die, or quantity of dice, allows a character to use the spell.

For example, *Debilitate* requires 2D6 Magic Die to use. Any character with at least 2 Magic Dice of D6 or larger may use *Debilitate.*

Targets

Unless otherwise stated, targets must be visible and within 30 feet of the spellcaster.

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.

Unleash Spells

Some spells are tagged as **Unleash**. These spells cannot be learned until level 5, and no character can learn more than one **Unleash** spell.

Casting Spells

To or 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 combat, or in response to certain events.

Any spell that can be cast as a Combat Action may always be cast out of combat.

Spell List

Animal

Animal spells focus on interacting with beasts, natural or supernatural, and either pacifying and communicating them, or using them in battle.

Animal Messenger

Requirements:
Use: Combat Action
Target: A non-humanoid animal you are familiar with
Duration: 1hr.
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 your knowledge is 4 or more, it can speak a short message in a language you know.

Borrow Form

Requirements:
Use: Combat Action
Target: None
Duration: 1hr.
Choose an animal that naturally lives in the environment you're in then spend a magic Die. For that many 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. You cannot 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 0 Hit Points, and gain the Dying condition.

Summon Livestock

Requirements:
Use: Combat Action
Target: None
Duration: 1hr.
Spend a magic Die. Any livestock within that many

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.

Combat

Combat spells focus on amplifying the damage dealt by your attacks, and inflicting conditions on the target.

Staggering Blow

Requirements:
Use: Combat Action
Target: Any creature
Duration: Until target hits with an attack
You channel all your might into your attack. The next time you hit with an attack, your target must make a Power Save. On a failure, the target cannot move on its next turn.

If the target succeeds its Save, it instead takes damage equal to your Power.

Spend a Magic Die. Your target takes that much Physical damage, regardless of if it succeeded the save.

Destruction

Destruction spells focus on dealing damage and scaling that damage based on the magic invested.

Chain Lightning

Requirements:
Use: Combat Action
Target: Any character
Duration: Instantaneous
Spend one or more Magic Dice. The target takes that much *Lightning* damage. Choose three other creatures in a chain, starting with the closest to the original target, and so on. They each take half of the original *Lightning* damage.

Hurl Boulder

Requirements:
Use: Combat Action

Target: Any creature
Duration: Instantaneous.
You rip sediment from around you and hurl a small boulder. The target makes a Dexterity Save. If there are any other creatures up to 20ft behind the target, you may have them make a Dexterity Save afterward, in distance order.

Spend one or more Magic Dice and roll a Weapon Die. The first creature to fail the save takes Physical damage equal to the total of the two. Any other creature that fails the save takes half as much damage.

If a creature succeeds its save, it takes Physical damage equal to your Power.

Divining

Diving spells focus on the gathering of information, and detection of enemy spells.

Clues

Requirements:
Use: Combat Action
Target: One room or 40x40ft area.
Duration: 1 hour.
Spend a Magic Die. You may create an illusion of the past up to that many 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.

Detect Magic

Requirements:
Use: Combat Action
Target: Self
Duration: 1 hour.
For the duration, you are aware of the presence any magic that surrounds creatures or object. You don't gain any information about the magic, only that it is present.

Inspect

Requirements:
Use: Combat Action
Target: An object or feature of the environment.
Duration: Instantaneous
Spend a Magic Die. On a result of 4 or less, you

ascertain basic information about the target. On a result of 5 or more, you ascertain all information possible about the target. You know if there are curses upon it, but not what those curses are.

Locate

Requirements:
Use: Combat Action
Target: An object, creature or feature of the environment.
Duration: Instantaneous
Spend a Magic Die. For that many 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.

Omniscience

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Unleash. Spend all your Magic Dice. For five times that many 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.

Predict

Requirements:
Use: Combat Action
Target: Self, up to one other creature.
Duration: Until one or both of the affected creatures make a Save or Grit Skill check.
Spend a Magic Die. The next time the affected creatures make a Save or Grit Skill check, they add the result to that roll.

Translation

Requirements:
Use: Combat Action
Target: Self
Duration: Instantaneous
Spend a Magic Die. For the next hour, you know all languages. This does not include encrypted or encoded information.

Transpose

Requirements:
Use: Combat Action
Target: Object
Duration: 8 hours
Spend a Magic Die
You absorb any information on the target. For the duration you can perfectly recreate or recite that information.
If the information was physically represented in a non-magical way, such as a piece of art, or a model or sculpture, then you can recreate it with any material available.

Enhancement

Enhancement spells focus on modifying the user to suit their situation, such as providing elemental damage, resistance to conditions, or improving speed.

Elemental Weapon

Requirements:
Use: Combat Action
Target: Self
Duration: Until you makes a number of attacks equal to your Knowledge (minimum 1).
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.

When you cast this spell, you may immediately make an attack.

Speed

Requirements:
Use: Combat Action
Target: Self
Duration: 6 hours
Spend a magic die. On a result of 4 or less, your speed increases by 10. Higher results increase your speed by 20 instead. Increase your Initiative rolls by 20.

Hexes

Hexes focus on lowering the abilities of enemies.

Confusion

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Spend a Magic Die. For that many turns, the target cannot spend Magic Dice. It makes a Knowledge Save at the end of its turn. On a success, the spell ends early.

Curse

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Choose one, then spend a Magic Die:
→ Make a Curse Skill Check, increasing the result by twice the spent magic die's result.
→ The target becomes weakened for that many turns.

Debilitate

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Until you take damage, maximum 1min.
You twist your magic into a malignant force. Spend a Magic Die, then choose one effect:
→ The target makes a Power Save. On a failure, it becomes Weakened.

→ The target makes a Dexterity Save. On a failure, it becomes Slowed.

If the target succeeds its Save, it instead takes damage equal to your half your Will.

Disparage

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Spend a Magic Die. The target makes a Will Save. On a failure, it becomes Distressed until your next turn.

Regardless of the save result, until your next turn, any time the target would spend one or more Magic Dice, it spends an additional one if it can.

Frenzy

Requirements:
Use: Combat Action.

Target: One creature.
Duration: Varied
Spend a Magic Die. For that many turns, the target is Frenzied. It makes a Focus Save at the end of its turn. On a success, the spell ends early.

Jelly Legs

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Spend a Magic Die. For that many turns, the target cannot move more than 5ft on its turn.

Self Hatred

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Spend a Magic Die. For that many turns, each time the target deals damage to another creature, it hits itself for half as much damage. It makes a Will Save at the end of its turn. On a success, the spell ends early.

Turn to Frog

Requirements:
Use: Combat Action.
Target: One creature.
Duration: Varied
Unleash. Spend all your Magic Dice. The target makes a Will Save. Increase the challenge of the save by 1 per Magic Die spent. On a failure the target becomes a Frog. Whilst a frog, the target is immortal, and can escape any confinement. It remembers 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.

Mysticism

Mysticism spells focus on illusions, dispelling magical effects, and confusing enemies.

Base Form

Requirements:
Use: Combat Action
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 Will Save. 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.

Dispel Magic

Requirements:
Use: Combat Action
Target: Any creature or object within 60ft
Duration: Instantaneous
Spend a Magic Die. Make a Disenchant Skill Check as though you were Trained, adding the rolled number to the result.

Fog

Requirements:
Use: Combat Action
Target: A 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 Knowledge Save. On a failure, they cannot remember any events or details that happened more than 1 hour ago. On a success, they take psychic damage equal to your Focus.

Minor Illusion

Requirements:
Use: Combat Action
Target: 5ft area.
Duration: 1min.
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.

Phantasmagoria

Requirements:
Use: Combat Action
Target: Any creature or object within 60ft

Duration: Instantaneous
Unleash. Spend all your Magic Dice. Up to that many creatures fall Asleep. At the start of their turn, they must make a Will Save. 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 loses the other effects of 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 X psychic damage, where X is the total number rolled on the Spent Magic Dice. This only happens once.

Necromancy

Necromancy spells focus on using the dead as a resource, either for minor damage or for knowledge.

Corpse Crank

Requirements:
Use: Combat Action
Target: A corpse within 5 ft
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 twice the rolled die's value as Umbral damage.
→ You learn when, where, and how the corpse died. You can only use this spell on a corpse once.

Essence Theft

Requirements:
Use: Combat Action
Target: A 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 by X, where X is the size of the Magic Die spent to

cast this spell. When you do, you gain a Temporary DX Magic Die.

Raise Skeletons

Requirements: Level 5
Use: Combat Action
Target: User
Duration: 1hr or until user drops unconscious or dies.
Unleash. Spend all your Weapon Dice. For each die spent, you create a Skeleton. The skeletons will follow your commands, and will reanimate 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.

Skeleton Servant

Requirements: 1 Knowledge, 1 Will
Use: Combat Action
Target: A skeleton or corpse within 5 ft
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.

Soul Trap

Requirements:
Use: Combat Action
Target: A creature within 15 ft
Duration: Variable
Spend a Magic Die. For that many hours, the next time the target creature would die, you gain all of its unspent Magic Dice as Temporary Magic Dice. If the creature had no Magic Dice, you instead replenish one of your Grit Dice.

Speak With Dead

Requirements:
Use: Combat Action
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 three 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 Focus Save to prevent the spell. If they succeed, the spell fails.

Thrall

Requirements:
Use: Combat Action
Target: A creature or corpse within 15 ft
Duration: Variable
Spend a Magic Die. If a creature, the target must make a Will Save. On a failure, it becomes Enthralled by you for that many hours. On a successful save, the creature takes psychic damage equal to your Will.

Corpses automatically fail the Will Save 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.

Vampiric Touch

Requirements:
Use: Combat Action
Target: A creature within 5 ft
Duration: Instantaneous
You infuse your attack with vampiric magic. Make a melee attack. If you hit, Spend a Magic Die the damage dealt becomes Umbral. You heal equal to half the damage dealt.

Planar

Planar spells focus on restricting or improving creatures' movement and interactions with the world.

Fold Space

Requirements:
Use: Combat Action
Target: Two creatures within 60ft
Duration: Instantaneous
Choose two creatures, then spend a Magic dice. For that many turns, those creatures are always considered within 5ft of each other.

Manifestation

Requirements:
Use: Combat Action
Target: Self
Duration: Instantaneous
Unleash. Spend all your magic dice. Choose any point, on any plane. You and up to 5 other creatures are immediately teleported there. If you are not familiar with the location, each creature takes psychic damage equal to 30 – X, where X is the total value of the spent magic dice (minimum 0).

Open Portal

Requirements:
Use: Combat Action
Target: Self
Duration: 20 minutes
Spend any number of Magic Dice. You may reroll a number of them up to your Focus. On a 19 or lower, the spell fails. On a 20 or higher, you create a stable portal to another plane. On a 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 15 and 21)*.

Planar Pocket

Requirements:
Use: Combat Action
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.

Shape World

Requirements:
Use: Combat Action
Target: Self
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 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.

Tear Space

Requirements:
Use: Combat Action
Target: 30ft by 15ft area.
Duration: 1min.
The target area becomes Difficult Terrain. Spend a Magic Dice. Any creature that ends its turn in the area takes that much Arcane damage.

Teleport

Requirements:
Use: Move Action
Target: Self
Duration: Instantaneous
Spend a Magic dice. Teleport to a target location five times that many feet away.

Thoughtcast

Requirements:
Use: Combat Action
Target: Self
Duration: Instantaneous
Spend a Magic Die. On a 4 or lower, you may Scry on an object. On a 5 or higher, you may Scry on an object or creature. In either case, you automatically pass 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.

Plant

Plant spells focus on using the natural world as a resource for sustenance and travel.

Berries

Requirements:
Use: Combat Action
Target: Self
Duration: Instantaneous
Spend a Magic Dice. You create that many 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 can wake the sleeping creature.

Entangle

Requirements:
Use: Combat Action
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 that many hours, the target area becomes Difficult Terrain. Your movement is not affected by this spell.

Grove

Requirements:
Use: Combat Action
Target: an area of land, at least 1000 square feet large, and at least 5 miles from a settlement.
Duration: Variable
Unleash. Spend all your Magic Dice. For that many days, 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 rations for each creature currently within the grove to eat that day grows in the form of fruit, berries, and mushrooms. The rations decay 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.

Plant Growth

Requirements:
Use: Combat Action
Target: 5ft area
Duration: Variable

You cause the target area to experience rapid magical growth. Spend a Magic Die. For a number of days equal to the result, you can harvest two days of rations from the affected area.

Purify

Requirements:
Use: Combat Action
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.

Shelter

Requirements:
Use: Combat Action
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 additional Hit Points equal to the spent Magic Die's result.

Spores

Requirements:
Use: Combat Action
Target: Variable number of creatures within 60ft
Duration: 1 minute or until you cast another spell.
Spend a Magic Die. Up to that many creatures must make a Focus Save. 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 save takes poison damage equal to your Knowledge.

Trail of Vines

Requirements:
Use: Combat Action
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.

On a roll 6 or higher on the spent Magic Die, the vine is invisible to hostile creatures.

The vine always lasts the full 6 hours before disappearing.

Shadow

Shadow spells focus on hiding creatures and information.

Cover of Darkness

Requirements:
Use: Combat Action
Target: Self
Duration: 1 hour
Spend a Magic Die. Each creature within 10ft of you increases any Sneak Checks they make by that amount. If it is Dark, use the maximum result of the spent Magic Die instead.

Deluminate

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Spend a Magic Die. For that many minutes, each source of light that would reach within 30ft of you is extinguished. They are re-lit when the spell ends or if no longer in range.

Den'Wyt's Kiss

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Spend a Magic Die. The target must make a Focus Save. On a failure, they fall Asleep and Prone. On a Success, they fall Prone. Both conditions last for X turns, where X is the result of the spent Magic Die.

Lurk

Requirements:
Use: Combat Action.
Target: One character.

Duration: Until user takes damage or performs a Spend a Magic Die. For that many minutes, you disappear from view and become Invisible. You cannot move until the spell ends, or until a creature moves within 5ft of you. When the latter occurs, you may immediately make an attack. This attack always hits.

Deluminate

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Spend a Magic Die. For that many minutes, each source of light that would reach within 30ft of you is extinguished. They are re-lit when the spell ends or if no longer in range.

Nightfall

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Unleash. Spend all your Magic Dice. For that many hours, it becomes Dark. Each other creature within 60ft of you must make a Focus Save. On a failure, they are blinded whilst you are within 15ft of them.

Obfuscate

Requirements:
Use: Combat Action
Target: An object within 15ft
Duration: Until dispelled.
Spend a Magic Die.
Any written *(or equivalent)* information on the target object become obfuscated. That information cannot be understood by any means.

Smokescreen

Requirements:
Use: Combat Action
Target: Self
Duration: Varied
Spend a Magic Die. For that many 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.

Warding

Warding spells focus on preventing creatures from being harmed and restricting access.

Armour

Requirements:
Use: Combat Action
Target: Self
Duration: Until user takes damage, max. 8 hours
You ward yourself in magical amour. Spend a Magic Die. You gain a bonus to your AV equal to half the result *(rounding up).*

Divine Aegis

Requirements: Level 5
Use: Combat Action
Target: Self
Duration: Indefinite
You raise a barrier against divine meddling. Spend 3 Magic Dice. You can not replenish those dice whilst the spell is maintained.

You are immune to the effects of Divine Intervention or other direct actions from a God.

Encase

Requirements:
Use: Combat Action
Target: One creature
Duration: Varied
Spend a Magic Die. For that many 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 Will Save. On a success, the spell fails.

Energy Absorption

Requirements:
Use: Combat Action
Target: Self
Duration: 1 minute
Spend a Magic Die, then choose up to that many damage types other than Physical and Arcane. The target is resistant to those damage types until the spell ends.

Invulnerable / Inpenetrable

Requirements: Level 5
Use: Combat Action
Target: Any creature, object that can be sealed or locked, or 10ft passage.
Duration: Indefinite
Unleash. Spend all your Magic Dice.

If you target a creature, they gain twice that many 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 be able to perform each action in the requirements in order to cast the spell.

Lock

Requirements:
Use: Combat Action
Target: An object, door, or similarly lockable device.
Duration: Until dispelled
Spend a Magic Die. The target is magically locked. The lock can be opened at will by the caster. Otherwise, the lock can be opened in the following ways:
→ An Athletic (20) Check.
→ A Disenchant (15) Check.

As you cast this spell, you can spend any number of additional Magic Dice. If you do, the Challenge to open the lock is increased by 4 per die.

Seal

Requirements:
Use: Combat Action
Target: Any number of doorways, windows, or similarly open gaps in a structure or cave.
Duration: Varied
Spend a Magic Die. For that many minutes, each

space you choose is sealed off, and cannot be traversed.

Shield

Requirements:
Use: Combat Action
Target: Any character
Duration: Indefinite

You cast your magic to shield yourself or another, blocking any damage they might take. Spend a Magic Die and add your Focus. The target gains that many Ward Points.

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. The Challenge of this check is specific to each spell scroll.

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 "The World, Santryl" setting guide.

For added fun, make the player recite the full incantation as they cast the spell scroll.

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.

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 Dexterity Save. Gain and spend 3 Temporary D6 Magic Dice. Each creature that failed the save takes that much Fire damage. Each creature that passed the save takes half as much 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 see 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 Dexterity Save. Gain and spend 8 Temporary D6 Magic Dice. Each creature that failed the save takes that much Fire damage. Each creature that passed the save takes half as much 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 Focus Save. On a failure, they become Confused until your next turn.

Running the World

This section is intended for GMs to use to help them run the game. There is not an issue with non-GM players reading this section, but they may find it less useful. That being said, an informed player is able to interact better with the world.

Weather

On each day, roll a D4 for weather, based on the prior day's weather. Each weather has an effect on resting. This effect is ignored if characters rest indoors, or under suitable shelter.

If it is the same weather three days in a row, the fourth day is always Sunny.

Sunny

A nice sunny day.

Effect: Creatures add 1 to their Recover Checks

1	Overcast
2	Overcast
3	Sunny
4	Light Rain

Overcast

Cloudy, but not horrible.

Effect: None.

1	Light Rain
2	Light Rain
3	Overcast
4	Sunny

Light Rain

A bit of rain makes the ground less desirable.

Effect: Creatures subtract 1 from their Recover Checks.

1	Light Rain
2	Storm
3	Heavy Rain
4	Overcast

Heavy Rain

Heavy downpours make it much harder to rest.

Effect: Creatures subtract 5 from their Recover Checks

1	Sunny
2	Sunny
3	Storm
4	Overcast

Storm

A raging storm prevents rest.

Effect: Cannot rest in a Storm.

1	Light Rain
2	Sunny
3	Storm
4	Overcast

The World, Santryl

History of Santryl

Santryl's history started when the six ancient Gods agreed on a collective experiment. Together, they blew apart the planes of an empty world, and oversaw the resultant patches of life. Together with the Giants, their first creations, they tended the new planes.

Formation

One of the earliest continents to emerge after the planar separation, Santryl was the result of the Giants pulling together parts of the broken world and forging them into one landmass. From there they oversaw the gradual introduction of other species by the Gods, and supervised the development of the landscapes, ensuring good conditions for the new cultures to thrive. The Giants were proactive in these cultures for centuries, before leaving them to their own devices. They retreated to High Mount, and took residence deep in the caverns below. They remained available for counsel, and occasionally stirred to quell wars, but their interventions became fewer as the years went by.

Now they seldom leave their caverns, claiming their role as complete. They entrust the Dwarves with their locations, and whilst they don't encourage visitors, they will still willingly give advice to those that seek it.

The remaining species, most prominently the Dwarves, Elves, Humans, Rana, and various Goblinoids, settled into their respective cultures.

The Dwarves remained in High Mount, the mountains they claim to be the centre of the world. There they built citadels and towers, halls and towns, mines and excavations. They mostly keep to themselves, and have managed to maintain neutrality through the continent's various wars.

The Elves split in two; Some wanted to roam free the lands of Santryl, and became renowned wanderers, sharing stories and wisdom from across the continent. The others settled in the south west of Santryl, claiming lands for their own.

The Humans mostly stuck together, and together with the Halflings, built an industrious empire on the various metals in the north. What metals they didn't have access to they traded from the Dwarves, all to further their crafts and inventions. In the last century they have managed to build ships capable of travelling the great seas, and have been sending expeditionary forces off to seek new riches.

The Rana found a natural wonder: hot springs in the east, that are looked after by a lone Giant. Keeping their existence a secret, the Rana tend to the alpine forest with great care and caution. They welcome those that are deemed capable of showing restraint and wisdom, and reject those that they suspect would lead to the destruction of the springs.

The Goblinoids, numerous in their variations, spread out across Santryl. Though diverse in their forms, they remain singular in their roles as menaces to whichever culture happens to reside nearby. The lowly Goblin sticks to their pack, looting and scavenging for anything they can get their hands on. The Rock Goblin, hidden in the mountains, disrupt excavation sites and gnaw on the gemstones that decorate Dwarven architecture. The Hobgoblin fights to lead their warband, warring mostly with other Hobgoblin bands for something they've since forgotten about. The Bugbear, wisest of all Goblinoids, makes themself available for hire, as protection from threats on the road, such as other pesky Goblinoids.

Today's Nations

In the thousands of years since the formation of Santryl as a continent, various cultures have come and gone, each warring and replacing one another. The spread of each species has stayed mostly consistent, but as time progresses, the more secluded species like the Rana drift into rumour, and the Giants into myth and legend. Now there remains four main nations in Santryl: The Unvariant Empire, The Galls, High Mount, and the Croaking conclave.

Faith and Religion

After creating the world, the ancient gods took a largely hands-off role in the continued development of cultures, and although they continued overseeing aspects of life and death, they did not interact with mortals aside from a few miraculous interventions. They became known as the Natural Pantheon.

Below them are the Civil Pantheon, Gods that oversee the more civilised parts of life. Created alongside the developing cultures of the world, these Gods wield lesser power than their forefathers, but are much more familiar with the mortals, offering more occasional appearances and influence on the world.

Every now and then a creature with god-like power walks the world, and are occasionally elevated to a godhood of sorts. Named the Rogue Gods, they have no implicit domain, and are much more self-serving and present in the world's affairs.

The Natural Pantheon

Six Entities from far beyond, the Natural Pantheon created Santryl long ago.

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.

God of Death – Ish'per

Next is Ish'Per, God of Death. Unlike Spri'eek, 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.

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.

God of Life – Spri'eek

Held in the highest regard by the denizens of Santryl, the God of Life Spri'eek 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.

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.

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 care not, really, who travels, unless they intend on travelling to Their palace, but those are few who know or try such a feat.

The Civil Pantheon

God of Bargains – Deel

With his name almost becoming synonymous with trades and 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.

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.

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, and a quiet trust that the storms won't break through in the night.

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.

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.

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.

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.

The Rogue Gods

Mortals that attained god-like powers, or enacted forbidden rituals to attain godhood, the Rogue Gods each have their own agenda.

Kinnos, Machine Spirit

Manifested by fanatical belief in Gallia, 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.

The Platinum Lady

Progenitor of the drakkenkin, the Platinum Lady came from the cosmos, landing aeons ago in a comet. Now she wields power matching that of higher gods, she seeks mainly to maintain whatever order she finds upon her lands.

Rat Master Onchus

Born from the festering filth of Gallia's underground sewage systems, Onchus was a Rat King that ascended 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.

The Giants

Though not gods themselves, the giants were granted magic and power from their creators, that they could supervise the development of Santryl. Many giants have chosen to leave the living behind, but a few remain vigilant and watchful.

Olgrath

Hidden away in the hot springs known as Olgrath's Baths, Olgrath has a particular attachment to the natural state, and casts her influence to maintain the health of the various foliage in Santryl. Knowing that her life would be threatened if her location was common knowledge, she hides deep within the Croaking Conclave, and trusts them with tasks to help restore balance where it is needed.

The Unvariant Empire

Ruled by a council of ancient Elves, the Unvariant Empire is the largest nation in Santryl, and covers most of the southern and western coastlines. They maintain a powerful military, but have no desire to expand, instead looking to preserve their great empire and wealth forever.

The population of the Empire is mixed, mostly between Elves and Humans, but other species of Santryl are welcomed if they bring trade and money into the Empire.

The Unvariant Empire is ruled and governed by a parliament of ancient elves. However, their council room has remained empty for centuries, perhaps millennia, as prior meetings showed that the Empire has no interest in change, so any discussion about the matter would be moot.

Instead, small scale changes and day to day decisions are made by the House Premieres in the areas of the Empire that they govern.

The Elven Houses

The Empire is made up of seven houses of Elven lineage, each claiming to be the most valuable contributor to the stability of the Empire.

House Asceliv

House Asceliv is the eldest house, with its Premiere, Ilvir Asceliv having run the house for over four hundred years.

Their business and rule started as documenters and recorders of history and events. This practice soon found them as the official administration sector of the Unvariant Empire. They hold the knowledge of everything that has been witnessed across the centuries, and use that knowledge for their advantage.

Their centre of knowledge is Vreil, an ornate library embedded in the heart of the great tree Vrei, which spreads its roots acres around the library. From Vreil, House Asceliv conducts business and investigates any rumours that travel the winds.

House Firal

Led by Premiere Quinox Firal, House Firal tends the vast forests and woodlands that spread out across the Unvariant Empire. Being the only House of Wood Elf culture, House Firal are used to being sidelined by the other Houses.

Their business is in mapping, hunting, and retrieval of valuable resources from areas outside of distinct national borders. As such they maintain a strong political connection to those outside of the Empire, which they use as bargaining power.

Their bases are sparse and spread out across the Empire, but the woodland town of Lounotch serves as their official headquarters. Located on the far east of the Empire's borders, it guards the passageway through the Shadeslate Mountains.

House Kiin

In charge of training the Empire's military, House Kiin takes its role extremely seriously, despite the Empire not having gone to war in three hundred years. Premiere Reive Kiin is regarded as a tactical genius, and championed as the reason for the long era of peace.

Holding most of the weaponry and artefacts from before the last war, House Kiin is not too keen to distribute more than the basic supplies to its soldiers, for fear of a coup, uprising, or covert war operations by other Houses.

Holding rule over the largest city in the Empire, Ilvmiot, Premiere Reive oversees any and all operations of safety and security. Unlike other Premieres, he still serves in the ranks of his soldiers and servants, considering it the only true way to maintain the respect he asks for.

House Mineia

The smallest of the Houses, Mineia is an elite group of Elves that consider themselves the best at what they do. Featuring scholars, warriors, poets, artists, wizards, priests, and other skilled individuals, they require unanimous agreement to allow new members to join.

Founder of the House, and current Premiere, Ghistan Triellen strives to be the best at anything and everything. In starting House Mineia, they hope to find a community of individuals that strives to bring out the talent and skill in each other.

Located in the woods on the north of the Empire, the Mineia Commune is not hidden, but

rarely found by accident. Being close to the northern border allows Mineia to hear news from Gallia and occasionally recruit a Gall into the House.

House Oberiell

Masters of the illusory arts, House Oberiell is a centre of magical study into changing how the world is observed. Premiere Fioren Laret is so skilled at illusion magic that most people are unsure what they actually look like, or if they are even a single person.

Whilst the practical use of illusions to the Empire is fiercely debated, House Oberiell also sponsors research in other magical schools, which satisfies the other Houses enough to keep their power and influence.

House Oberiell is focused on the south west coast of the Empire, in the city of Pairul. Pairul shines and gleams with the sheen of magic, with only rumours of its true appearance.

House Qiet

Masters of intrigue and covert operations, House Qiet is the dark sheep of the Elven Houses. Led by Premiere Snei Menar, they both provide valuable insight into the politics of other nations, and undermine other Houses with rumours and plots.

Originally founded with charismatic ideals of peace via discussion, the members of Qiet found they could achieve their goals more efficiently through deceit, deception, and the discovery of hidden truths.

With an official headquarters – as far as the other houses are concerned – in the city of Seoervil, Qiet also has a strong presence in civilian life, adjudicating courts and civil discourse.

House Veyair

Veyair are led by Premiere Greolv Siena, and focus on the well being of the natural world within the Empire.

With the only truly decentralised spread of House members, Veyair have small collections of druids, priests, and wardens of nature spread out wherever they feel they are needed. When the Empire needs to change the landscape, Veyair oversee the preservation of what they can, and help to minimise the impact of the developments.

Religious Groups

The Bright

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 is 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.

Memorial Circle

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 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.

Saorkoth's Chosen

A recently developed sect that believe in Saorkoth, a mythical dragon that lurks in the depths of the Fire Spire. Despite no evidence of the dragon's existence – besides the group's collective claims of seeing him in visions – the religion has started to attract members to form small camps around the base of Fire Spire.

Geography

Eastern Flowers // Last Thoughts Lake

On the east of the Empire lies Last Thoughts Lake, a memorial to those that have fallen. Inside is a deep catacombs of the dead, placed in sacred remembrance. Next the lake is Eastern Flowers, a town dedicated to honouring the fallen. It is surrounded by a meadow of flowers of all types, one for each person placed in the memorial.

Fire Spire

Named after the smokey plume rising from its summit, the Fire Spire has been quiet for centuries, with the last major eruption predating the Empire's formation. It does slowly spew magma out of its sides, preventing any major developments or villages on its base. The Empire does maintain a minor watch post and village, but it runs on the bare essentials.

Minei Forest

A small forest in the centre of the western half of Santryl, the Minei Forest houses the Mineia Commune of the Unvariant Empire. Split by the Gallian border, the Mineia are careful to tread the border line routinely to prevent any claims by Gallia of more land for their nation.

Shadeslate Moutains

South of the High Mount range are the Shadeslate Mountains. Casting their dark shadow north across the valley that divides the ranges, the Shadleslate mountains house no civilisations other than various Goblin tribes.

Gallia

Named by their peers for their bravery and daring attitude for trying new things, the Galls love to make and create new inventions. They also love to have their own take and style on tools and possessions, and will endeavour to have a Gall made item over those of other cultures.

Gallia is governed by a chain of guilds, each holding expertise over their area of craftwork. The five richest guilds convene in regular summits, and control most of the flow of wealth across the nation.

Contained within Gallia's borders is the

Ironfoot Protectorate. Whilst the Ironfoot are keen weapon smiths, they are still Halflings, and averse to fighting beyond tests of strength or courage. They exchange much of their wealth for protection by Gallia, and enjoy a relatively quiet lifestyle. Their enclave, Stumble, lies in the north, bounded by hills and marking a major resting point for travellers.

Gallian Guilds

Excaver

In charge of extraction of minerals and materials, the Excaver maintain strong ties with the Dwarves of High Mount, as their mining projects often cross paths.

Shoak Tarion leads Excaver, driven by her desire to find the rare artefacts and metals hidden beneath the mountains.

Positioned on the east of Gallia, against the base of High Mount, their base of operations lies in the mining town of Conorvyn. From there they monitor what treasures are recovered from ancient cultures, and make sure that anything truly valuable stays under their administration.

MULE

The Management Union of Logistics Experts are a union of the workers that oversee the transport of goods across Gallia. Created as an insurance against what they perceived as a threat to the freedom of movement of goods and innovation, as the other Guilds started to form the Gallian government.

Whilst no one member of MULE has much authority over each other, they do nominate speakers for the guild for each summit. In the interest of neutrality, these are usually a different representative each time.

Since they are a decentralised Guild, they have no true headquarters, with a representative building in important towns and a few members present in most trade caravans.

Shipwraught

Historically one of the least influential Guilds, the Shipwraught has gained more power in the last fifty years as their overseas expeditions have finally started to pay off, yielding treasures and exotic goods from

other continents.

Led by Admiral Drear, the Guild has successfully transformed the coastlines of Gallia into a secure trading network.

Within the coastal city of Fairsea the Shipwraught train their workers and manage business. Being publicly focused on ship building, they have a lack of presence anywhere too far from bodies of water. However, they have begun to work in more covert operations since their foray overseas, and now have a few members laying low across Santryl.

Thaumia

Specialists in magical enchantments, Thaumia supplies the final adornments to Gallian crafts, such as imbuing weaponry and armour with magic, or ensuring new transport innovations are maintained without fault. Due to this, they have a large part in supervising the security of the borders via their Thaum Academy, which uses its students as ad hoc guards, investigators, and scribes.

In charge of Thaum Academy, and with it Thaumia, Skimt Magi is one of the most knowledgeable mortals in Santryl. From the Academy they continue to further their learning by managing expeditions to locations both in and out of Gallia.

Thaum Academy is its own settlement, located just outside of Lorden. They share government for petty matters, but the Academy resolves any internal issues with its own hierarchy.

Wracket

The Wracket Guild is made up of blacksmiths and metallurgists, who use the materials sourced elsewhere in Gallia to make both mundane armour and weaponry, and more niche projects such as tracks for the in-development train line.

Wracket is currently represented by Speck Loupe, a wizened old man, with years of wisdom and craftsmanship behind him. His short temper for foolery means those in Wracket maintain perpetually serious demeanours whenever he's around.

The main Wracket workshop is near the southern border of Gallia, built on top of an old ruin from a culture long forgotten. Likely an outpost destroyed in war, Borevyiet is home to an immense

forge powered by magic that is barely understood by those using it.

Religious Groups

Domachin

Domachin is the product of a rejected Guild, that sought domain over construct, machine, and autonomous developments. Though officially discontinued, the disgruntled members still gather and plot their revenge, all in the name of their revered Kinnos, the god that powers their machines.

With plots heavily focused towards gathering gears, the Domachin are centred in the docks of Solemn Shore, giving them access to the overseas imports, as well as the heavy intra-Gallia trade.

Petalan Prophets

There are those in Gallia 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.

Thaumic Tithe

The Thaumic Tithe is 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.

Geography

Iron Cape

The only northern port, Iron cape is fully reinforced with iron structures. A collaborative effort from Shipwraught and Wracket, the town watches over the seas for any invaders from afar. Whether from intimidation or luck, the only visitors so far have been friendly traders.

Ruinwatch Lake

Oddly still, this lake reflects the ruins of a decrepit stronghold. The owner of the ruins, since passed, has faded into legend, the only common tale telling of his slow descent into a tainted madness before throwing himself into the lake.

Tower Marsh

An old wizard's tower, long discarded when a dispute with an adversary wizard resulted in the land becoming unstable marshland. Although, there's regular rumours of a new occupant in the tower, though who – or what – they are is never agreed upon.

Croaking Conclave

The Croaking Conclave is an area high in the eastern mountain regions of Santryl, and is inhabited by Rana. They have a respect for nature above themselves, and strive to maintain harmony and peace in the Conclave.

Because the grounds they live on are sacred, the Conclave try not to advertise their location, although they welcome friendly strangers and hope to impart on them any wisdom they think would be helpful.

Within the Conclave are Olgrath's Baths, which they protect with great reverence. They use the hot springs in festivals and ceremony, but do not exploit them for value for outsiders.

The Croaking Conclave are one of the few still-practicing religious cultures, having not given up hope on the Gods. Perhaps this is why the Conclave always seems to see good fortune and a very low amount of illnesses amongst their populace.

Geography

Olgrath's Baths

Sacred hot springs guarded and looked after by the Croaking Conclave, Olgrath's Baths are named after Olgrath, the Giant that created them. Legend has that Olgrath still lives within the sanctuary around the Baths, but seldom do outsiders get any confirmation of the claim.

High Mount

High Mount is a nation of Dwarves that live in High Mount, the mountainous region in the centre of Santryl. Often rumoured to be an ancient citadel of the gods themselves, it is home to great palaces hewn from stone, and plenty of feasting dwarves.

They tend to keep to themselves most of the time, maintaining a solid neutrality with the other nations of Santryl. Despite this, the occasional exploratory Dwarf will make their way down into the wider continent, and remind others of their existence.

High Mount itself consists of many stony towns on peaks and plateaus through the mountains, each one providing vantage across the land. Beneath some are also tunnels down to hidden homes of Giants, that only a few dwarves are allowed to visit.

Due to their proximity to the Giants of legend, the Dwarves of High Mount maintain a level of respect for the Gods, but do not base much of their culture around their worship. As such, any priests or worshippers do so within their own means and time.

Geography

High Mount

The main mountain range dividing Santryl in two, High Mount is home to the High Mount Dwarves, and claimed to be the centre of the world.

Beneath High Mount lies several chambers of Dwarven city, and below them: the home of Giants – at least those who remain.

Notable Goblinoid Factions

Amongst the numerous Goblinoids there rises a few noteworthy factions. Some are those with the intelligence to realised they could achieve more together with other cultures, and others are just particularly cunning.

Roaming the eastern Santryl outskirts are the Hobgoblins. Many different tribes and orders cause havoc with raids and wars between both themselves and the more major cultures. Whilst none of them

have yet to cross the central mountains and challenge The Unvariant Empire, they draw increasingly closer to their borders, and regularly disrupt trade routes headed for the UE.

Also scattered about are Goblins, lurking mostly in cave systems and forests. Rarely do they venture far from their warrens, but the occasional brave – or stupid – Goblin has been known to try make it big in the wider world.

The Hobgoblin Warrens

Grashnuk Warren

Claimed by its inhabitants to be the greatest of the warrens, the Grashnuk control the pillaged plains around them. Contested only by the Nukgrash, a much weaker and ineffectual neighbouring warren, the Grashnuk strive to claim ever more land

Nukgrash Warren

Claimed by its inhabitants to be the greatest of the warrens, the Nukgrash desolate the plains around them. Contested only by the Grashnuk, a much weaker and ineffectual neighbouring warren, the Nukgrash hold dominion and fear over all nearby.

Sample Adventure: Village Rites

In this sample adventure, a party of characters arrives at an eerie village on a foggy moor. Recommended for levels 1-3.

Resting

Since the village is a new location, the party won't be able to perform a Safe Rest until they've stayed somewhere (such as the inn) for a few nights and grown comfortable with the location. This can then be disrupted again should the party be attacked, stolen from, or otherwise perturbed during their stay at the inn.

Key Locations

Tavern, chapel, fort, harbour, market square

Enemies and Monsters

Below are listed some example enemies and monsters, with some guidance on how to utilise them.

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
HP: 4, **AV**: 5, **Resistance**: N/A, **Weakness**: N/A

P: 0, **D:** 3, **K**: 1, **F:** -1, **W:** -1

Weapon Dice: 2D4 Physical.
Magic Dice: 1D8.

Ability: Grenade

Choose a location within 30ft and spend a Magic Die. Each creature within 5ft of the location must make a Dexterity Save (8) or take that much fire damage.

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 travelers 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 harrass higher level characters as they face another challenge in such an area.

Bog Rana
HP: 8, **AV**: 7, **Resistance**: Poison, **Weakness**: N/A

P: 1, **D:** 2, **K**: -1, **F:** -1, **W:** 0

Weapon Dice: 1D6 Physical.
Magic Dice: 3D4.

Poisoned Weapons

When the Bog Rana hits with an attack, it can spend a Magic Die to deal additional poison damage to the result.

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, **AV**: 6, **Resistance**: Umbral, **Weakness**: Holy

P: 1, **D:** 1, **K**: -1, **F:** -1, **W:** -1

Weapon Dice: 2D4 Physical.

Ability: 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 Combat Action: Full Move.